

NAME

pause – wait for signal

LIBRARY

Standard C library (*libc*, *-lc*)

SYNOPSIS

#include <unistd.h>

int pause(void);

DESCRIPTION

pause() causes the calling process (or thread) to sleep until a signal is delivered that either terminates the process or causes the invocation of a signal-catching function.

RETURN VALUE

pause() returns only when a signal was caught and the signal-catching function returned. In this case, **pause()** returns `-1`, and *errno* is set to **EINTR**.

ERRORS**EINTR**

a signal was caught and the signal-catching function returned.

STANDARDS

POSIX.1-2001, POSIX.1-2008, SVr4, 4.3BSD.

SEE ALSO

kill(2), **select(2)**, **signal(2)**, **sigsuspend(2)**