


The clone() System Call

```
1  #include <sched.h>
2  int clone(int (*fn) (void *), void *child_stack,
3           int flags, void *arg, ...);
```

arg 1 the function to be executed, i.e. `fn(arg)`, which returns an `int`;

arg 2 a pointer  a (usually malloced) memory space to be used as the stack for the new thread;

arg 3 a set of flags used to indicate how much the calling process is to be shared. In fact,

`clone(0) == fork()`

arg 4 the arguments passed to the function.

It returns the PID of the child process or -1 on failure.

`$ man clone`