sig_atomic_t

Defined in header <signal.h>
typedef /* unspecified */ sig_atomic_t;

An integer type which can be accessed as an atomic entity even in the presence of asynchronous interrupts made by signals.

Example

Run this code

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

volatile sig_atomic_t gSignalStatus = 0;

void signal_handler(int signal)
{
    gSignalStatus = signal;
}

int main(void)
{
    /* Install a signal handler. */
    signal(SIGINT, signal_handler);

    printf("SignalValue:   %d\n", gSignalStatus);
    printf("Sending signal %d\n", SIGINT);
    raise(SIGINT);
    printf("SignalValue:   %d\n", gSignalStatus);
}
```

Possible output:

```
SignalValue:   0
Sending signal 2
SignalValue:   2
```

References

- C11 standard (ISO/IEC 9899:2011):

    - 7.14/2 Signal handling <signal.h> (p: 265)

- C99 standard (ISO/IEC 9899:1999):

    - 7.14/2 Signal handling <signal.h> (p: 246)

- C89/C90 standard (ISO/IEC 9899:1990):

    - 4.7 SIGNAL HANDLING <signal.h>

See also

signal	sets a signal handler for particular signal (function)

C++ documentation for **sig_atomic_t**