

**NAME**

`aio_return` - get return status of asynchronous I/O operation

**SYNOPSIS**

```
#include <aio.h>
```

```
ssize_t aio_return(struct aiocb *aiocbp);
```

Link with `-lrt`.

**DESCRIPTION**

The `aio_return()` function returns the final return status for the asynchronous I/O request with control block pointed to by `aiocbp`. (See [aio\(7\)](#) for a description of the `aiocb` structure.)

This function should be called only once for any given request, after [aio\\_error\(3\)](#) returns something other than **EINPROGRESS**.

**RETURN VALUE**

If the asynchronous I/O operation has completed, this function returns the value that would have been returned in case of a synchronous [read\(2\)](#), [write\(2\)](#), [fsync\(2\)](#) or [fdatasync\(2\)](#), call.

If the asynchronous I/O operation has not yet completed, the return value and effect of `aio_return()` are undefined.

**ERRORS****EINVAL**

`aiocbp` does not point at a control block for an asynchronous I/O request of which the return status has not been retrieved yet.

**ENOSYS**

`aio_return()` is not implemented.

**VERSIONS**

The `aio_return()` function is available since glibc 2.1.

**ATTRIBUTES**

**Multithreading** (see [pthreads\(7\)](#))

The `aio_return()` function is thread-safe.

**CONFORMING TO**

POSIX.1-2001, POSIX.1-2008.

**EXAMPLE**

See [aio\(7\)](#).

**SEE ALSO**

[aio\\_cancel\(3\)](#), [aio\\_error\(3\)](#), [aio\\_fsync\(3\)](#), [aio\\_read\(3\)](#), [aio\\_suspend\(3\)](#), [aio\\_write\(3\)](#), [lio\\_listio\(3\)](#), [aio\(7\)](#)

**COLOPHON**

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