

NAME

`sigsuspend`, `rt_sigsuspend` – wait for a signal

LIBRARY

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

SYNOPSIS

```
#include <signal.h>
```

```
int sigsuspend(const sigset_t *mask);
```

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

```
sigsuspend():  
_POSIX_C_SOURCE
```

DESCRIPTION

sigsuspend() temporarily replaces the signal mask of the calling thread with the mask given by *mask* and then suspends the thread until delivery of a signal whose action is to invoke a signal handler or to terminate a process.

If the signal terminates the process, then **sigsuspend()** does not return. If the signal is caught, then **sigsuspend()** returns after the signal handler returns, and the signal mask is restored to the state before the call to **sigsuspend()**.

It is not possible to block **SIGKILL** or **SIGSTOP**; specifying these signals in *mask*, has no effect on the thread's signal mask.

RETURN VALUE

sigsuspend() always returns `-1`, with *errno* set to indicate the error (normally, **EINTR**).

ERRORS**EFAULT**

mask points to memory which is not a valid part of the process address space.

EINTR

The call was interrupted by a signal; **signal(7)**.

STANDARDS

POSIX.1-2001, POSIX.1-2008.

NOTES

Normally, **sigsuspend()** is used in conjunction with **sigprocmask(2)** in order to prevent delivery of a signal during the execution of a critical code section. The caller first blocks the signals with **sigprocmask(2)**. When the critical code has completed, the caller then waits for the signals by calling **sigsuspend()** with the signal mask that was returned by **sigprocmask(2)** (in the *oldset* argument).

See **sigsetops(3)** for details on manipulating signal sets.

C library/kernel differences

The original Linux system call was named **sigsuspend()**. However, with the addition of real-time signals in Linux 2.2, the fixed-size, 32-bit *sigset_t* type supported by that system call was no longer fit for purpose. Consequently, a new system call, **rt_sigsuspend()**, was added to support an enlarged *sigset_t* type. The new system call takes a second argument, *size_t sigsetsize*, which specifies the size in bytes of the signal set in *mask*. This argument is currently required to have the value *sizeof(sigset_t)* (or the error **EINVAL** results). The glibc **sigsuspend()** wrapper function hides these details from us, transparently calling **rt_sigsuspend()** when the kernel provides it.

SEE ALSO

kill(2), **pause(2)**, **sigaction(2)**, **signal(2)**, **sigprocmask(2)**, **sigwaitinfo(2)**, **sigsetops(3)**, **sigwait(3)**, **signal(7)**