NAME

    sync – commit buffer cache to disk

SYNOPSIS

    #include <unistd.h>

    void sync(void);

Feature Test Macro Requirements for glibc (see **feature_test_macros**(7)):

    sync(): _BSD_SOURCE || _XOPEN_SOURCE >= 500

DESCRIPTION

    sync() first commits inodes to buffers, and then buffers to disk.

ERRORS

    This function is always successful.

CONFORMING TO

    SVr4, 4.3BSD, POSIX.1-2001.

NOTES

    Since glibc 2.2.2 the Linux prototype is as listed above, following the various standards. In libc4, libc5, and glibc up to 2.2.1 it was "int sync(void)", and **sync**() always returned 0.

BUGS

    According to the standard specification (e.g., POSIX.1-2001), **sync**() schedules the writes, but may return before the actual writing is done. However, since version 1.3.20 Linux does actually wait. (This still does not guarantee data integrity: modern disks have large caches.)

SEE ALSO

    bdflush(2), **fdatasync**(2), **fsync**(2), **sync**(8), **update**(8)

COLOPHON

    This page is part of release 3.22 of the Linux *man-pages* project. A description of the project, and information about reporting bugs, can be found at http://www.kernel.org/doc/man-pages/.