NAME

sgetmask, ssetmask − manipulation of signal mask (obsolete)

LIBRARY

Standard C library (*libc*, *−lc*)

SYNOPSIS

#include <sys/syscall.h> /* Definition of **SYS_*** constants */
#include <unistd.h>

[[deprecated]] long syscall(SYS_sgetmask, void);
[[deprecated]] long syscall(SYS_ssetmask, long *newmask***);**

DESCRIPTION

These system calls are obsolete. *Do not use them*; use **sigprocmask**(2) instead.

sgetmask() returns the signal mask of the calling process.

ssetmask() sets the signal mask of the calling process to the value given in *newmask*. The previous signal mask is returned.

The signal masks dealt with by these two system calls are plain bit masks (unlike the *sigset_t* used by **sigprocmask**(2)); use **sigmask**(3) to create and inspect these masks.

RETURN VALUE

sgetmask() always successfully returns the signal mask. **ssetmask**() al ways succeeds, and returns the previous signal mask.

ERRORS

These system calls always succeed.

VERSIONS

Since Linux 3.16, support for these system calls is optional, depending on whether the kernel was built with the **CONFIG_SGETMASK_SYSCALL** option.

STANDARDS

These system calls are Linux-specific.

NOTES

These system calls are unaware of signal numbers greater than 31 (i.e., real-time signals).

These system calls do not exist on x86-64.

It is not possible to block **SIGSTOP** or **SIGKILL**.

SEE ALSO

sigprocmask(2), **signal**(7)