

NAME

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

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 process with the mask given by *mask* and then suspends the process 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 process'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\(7\)](#).

CONFORMING TO

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\(7\)](#)

COLOPHON

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