

**NAME**

nice - change process priority

**SYNOPSIS**

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

```
int nice(int inc);
```

Feature Test Macro Requirements for glibc (see [feature\\_test\\_macros\(7\)](#)):

```
nice(): _BSD_SOURCE || _SVID_SOURCE || _XOPEN_SOURCE
```

**DESCRIPTION**

**nice()** adds *inc* to the nice value for the calling process. (A higher nice value means a low priority.) Only the superuser may specify a negative increment, or priority increase. The range for nice values is described in [getpriority\(2\)](#).

**RETURN VALUE**

On success, the new nice value is returned (but see NOTES below). On error, -1 is returned, and *errno* is set appropriately.

**ERRORS****EPERM**

The calling process attempted to increase its priority by supplying a negative *inc* but has insufficient privileges. Under Linux, the **CAP\_SYS\_NICE** capability is required. (But see the discussion of the **RLIMIT\_NICE** resource limit in [setrlimit\(2\)](#).)

**CONFORMING TO**

SVr4, 4.3BSD, POSIX.1-2001. However, the Linux and (g)libc (earlier than glibc 2.2.4) return value is nonstandard, see below. SVr4 documents an additional **EINVAL** error code.

**NOTES**

SUSv2 and POSIX.1-2001 specify that **nice()** should return the new nice value. However, the Linux syscall and the **nice()** library function provided in older versions of (g)libc (earlier than glibc 2.2.4) return 0 on success. The new nice value can be found using [getpriority\(2\)](#).

Since glibc 2.2.4, **nice()** is implemented as a library function that calls [getpriority\(2\)](#) to obtain the new nice value to be returned to the caller. With this implementation, a successful call can legitimately return -1. To reliably detect an error, set *errno* to 0 before the call, and check its value when **nice()** returns -1.

**SEE ALSO**

[nice\(1\)](#), [renice\(1\)](#), [fork\(2\)](#), [getpriority\(2\)](#), [setpriority\(2\)](#), [capabilities\(7\)](#), [sched\(7\)](#)

**COLOPHON**

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