

**NAME**

idle – make process 0 idle

**SYNOPSIS**

```
#include <unistd.h>
```

```
int idle(void);
```

**DESCRIPTION**

**idle()** is an internal system call used during bootstrap. It marks the process's pages as swappable, lowers its priority, and enters the main scheduling loop. **idle()** never returns.

Only process 0 may call **idle()**. Any user process, even a process with superuser permission, will receive **EPERM**.

**RETURN VALUE**

**idle()** never returns for process 0, and always returns **-1** for a user process.

**ERRORS****EPERM**

Always, for a user process.

**VERSIONS**

Since Linux 2.3.13, this system call does not exist anymore.

**STANDARDS**

This function is Linux-specific, and should not be used in programs intended to be portable.