NAME

pthread_tryjoin_np, pthread_timedjoin_np - try to join with a terminated thread

LIBRARY

POSIX threads library (libpthread, -lpthread)

SYNOPSIS

DESCRIPTION

These functions operate in the same way as **pthread_join**(3), except for the differences described on this page.

The **pthread_tryjoin_np**() function performs a nonblocking join with the thread *thread*, returning the exit status of the thread in**r etval*. If*thr ead* has not yet terminated, then instead of blocking, as is done by **pthread_join**(3), the call returns an error.

The **pthread_timedjoin_np**() function performs a join-with-timeout. If *thread* has not yet terminated, then the call blocks until a maximum time, specified in *abstime*, measured against the **CLOCK_REALTIME** clock. If the timeout expires before *thread* terminates, the call returns an error. The *abstime* are gument is a **timespec**(3) structure, specifying an absolute time measured since the Epoch (see **time**(2)).

RETURN VALUE

On success, these functions return 0; on error, they return an error number.

ERRORS

These functions can fail with the same errors as **pthread_join**(3). **pthread_tryjoin_np**() can in addition fail with the following error:

EBUSY

thread had not yet terminated at the time of the call.

pthread_timedjoin_np() can in addition fail with the following errors:

EINVAL

abstime value is invalid (tv_sec is less than 0 or tv_nsec is greater than 1e9).

ETIMEDOUT

The call timed out before *thread* terminated.

pthread_timedjoin_np() never returns the error EINTR.

VERSIONS

These functions were added in glibc 2.3.3.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
<pre>pthread_tryjoin_np(), pthread_timedjoin_np()</pre>	Thread safety	MT-Safe

STANDARDS

These functions are nonstandard GNU extensions; hence the suffix "_np" (nonportable) in the names.

BUGS

The pthread_timedjoin_np() function measures time by internally calculating a relative sleep interval that is then measured against the CLOCK_MONOTONIC clock instead of the CLOCK_REALTIME clock. Consequently, the timeout is unaffected by discontinuous changes to the CLOCK_REALTIME clock.

EXAMPLES

The following code waits to join for up to 5 seconds:

```
struct timespec ts;
int s;
...
if (clock_gettime(CLOCK_REALTIME, &ts) == -1) {
    /* Handle error */
}

ts.tv_sec += 5;

s = pthread_timedjoin_np(thread, NULL, &ts);
if (s != 0) {
    /* Handle error */
}
```

SEE ALSO

 $\textbf{clock_gettime}(2), \textbf{pthread_exit}(3), \textbf{pthread_join}(3), \textbf{timespec}(3), \textbf{pthreads}(7)$