IBM Systems - iSeries
UNIX-Type -- Signal APIs

Version 5 Release 4
Note
Before using this information and the product it supports, be sure to read the information in “Notices,” on page 85.

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This edition applies to version 5, release 4, modification 0 of IBM i5/OS (product number 5722-SS1) and to all subsequent releases and modifications until otherwise indicated in new editions. This version does not run on all reduced instruction set computer (RISC) models nor does it run on CISC models.

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Signal APIs

An X/Open specification defines a "signal" as a mechanism by which a process may be notified of, or affected by, an event occurring in the system. The term signal is also used to refer to the event itself.

For additional information on the Signal APIs, see:

- "Using Signal APIs” on page 68
- “i5/OS Signal Management” on page 69
- “Differences from Signals on UNIX Systems” on page 71

The Signal APIs are:

- "alarm()—Set Schedule for Alarm Signal” on page 2 (Set schedule for alarm signal) generates a SIGALRM signal after the number of seconds specified by the seconds parameter have elapsed. The delivery of the SIGALRM signal is directed at the calling process.
- "getitimer()—Get Value for Interval Timer” on page 4 (Get value of interval timer) returns the value last used to set the interval timer specified by which in the structure pointed to by value.
- "kill()—Send Signal to Process or Group of Processes” on page 7 (Send signal to process or group of processes) sends a signal to a process or process group specified by pid.
- "pause()—Suspend Process Until Signal Received” on page 11 (Suspend process until signal received) suspends processing of the calling thread.
- "Qp0sDisableSignals()—Disable Process for Signals” on page 13 (Disable process for signals) prevents the process from receiving signals.
- "Qp0sEnableSignals()—Enable Process for Signals” on page 16 (Enable process for signals) enables the process to receive signals.
- "setitimer()—Set Value for Interval Timer” on page 19 (Set value of interval timer) sets the timer specified by which to the value in the structure pointed to by value and stores the previous value of the timer in the structure pointed to by ovalue.
- "sigaction()—Examine and Change Signal Action” on page 22 (Examine and change signal action) examines, changes, or both examines and changes the action associated with a specific signal.
- "sigaddset()—Add Signal to Signal Set” on page 31 (Add signal to signal set) is part of a family of functions that manipulate signal sets.
- "sigdelset()—Delete Signal from Signal Set” on page 33 (Delete signal from signal set) is part of a family of functions that manipulate signal sets.
- "sigemptyset()—Initialize and Empty Signal Set” on page 35 (Initialize and empty signal set) is part of a family of functions that manipulate signal sets.
- "sigfillset()—Initialize and Fill Signal Set” on page 37 (Initialize and fill signal set) is part of a family of functions that manipulate signal sets.
- "sigismember()—Test for Signal in Signal Set” on page 38 (Test for signal in signal set) is part of a family of functions that manipulate signal sets.
- "siglongjmp()—Perform Nonlocal Goto with Signal Handling” on page 40 (Perform nonlocal goto with signal handling) restores the stack environment previously saved in env by siglongjmp().
- "sigpending()—Examine Pending Signals” on page 44 (Examine pending signals) returns signals that are blocked from delivery and pending for either the calling thread or the process.
- "sigprocmask()—Examine and Change Blocked Signals” on page 46 (Examine and change blocked signals) examines, or changes, or both examines and changes the signal mask of the calling thread.
- "sigsetjmp()—Set Jump Point for Nonlocal Goto” on page 49 (Set jump point for nonlocal goto) saves the current stack environment and, optionally, the current signal mask.
• “sigsuspend()—Wait for Signal” on page 52 (Wait for signal) replaces the current signal mask of a thread with the signal set given by "signalmask and then suspends processing of the calling process.
• “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55 (Synchronously accept a signal for interval of time) selects a pending signal from set, clears it from the set of pending signals for the thread or process, and returns that signal number in the si_signo member in the structure that is referenced by info.
• “sigwait()—Synchronously Accept a Signal” on page 56 (Synchronously accept a signal) selects a pending signal from set, clears it from the set of pending signals for the thread or process, and returns that signal number in the si_signo member in the structure that is referenced by info.
• “sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61 (Synchronously accept a signal and signal data) selects a pending signal from set, clears it from the set of pending signals for the thread or process, and returns that signal number in the si_signo member in the structure that is referenced by info.
• “sleep()—Suspend Processing for Interval of Time” on page 63 (Suspend processing for interval of time) suspends a thread for a specified number of seconds.
• “usleep()—Suspend Processing for Interval of Time” on page 66 (Suspend processing for interval of time) suspends a thread for the number of microseconds specified by the useconds parameter.

Note: These functions use header (include) files from the library QSYSINC, which is optionally installable. Make sure QSYSINC is installed on your system before using any of the functions. See “Header Files for UNIX-Type Functions” on page 72 for the file and member name of each header file.


APIs

These are the APIs for this category.

alarm()—Set Schedule for Alarm Signal

Syntax
#include <unistd.h>

unsigned int alarm( unsigned int seconds );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The alarm() function generates a SIGALRM signal after the number of seconds specified by the seconds parameter have elapsed. The delivery of the SIGALRM signal is directed at the calling process.

seconds is the number of real seconds to elapse before the SIGALRM is generated. Because of processor delays, the SIGALRM may be generated slightly later than this specified time. If seconds is zero, any previously set alarm request is canceled.

Only one such alarm can be active at a time for the process. If a new alarm time is set, any previous alarm is canceled.

Authorities and Locks
None.

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Parameters

seconds

(Input) The number of real seconds to elapse before generating the signal.

Return Value

value

alarm() was successful. The value returned is one of the following:

- A nonzero value that is the number of real seconds until the previous alarm() request would have generated a SIGALRM signal.
- A value of zero if there was no previous alarm() request with time remaining.

-1

alarm() was not successful. The errno variable is set to indicate the error.

Error Conditions

If alarm() is not successful, errno usually indicates the following error. Under some conditions, errno could indicate an error other than that listed here.

[ENOTSIGINIT]

Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:

- The signal function is being called for a process that is not enabled for asynchronous signals.
- The signal function is being called when the system signal controls have not been initialized.

Usage Notes

The alarm() function enables a process for signals if the process is not already enabled for signals. For details, see “Qp0sEnableSignals()—Enable Process for Signals” on page 16. If the system has not been enabled for signals, alarm() is not successful, and an [ENOTSIGINIT] error is returned.

Related Information

- The <signal.h> file (see “Header Files for UNIX-Type Functions” on page 72)
- The <unistd.h> file
- “pause()—Suspend Process Until Signal Received” on page 11—Suspend Process Until Signal Received
- “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
- “Qp0sEnableSignals()—Enable Process for Signals” on page 16—Enable Process for Signals
- “setitimer()—Set Value for Interval Timer” on page 19—Set Value for Interval Timer
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “sigsuspend()—Wait for Signal” on page 52—Wait for Signal
- “sleep()—Suspend Processing for Interval of Time” on page 63—Suspend Processing for Interval of Time
- “usleep()—Suspend Processing for Interval of Time” on page 66—Suspend Processing for Interval of Time

Example

See Code disclaimer information for information pertaining to code examples.

The following example generates a SIGALRM signal using the alarm() function:

```c
#include <signal.h>
#include <unistd.h>
#include <stdio.h>
#include <time.h>
```
#include <errno.h>

#define LOOP_LIMIT 1E6

volatile int sigcount=0;

void catcher( int sig ) {
  printf( "Signal catcher called for signal %d\n", sig );
  sigcount = 1;
}

int main( int argc, char *argv[] ) {

  struct sigaction sact;
  volatile double count;
  time_t t;

  sigemptyset( &sact.sa_mask );
  sact.sa_flags = 0;
  sact.sa_handler = catcher;
  sigaction( SIGALRM, &sact, NULL );

  alarm(5); /* timer will pop in five seconds */

  time( &t );
  printf( "Before loop, time is %s", ctime( &t ) );

  for( count=0; ((count<LOOP_LIMIT) && (sigcount==0)); count++ )
  {
    time( &t );
    printf( "After loop, time is %s\n", ctime( &t ) );

    if( sigcount == 0 )
      printf( "The signal catcher never gained control\n" );
    else
      printf( "The signal catcher gained control\n" );

    printf( "The value of count is %.0f\n", count );
  }

  return( 0 );
}

Output:

Before loop, time is Sun Jan 22 10:14:00 1995
Signal catcher called for signal 14
After loop, time is Sun Jan 22 10:14:05 1995
The signal catcher gained control
The value of count is 290032

API introduced: V3R6

getitimer()—Get Value for Interval Timer

Syntax
#include <sys/time.h>

int getitimer( int which, struct itimerval *value );
The `getitimer()` function returns the value last used to set the interval timer specified by `which` in the structure pointed to by `value`.

**Authorities and Locks**

None.

**Parameters**

`which` (Input) The interval timer type.

The possible values for `which`, which are defined in the `<sys/time.h>` header file, are as follows:

- `ITIMER_REAL` The interval timer value is decremented in real time. The SIGALRM signal is generated for the process when this timer expires.
- `ITIMER_VIRTUAL` The interval timer value is only decremented when the process is running. The SIGVTALRM signal is generated for the process when this timer expires.
- `ITIMER_PROF` The interval timer value is only decremented when the process is running or when the system is running on behalf of the process. The SIGPROF signal is generated for the process when this timer expires.

`value` (Output) A pointer to the space where the current interval timer value is stored.

**Return Value**

- `0` `getitimer()` was successful.
- `-1` `getitimer()` was not successful. The `errno` variable is set to indicate the error.

**Error Conditions**

If `getitimer()` is not successful, `errno` usually indicates the following error. Under some conditions, `errno` could indicate an error other than that listed here.

- **[EINVAL]**
  The value specified for the argument is not correct.
  A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.
  An argument value is not valid, out of range, or NULL.
  - The value of `which` is not equal to one of the defined values.

- **[ENOTSIGINIT]**
  Process not enabled for signals.
  An attempt was made to call a signal function under one of the following conditions:
  - The signal function is being called for a process that is not enabled for asynchronous signals.
  - The signal function is being called when the system signal controls have not been initialized.

**Related Information**

- The `<sys/time.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- “alarm()—Set Schedule for Alarm Signal” on page 2—Set Schedule for Alarm Signal
- “setitimer()—Set Value for Interval Timer” on page 19—Set Value for Interval Timer
Example
See Code disclaimer information for information pertaining to code examples.

The following example returns the current interval timer value using the `getitimer()` function:

```c
#include <sys/time.h>
#include <signal.h>
#include <unistd.h>
#include <stdio.h>
#include <time.h>
#include <errno.h>

#define LOOP_LIMIT 1E12
volatile int sigcount=0;

void catcher( int sig )
{
    struct itimerval value;
    int which = ITIMER_REAL;

    printf( "Signal catcher called for signal %d\n", sig );
    sigcount++;
    if( sigcount > 1 ) {
        /*
         * Disable the real time interval timer
        */
        getitimer( which, &value );
        value.it_value.tv_sec = 0;
        value.it_value.tv_usec = 0;
        setitimer( which, &value, NULL );
    }
}

int main( int argc, char *argv[] )
{
    int result = 0;
    struct itimerval value, ovalue, pvalue;
    int which = ITIMER_REAL;
    struct sigaction sact;
    volatile double count;
    time_t t;

    sigemptyset( &sact.sa_mask );
    sact.sa_flags = 0;
    sact.sa_handler = catcher;
    sigaction( SIGALRM, &sact, NULL );

    getitimer( which, &pvalue );
    /*
     * Set a real time interval timer to repeat every 200 milliseconds
    */
```
value.it_interval.tv_sec = 0; /* Zero seconds */
value.it_interval.tv_usec = 200000; /* Two hundred milliseconds */
value.it_value.tv_sec = 0; /* Zero seconds */
value.it_value.tv_usec = 500000; /* Five hundred milliseconds */

result = setitimer( which, &value, &ovalue );

/*
 * The interval timer value returned by setitimer() should be
 * identical to the timer value returned by getitimer().
 */

if( ovalue.it_interval.tv_sec != pvalue.it_interval.tv_sec ||
    ovalue.it_interval.tv_usec != pvalue.it_interval.tv_usec ||
    ovalue.it_value.tv_sec != pvalue.it_value.tv_sec ||
    ovalue.it_value.tv_usec != pvalue.it_value.tv_usec ){
    printf( "Real time interval timer mismatch\n" );
    result = -1;
}

time( &t );
printf( "Before loop, time is %s", ctime(&t) );
for( count=0; ((count<LOOP_LIMIT) && (sigcount<2)); count++ );
time( &t );
printf( "After loop, time is %s\n", ctime(&t) );

if( sigcount == 0 )
    printf( "The signal catcher never gained control\n" );
else
    printf( "The signal catcher gained control\n" );

printf( "The value of count is %.0f\n", count );
return( result );}

Output:
Before loop, time is Sun Jun 15 10:14:00 1997
Signal catcher called for signal 14
Signal catcher called for signal 14
After loop, time is Sun Jun 15 10:14:01 1997
The signal catcher gained control
The value of count is 702943

API introduced: V4R2

kill()—Send Signal to Process or Group of Processes

Syntax
#include <sys/types.h>
#include <signal.h>

int kill( pid_t pid, int sig );
The \texttt{kill()} function sends a signal to a process or process group specified by \texttt{pid}. The signal to be sent is specified by \texttt{sig} and is either 0 or one of the signals from the list in the \texttt{<sys/signal.h>} header file.

The process sending the signal must have appropriate authority to the receiving process or processes. The \texttt{kill()} function is successful if the process has permission to send the signal \texttt{sig} to any of the processes specified by \texttt{pid}. If \texttt{kill()} is not successful, no signal is sent.

A process can use \texttt{kill()} to send a signal to itself. If the signal is not blocked in the sending thread, and if no other thread has the \texttt{sig} unblocked or is waiting in a \texttt{sigwait} function for \texttt{sig}, either \texttt{sig} or at least one pending unblocked signal is delivered to the sender before \texttt{kill()} returns.

**Parameters**

\texttt{pid}  \hspace{1cm} (Input) The process ID or process group ID to receive the signal.

\texttt{sig}  \hspace{1cm} (Input) The signal to be sent.

\texttt{pid} and \texttt{sig} can be used as follows:

\begin{itemize}
  \item \texttt{pid_t pid;} \hspace{0.5cm} Specifies the processes that the caller wants to send the signal to:
    \begin{itemize}
      \item If \texttt{pid} is greater than zero, \texttt{kill()} sends the signal \texttt{sig} to the process whose ID is equal to \texttt{pid}.
      \item If \texttt{pid} is equal to zero, \texttt{kill()} sends the signal \texttt{sig} to all processes whose process group ID is equal to that of the sender, except for those to which the sender does not have the appropriate authority to send a signal.
      \item If \texttt{pid} is equal to -1, \texttt{kill()} returns -1 and \texttt{errno} is set to [ESRCH].
      \item If \texttt{pid} is less than -1, \texttt{kill()} sends the signal \texttt{sig} to all processes whose process group ID is equal to the absolute value of \texttt{pid}, except for those to which the sender does not have appropriate authority to send a signal.
    \end{itemize}

  \item \texttt{int sig;} \hspace{0.5cm} The signal that should be sent to the processes specified by \texttt{pid}. This must be zero, or one of the signals defined in the \texttt{<sys/signal.h>} header file. If \texttt{sig} is zero, \texttt{kill()} performs error checking, but does not send a signal. You can use a \texttt{sig} value of zero to check whether the \texttt{pid} argument is valid.
\end{itemize}

**Authorities**

The thread sending the signal must have the appropriate authority to the receiving process. A thread is allowed to send a signal to a process if at least one of the following conditions is true:

\begin{itemize}
  \item The thread is sending a signal to its own process.
  \item The thread has \texttt{*JOBCTL} special authority defined in the currently running user profile or in a current adopted user profile.
  \item The thread belongs to a process that is the parent of the receiving process. (The process being signaled has a parent \texttt{process ID} equal to the \texttt{process ID} of the thread sending the signal.)
  \item If the receiving process is multi-threaded,
    \begin{itemize}
      \item The real or effective user ID of the thread matches the \textit{job user identity} of the process receiving process (the process being signaled).
      \item Otherwise,
    \end{itemize}
\end{itemize}
The real or effective user ID of the thread matches the real or effective user ID of the process being signaled. If _POSIX_SAVED_IDS is defined in the <unistd.h> include file, the saved set user ID of the intended recipient is checked instead of its effective user ID.

The job user identity is the name of the user profile by which a job is known to other jobs. It is described in more detail in the [Work Management] topic.

When sending a signal affects entries for multiple processes, the signal is generated for each process to which the process sending the signal is authorized. If the process does not have permission to send the signal to any receiving process, the [EPERM] error is returned.

Regardless of user ID, a process can always send a SIGCONT signal to a process that is a member of the same process group (same process group ID) as the sender.

**Return Value**

0  kill() was successful. It had permission to send sig to one or more of the processes specified by pid.
-1  kill() was not successful. It failed to send a signal. The errno variable is set to indicate the error.

**Error Conditions**

If kill() is not successful, errno usually indicates one of the following errors. Under some conditions, errno could indicate an error other than those listed here.

[EINVAL]

The value specified for the argument is not correct.
A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.
An argument value is not valid, out of range, or NULL.
The value of sig is not within the range of signal numbers or is a signal that is not supported.

[ENOTSIGNIT]

Process not enabled for signals.
An attempt was made to call a signal function under one of the following conditions:
• The signal function is being called for a process that is not enabled for asynchronous signals.
• The signal function is being called when the system signal controls have not been initialized.

[ENOSYSRSC]

System resources not available to complete request.

[EPERM]

Operation not permitted.
You must have appropriate privileges or be the owner of the object or other resource to do the requested operation.

[ESRCH]

No item could be found that matches the specified value.
The process or process group specified in pid cannot be found.
Usage Notes

1. If the value of \textit{pid} is 0 (so that \texttt{kill()} is used to send a signal to all processes whose process group ID is equal to that of the sender), \texttt{kill()} enables the process for signals if the process is not already enabled for signals. For details, see "Qp0sEnableSignals()—Enable Process for Signals" on page 16.

2. A process can use \texttt{kill()} to simulate the American National Standard C \texttt{raise()} function by using the following:

   ```c
   sigset_t sigmask;
   /*
    * Allow all signals to be delivered by unblocking all signals
    */
   sigemptyset( &sigmask );
   sigprocmask( SIG_SETMASK, &sigmask, NULL );
   ...
   kill( getpid(), SIGUSR1 );
   ```

   The example above ensures that no signals are blocked from delivery. When the \texttt{kill()} function is called, the behavior is the same as calling the \texttt{raise()} function.

Related Information

- The \verb|<signal.h>| file (see "Header Files for UNIX-Type Functions" on page 72)
- The \verb|<sys/types.h>| file (see "Header Files for UNIX-Type Functions" on page 72)
- “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
- “Qp0sEnableSignals()—Enable Process for Signals” on page 16—Enable Process for Signals
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
- “sigwait()—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal
- “sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data

Example

See \textbf{Code disclaimer information} for information pertaining to code examples.

The following example uses the \texttt{kill()} function:

```c
#include <signal.h>
#include <unistd.h>
#include <errno.h>
#include <stdio.h>
#include <time.h>

int sendsig( int );
volatile int sigcount=0;

void catcher( int sig ) {
    sigcount++;
}

int main( int argc, char *argv[] ) {
    struct sigaction sigact;
    int result;

    /* set up a signal catching function to handle the signals */
    /* that will be sent from the sendsig() function */
```
sigemptyset( &sigact.sa_mask );
sigact.sa_flags = 0;
sigact.sa_handler = catcher;
sigaction( SIGUSR1, &sigact, NULL );

/* Call the sendsig() function that will call the kill() */
/* function for SIGUSR1 n times based on the input value */
result = sendsig( 21 );
printf( "Back in main\n" );
printf( "The kill() function was called %d times\n", result );
printf( "The signal catching function was called %d times\n", sigcount );
return( 0 );}

int sendsig( int count ) {
    int i;
    int j=0;
    for( i=0; i < count; i++ ) {
        if( i == ((i/10)*10) ) {
            j++;
            kill( getpid(), SIGUSR1 );
        }
    }
    return( j );
}

Output:
Back in main
The kill() function was called 3 times
The signal catching function was called 3 times

API introduced: V3R6

pause()—Suspend Process Until Signal Received

Syntax
#include <unistd.h>

int pause( void );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The pause() function suspends processing of the calling thread. The thread does not resume until a signal is delivered whose action is to call a signal-catching function, end the request, or terminate the process. Some signals can be blocked by the thread’s signal mask. See "sigprocmask()—Examine and Change Blocked Signals” on page 46 for details.

If an incoming unblocked signal has an action of end the request or terminate the process, pause() never returns to the caller. If an incoming signal is handled by a signal-catching function, pause() returns after the signal-catching function returns.
Authorities and Locks
None.

Parameters
None.

Return Value
There is no return value to indicate successful completion.

Error Conditions
If `pause()` returns, `errno` indicates the following:

-1

`pause()` was not successful. The `errno` variable is set to indicate the reason.

[EINTR]

Interrupted function call.
A signal was received and handled by a signal-catching function that returned.

[ENOTSIGINIT]

Process not enabled for signals.
An attempt was made to call a signal function under one of the following conditions:
• The signal function is being called for a process that is not enabled for asynchronous signals.
• The signal function is being called when the system signal controls have not been initialized.

[EWOULDBLOCK]
Operation would have caused the process to be suspended. The current thread state would prevent the signal function from completing.

Usage Notes
The `pause()` function enables a process for signals if the process is not already enabled for signals. For details, see "Qp0sEnableSignals()—Enable Process for Signals" on page 16. If the system has not been enabled for signals, `pause()` is not successful, and an [ENOTSIGINIT] error is returned.

Related Information
• The `<unistd.h>` file (see "Header Files for UNIX-Type Functions" on page 72)
• "alarm()—Set Schedule for Alarm Signal” on page 2—Set Schedule for Alarm Signal
• "kill()—Send Signal to Process or Group of Processes” on page 7—Send Signal to Process or Group of Processes
• “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
• “Qp0sEnableSignals()—Enable Process for Signals” on page 16—Enable Process for Signals
• “sigprocmask()—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
• "sigsuspend()—Wait for Signal” on page 52—Wait for Signal
• “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
• "sigwait()—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal
• “sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data
Example

See Code disclaimer information for information pertaining to code examples.

The following example suspends processing using the `pause()` function and determines the current time:

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

void catcher(int sig) {
    printf("Signal catcher called for signal %d\n", sig);
}

void timestamp(char *str) {
    time_t t;
    time(&t);
    printf("The time %s is %s\n", str, ctime(&t));
}

int main(int argc, char *argv[]) {
    struct sigaction sigact;
    sigemptyset(&sigact.sa_mask);
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;
    sigaction(SIGALRM, &sigact, NULL);
    alarm(10);
    timestamp("before pause");
    pause();
    timestamp("after pause");
    return(0);
}
```

Output:

The time before pause is Sun Jan 22 11:09:08 1995
Signal catcher called for signal 14
The time after pause is Sun Jan 22 11:09:18 1995

API introduced: V3R6
The `Qp0sDisableSignals()` function prevents the process from receiving signals.

After `Qp0sDisableSignals()` is called, the process is no longer eligible to receive signals from another process or the system. Calls to functions that examine the signal action or the signal blocking mask of the thread will not return the requested information. For details on those functions, see "`sigaction()`—Examine and Change Signal Action" on page 22 and "`sigprocmask()`—Examine and Change Blocked Signals" on page 46.

If the process is currently disabled for signals, a call to `Qp0sDisableSignals()` has no effect and an [ENOTSIGINIT] error is returned.

**Authorities and Locks**
None.

**Parameters**
None

**Return Value**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td><code>Qp0sDisableSignals()</code> was successful.</td>
</tr>
<tr>
<td>-1</td>
<td><code>Qp0sDisableSignals()</code> was not successful. The <code>errno</code> variable is set to indicate the error.</td>
</tr>
</tbody>
</table>

**Error Conditions**

If `Qp0sDisableSignals()` is not successful, `errno` usually indicates the following error. Under some conditions, `errno` could indicate an error other than that listed here.

[ENOTSIGINIT]

Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:

- The signal function is being called for a process that is not enabled for asynchronous signals.
- The signal function is being called when the system signal controls have not been initialized.

**Usage Notes**

1. Processes, by default, are not eligible to receive signals from other processes or the system. However, once a process has been enabled for signals, it remains eligible to receive signals until either it ends or some user action is taken to prevent the delivery of signals.

Use of the following functions enables a process for signals:

- `alarm()`
- `getpgrp()`
- `getpid()`
- `kill()`
- `pause()`
- `Qp0wGetPgrp()`
- `Qp0wGetPid()`
- `setitimer()`
- `sigaction()`
- `sigprocmask()`
- `sigsuspend()`
- sig timed wait()
- sig wait()
- sig wait info()
- sleep()

Any of the Pthread APIs. See [Pthread APIs](#) for more information.

2. The user of signals can prevent the signals from being delivered to the process by calling the `sig procmask()` function. The user can also ignore the signal by calling the `sig action()` function. However, not all signals can be blocked or ignored. For details, see "(sig action())—Examine and Change Signal Action” on page 22 and “(sig procmask())—Examine and Change Blocked Signals” on page 46.

The `Qp0s Disable Signals()` function provides a means of preventing the calling process from receiving any signal from other processes or the system.

3. If a process has not been enabled for signals, the signal blocking mask for any thread created in the process will be set to the empty set.

4. If a process with multiple threads is disabled for signals by calling `Qp0s Disable Signals()` and then later re-enabled for signals, only the thread that causes signals to be enabled will have its signal blocking mask changed. The signal blocking mask for all other threads will be the value last used to set the signal blocking mask for those threads.

**Related Information**

- The `<signal.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- `alarm()`—Set Schedule for Alarm Signal” on page 2—Set Schedule for Alarm Signal
- `kill()`—Send Signal to Process or Group of Processes” on page 7—Send Signal to Process or Group of Processes
- `pause()`—Suspend Process Until Signal Received” on page 11—Suspend Process Until Signal Received
- `Qp0s Enable Signals()`—Enable Process for Signals” on page 16—Enable Process for Signals
- `setitimer()`—Set Value for Interval Timer” on page 19—Set Value for Interval Timer
- `sig action()`—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- `sig procmask()`—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
- `sigsuspend()`—Wait for Signal” on page 52—Wait for Signal
- `sig timed wait()`—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
- `sig wait()`—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal
- `sig wait info()`—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data
- `sleep()`—Suspend Processing for Interval of Time” on page 63—Suspend Processing for Interval of Time

**Example**

See [Code disclaimer information](#) for information pertaining to code examples.

The following example shows how a process can reset its signal vector and signal blocking mask.

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

void timestamp( char *str ) {
    time_t t;
```
```c
#include <time.h>
#include <stdio.h>
#include <signal.h>
#include <unistd.h>

int main(int argc, char *argv[])
{
    unsigned int ret;
    timestamp( "before sleep()" );
    /*
     * The sleep() function implicitly enables the process to
     * receive signals.
     */
    ret = sleep( 10 );
    timestamp( "after sleep()" );
    printf( "sleep() returned %d\n", ret );
    /*
    * Qp0sDisableSignals() prevents the process from receiving
    * signals. If the call to the Qp0sDisableSignals() function
    * is not done, the process would remain eligible to receive
    * signals after the return from main().
    */
    Qp0sDisableSignals();
    return( 0 );
}
```

**Output:**

```
before sleep() the time is Sun Jan 22 17:25:17 1995
after sleep() the time is Sun Jan 22 17:25:28 1995
sleep() returned 0
```

API introduced: V3R6

---

**Qp0sEnableSignals()—Enable Process for Signals**

**Syntax**

```c
#include <signal.h>

int Qp0sEnableSignals( void );
```

**Service Program Name:** QPOSSRV1  
**Default Public Authority:** *USE  
**Threadsafe:** Yes

The **Qp0sEnableSignals()** function enables the process to receive signals.

The **Qp0sEnableSignals()** function causes the process signal vector to be initialized for the set of supported signals. The signal handling action for each supported signal is set to the default action, as defined by `sigaction()` (see "`sigaction()`—Examine and Change Signal Action" on page 22). The signal blocking mask of the calling thread is set to the empty signal set (see "`sigemptyset()`—Initialize and Empty Signal Set" on page 35).
If the process is currently enabled for signals, a call to the \texttt{Qp0sEnableSignals()} has no effect. That is, the process signal vector and the signal blocking mask of the calling thread are unchanged and an [EALREADY] error is returned.

**Authorities and Locks**

None.

**Parameters**

None

**Return Value**

\begin{itemize}
\item \texttt{Qp0sEnableSignals()} was successful.  \texttt{Return Value} 0
\item \texttt{Qp0sEnableSignals()} was not successful. The \texttt{errno} variable is set to indicate the error.  \texttt{Return Value} -1
\end{itemize}

**Error Conditions**

If \texttt{Qp0sEnableSignals()} is not successful, \texttt{errno} usually indicates one of the following errors. Under some conditions, \texttt{errno} could indicate an error other than those listed here.

\begin{itemize}
\item [EALREADY] Operation already in progress.
\item The calling process is currently enabled for signals.
\end{itemize}

\begin{itemize}
\item [ENOTSIGINIT] Process not enabled for signals.
\item An attempt was made to call a signal function under one of the following conditions:
\begin{itemize}
\item The signal function is being called for a process that is not enabled for asynchronous signals.
\item The signal function is being called when the system signal controls have not been initialized.
\end{itemize}
\end{itemize}

**Usage Notes**

1. Processes, by default, are not eligible to receive signals from other processes or the system. The \texttt{Qp0sEnableSignals()} function allows the calling process to receive signals from other processes or the system without having to call other signal functions that enable the process for signals.

Use of the following functions enable a process for signals:

\begin{itemize}
\item alarm()
\item getpgid()
\item getpid()
\item kill()
\item pause()
\item Qp0wGetPgrp()
\item Qp0wGetPid()
\item setitimer()
\item sigaction()
\item sigprocmask()
\item sigsuspend()
\item sigtimedwait()
\end{itemize}
• sigwait()
• sigwaitinfo()
• sleep()

Any of the Pthread APIs. See Pthread APIs for more information.

2. Once a process has been enabled for signals, it remains eligible to receive signals until either it ends or some user action is taken to prevent the delivery of signals. The user of signals can prevent the signals from being delivered by calling the sigprocmask() function. The user can also ignore the signal by calling the sigaction() function. However, not all signals can be blocked or ignored. For details, see "sigaction()—Examine and Change Signal Action” on page 22 and "sigprocmask()—Examine and Change Blocked Signals” on page 46.

3. If a process has not been enabled for signals, the signal blocking mask for any thread created in the process will be set to the empty set.

4. If a process with multiple threads is disabled for signals by calling Qp0sDisableSignals() and then later re-enabled for signals, only the thread that causes signals to be enabled will have its signal blocking mask changed. The signal blocking mask for all other threads will be the value last used to set the signal blocking mask for those threads.

**Related Information**

• The <signal.h> file (see “Header Files for UNIX-Type Functions” on page 72)
• "alarm()—Set Schedule for Alarm Signal” on page 2—Set Schedule for Alarm Signal
• "kill()—Send Signal to Process or Group of Processes” on page 7—Send Signal to Process or Group of Processes
• “pause()—Suspend Process Until Signal Received” on page 11—Suspend Process Until Signal Received
• “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
• "setitimer()—Set Value for Interval Timer” on page 19—Set Value for Interval Timer
• “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
• "sigprocmask()—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
• "sigsuspend()—Wait for Signal” on page 52—Wait for Signal
• “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
• “sigwait()—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal
• "sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data
• "sleep()—Suspend Processing for Interval of Time” on page 63—Suspend Processing for Interval of Time

**Example**

See Code disclaimer information for information pertaining to code examples.

The following example shows how a process can reset its signal vector and signal blocking mask:

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

int resetSignals( void ) {
    int return_value;

    return_value = Qp0sEnableSignals();
    if( return_value == -1 ) {
        Qp0sDisableSignals();
    }
```
return_value = Qp0sEnableSignals();
}
return( return_value );
}

API introduced: V3R6

setitimer()—Set Value for Interval Timer

Syntax
#include <sys/time.h>

int setitimer( int which, const struct itimerval *value, struct itimerval *ovalue );

Service Program Name: QP0SSRV1
Default Public Authority: *USE
Threadsafe: Yes

The setitimer() function sets the timer specified by which to the value in the structure pointed to by value and stores the previous value of the timer in the structure pointed to by ovalue.

Authorities and Locks
None.

Parameters

which (Input) The interval timer type.

The possible values for which, which are defined in the <sys/time.h> header file, are as follows:

- ITIMER_REAL The interval timer value is decremented in real time. The SIGALRM signal is generated for the process when this timer expires.
- ITIMER_VIRTUAL The interval timer value is only decremented when the process is running. The SIGVTALRM signal is generated for the process when this timer expires.
- ITIMER_PROF The interval timer value is only decremented when the process is running or when the system is running on behalf of the process. The SIGPROF signal is generated for the process when this timer expires.

value (Input) A pointer to the interval timer structure to be used to change the interval timer value.

The timer value is defined by the itimerval structure. If it_value is non-zero, it indicates the time to the next timer expiration. If it_interval is non-zero, it indicates the time to be used to reset the timer when the it_value time elapses. If it_value is zero, the timer is disabled and the value of it_interval is ignored. If it_interval is zero, the timer is disabled after the next timer expiration.

ovalue (Output) A pointer to the space where the previous interval timer value is stored. This value may be NULL.

Return Value

0  setitimer() was successful.
-1  setitimer() was not successful. The errno variable is set to indicate the error.
Error Conditions

If `setitimer()` is not successful, `errno` usually indicates the following error. Under some conditions, `errno` could indicate an error other than that listed here.

[EINVAL]

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

An argument value is not valid, out of range, or NULL.

• The value of `which` is not equal to one of the defined values.
• The `tv_usec` member of the `it_value` structure has a value greater than or equal to 1,000,000.
• The `tv_usec` member of the `it_interval` structure has a value greater than or equal to 1,000,000.

[ENOSYSRSC]

System resources not available to complete request.

• The ITIMER_VIRTUAL value for `which` is not supported on this implementation.
• The ITIMER_PROF value for `which` is not supported on this implementation.

[ENOTSIGINIT]

Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:

• The signal function is being called for a process that is not enabled for asynchronous signals.
• The signal function is being called when the system signal controls have not been initialized.

Usage Notes

The `setitimer()` function enables a process for signals if the process is not already enabled for signals. For details, see “Qp0sEnableSignals()—Enable Process for Signals” on page 16. If the system has not been enabled for signals, `setitimer()` is not successful, and an [ENOTSIGINIT] error is returned.

Related Information

• The `<sys/time.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
• “alarm()—Set Schedule for Alarm Signal” on page 2—Set Schedule for Alarm Signal
• “setitimer()—Set Value for Interval Timer” on page 19—Set Value for Interval Timer
• “sleep()—Suspend Processing for Interval of Time” on page 63—Suspend Processing for Interval of Time
• “usleep()—Suspend Processing for Interval of Time” on page 66—Suspend Processing for Interval of Time

Example

See Code disclaimer information for information pertaining to code examples.

The following example returns the current interval timer value using the `setitimer()` function:

```c
#include <sys/time.h>
#include <signal.h>
#include <unistd.h>
#include <stdio.h>
#include <time.h>
#include <errno.h>

#define LOOP_LIMIT 1E12
```
volatile int sigcount=0;

void catcher( int sig ) {

struct itimerval value;
int which = ITIMER_REAL;

printf("Signal catcher called for signal %d\n", sig);
sigcount++;
if( sigcount > 1 ) {
    /*
     * Disable the real time interval timer
     */
    getitimer( which, &value );
    value.it_value.tv_sec = 0;
    value.it_value.tv_usec = 0;
    setitimer( which, &value, NULL );
}
}

int main( int argc, char *argv[] ) {

int result = 0;

struct itimerval value, ovalue, pvalue;
int which = ITIMER_REAL;

struct sigaction sact;
volatile double sact;
time_t t;

sigemptyset( &sact.sa_mask );
sact.sa_flags = 0;
sact.sa_handler = catcher;
sigaction( SIGALRM, &sact, NULL );

getitimer( which, &pvalue );

/*
 * Set a real time interval timer to repeat every 200 milliseconds
 */

value.it_interval.tv_sec = 0;    /* Zero seconds */
value.it_interval.tv_usec = 200000;  /* Two hundred milliseconds */
value.it_value.tv_sec = 0;      /* Zero seconds */
value.it_value.tv_usec = 500000;   /* Five hundred milliseconds */

result = setitimer( which, &value, &ovalue );

/*
 * The interval timer value returned by setitimer() should be
 * identical to the timer value returned by getitimer().
 */

if( ovalue.it_interval.tv_sec != pvalue.it_interval.tv_sec ||
    ovalue.it_interval.tv_usec != pvalue.it_interval.tv_usec ||
    ovalue.it_value.tv_sec != pvalue.it_value.tv_sec ||
    ovalue.it_value.tv_usec != pvalue.it_value.tv_usec ){
    printf("Real time interval timer mismatch\n");
    result = -1;
}
}
```c
#include <signal.h>

int sigaction( int sig, const struct sigaction *act, 
               struct sigaction *oact );
```

Service Program Name: QP0SSRV1
Default Public Authority: *USE
Threadsafe: Yes

The `sigaction()` function examines, changes, or both examines and changes the action associated with a specific signal.

The `sig` argument must be one of the macros defined in the `<signal.h>` header file.

If `sigaction()` fails, the action for the signal `sig` is not changed.

**Authorities and Locks**
None.

**Parameters**

- `sig` (Input) A signal from the list defined in "Control Signals Table" on page 26
*act (Input) A pointer to the sigaction structure that describes the action to be taken for the signal. Can be NULL.

If act is a NULL pointer, signal handling is unchanged. sigaction() can be used to inquire about the current handling of signal sig.

If act is not NULL, the action specified in the sigaction structure becomes the new action associated with sig.

*oact (Output) A pointer to a storage location where sigaction() can store a sigaction structure. This structure contains the action currently associated with sig. Can be NULL.

If oact is a NULL pointer, sigaction() does not store this information.

The sigaction() function uses structures of the sigaction type. The following is an example of a sigaction() structure:

```c
struct sigaction {
    void (*sa_handler)(int);
    sigset_t sa_mask;
    int sa_flags;
    void (*sa_sigaction)(int, siginfo_t *, void *);
};
```

The members of the sigaction structure are as follows:

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>void (*) (int) sa_handler</td>
<td>A pointer to the function assigned to handle the signal. The value of this member also can be SIG_DFL (indicating the default action) or SIG_IGN (indicating that the signal should be ignored).</td>
</tr>
<tr>
<td>sigset_t sa_mask</td>
<td>A signal set (set of signals) to be added to the signal mask of the calling process before the signal-catching function sa_handler is called. For more on signal sets, see &quot;sigprocmask()—Examine and Change Blocked Signals&quot; on page 46. You cannot use this mechanism to block the SIGKILL or SIGSTOP signals. If sa_mask includes these signals, they are ignored and sigaction() does not return an error. sa_mask must be set by using one or more of the signal set manipulation functions: sigemptyset(), sigfillset(), sigaddset(), or sigdelset()</td>
</tr>
<tr>
<td>Member name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>int sa_flags</td>
<td>A collection of flag bits that affect the behavior of signals. The following flag bits can be set in sa_flags:</td>
</tr>
<tr>
<td></td>
<td><strong>SA_NOCLDSTOP</strong></td>
</tr>
<tr>
<td></td>
<td>If this flag is set, the system does not generate a SIGCHLD signal when child processes stop. This is relevant only when the sig argument of sigaction() is SIGCHLD.</td>
</tr>
<tr>
<td></td>
<td><strong>SA_NODEFER</strong></td>
</tr>
<tr>
<td></td>
<td>If this flag is set and sig is caught, sig is not added to the signal mask of the process on entry to the signal catcher unless it is included in sa_mask. If this flag is not set, sig is always added to the signal mask of the process on entry to the signal catcher. This flag is supported for compatibility with applications that use signal() to set the signal action.</td>
</tr>
<tr>
<td></td>
<td><strong>SA_RESETHAND</strong></td>
</tr>
<tr>
<td></td>
<td>If this flag is set, the signal-handling action for the signal is reset to SIG_DFL and the SA_SIGINFO flag is cleared on entry to the signal-catching function. Otherwise, the signal-handling action is not changed on entry to the signal-catching function. This flag is supported for compatibility with applications that use signal() to set the signal action.</td>
</tr>
<tr>
<td></td>
<td><strong>SA_SIGINFO</strong></td>
</tr>
<tr>
<td></td>
<td>If this flag is not set and the signal is caught, the signal-catching function identified by sa_handler is entered. If this flag is set and the signal is caught, the signal-catching function identified by sa(sigaction) is entered.</td>
</tr>
<tr>
<td>void (*) (int, siginfo_t *, void *) sa(sigaction)</td>
<td>A pointer to the function assigned to handle the signal. If SA_SIGINFO is set, the signal-catching function identified by sa(sigaction) is entered with additional arguments and sa_handler is ignored. If SA_SIGINFO is not set, sa(sigaction) is ignored. If sig_action() is called from a program using data model LLP64, the parameters to sa(sigaction) must be declared as siginfo_t *__ptr128 and void *__ptr128.</td>
</tr>
</tbody>
</table>

When a signal catcher installed by sigaction(), with the SA_RESETHAND flag set off, catches a signal, the system calculates a new signal mask by taking the union of the following:

- The current signal mask
- The signals specified by sa_mask
- The signal that was just caught if the SA_NODEFER flag is set off

This new mask stays in effect until the signal handler returns, or until sigprocmask(), sigsuspend(), or siglongjmp() is called. When the signal handler ends, the original signal mask is restored.

After an action has been specified for a particular signal, it remains installed until it is explicitly changed with another call to sigaction().

There are three types of actions that can be associated with a signal: SIG_DFL, SIG_IGN, or a pointer to a function. Initially, all signals are set to SIG_DFL or SIG_IGN. The actions prescribed by these values are as follows:
<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
</table>
| **SIG_DFL (signal-specific default action)** | - The default actions for the supported signals are specified in *Control Signals Table* on page 26.  
  - If the default action is to stop the process, that process is temporarily suspended. When a process stops, a SIGCHLD signal is generated for its parent process, unless the parent process has set the SA_NOCLDSTOP flag. While a process is stopped, any additional signals sent to the process are not delivered. The one exception is SIGKILL, which always ends the receiving process. When the process resumes, any unblocked signals that were not delivered are then delivered to it.  
  - If the default action is to ignore the signal, setting a signal action to SIG_DFL causes any pending signals for that signal to be discarded, whether or not the signal is blocked. |
| **SIG_IGN (ignore signal)**  | - Delivery of the signal has no effect on the process. The behavior of a process is undefined if it ignores a SIGFPE, SIGILL, or SIGSEGV signal that was not generated by kill() or raise().  
  - If the default action is to ignore the signal, setting a signal action to SIG_DFL causes any pending signals for that signal to be discarded, whether or not the signal is blocked.  
  - The signal action for the signals SIGKILL and SIGSTOP cannot be set to SIG_IGN. |
| **Pointer to a function (catch signal)** | - On delivery of the signal, the receiving process runs the signal-catching function. When the signal-catching function returns, the receiving process resumes processing at the point at which it was interrupted.  
  - If SA_SIGINFO is not set, the signal-catching function identified by sa_handler is entered as follows:  
    ```c
    void func( int signo );
    ```
    where the following is true:  
    - `func` is the specified signal-catching function.  
    - `signo` is the signal number of the signal being delivered.  
  - If SA_SIGINFO is set, the signal-catching function identified by sa_sigaction is entered as follows:  
    ```c
    void func( int signo, siginfo_t *info, void *context );
    ```
    where the following is true:  
    - `func` is the specified signal-catching function.  
    - `signo` is the signal number of the signal being delivered.  
    - `*info` points to an object of type `siginfo_t` associated with the signal being delivered.  
    - `context` is set to the NULL pointer.  
  - The behavior of a process is undefined if it returns normally from a signal-catching function for a SIGFPE, SIGILL, or SIGSEGV signal that was not generated by `kill()` or `raise()`.  
  - The signals SIGKILL and SIGSTOP cannot be caught. |

The following is an example of the `siginfo_t` structure:
typedef struct siginfo_t {
    int si_signo;    /* Signal number */
    int si_source;   /* Signal source */
    int reserved1;   /* Reserved (binary 0) */
    short si_data_size; /* Size of additional signal
                          related data (if available) */
        _MI_Time si_time; /* Time of signal */
    struct {
        char reserved2[2] /* Pad (reserved) */
        char si_job[10]; /* Simple job name */
        char si_user[10]; /* User name */
        char si_jobno[6]; /* Job number */
        char reserved3[4]; /* Pad (reserved) */
    } si_QJN; /* Qualified job name */
    int si_code;  /* Cause of signal */
    int si_errno; /* Error number */
    pid_t si_pid; /* Process ID of sender */
    uid_t si_uid; /* Real user ID of sender */
    char si_data[1]; /* Additional signal related
                       data (if available) */
} siginfo_t;

The members of the siginfo_t structure are as follows:

int si_signo    The system-generated signal number.
int si_source   Indicates whether the source of the signal is being generated by the system or another process on
                the system. When the signal source is another process, the members si_QJN, si_pid, and si_uid
                contain valid data. When the signal source is the system, those members are set to binary 0.
short si_data_size The length of si_errno, si_code, si_pid, si_uid, and any additional signal-related data. If this
                    member is set to 0, this signal-related information is not available.
struct si_QJN    The fully qualified i5/OS job name of the process sending the signal.
int si_errno     If not zero, this member contains an errno value associated with the signal, as defined in
                    <errno.h>.
int si_code      If not zero, this member contains a code identifying the cause of the signal. Possible code values
                    are defined in the <signal.h> header file.
pid_t si_pid     The process ID of the process sending the signal.
uid_t si_uid    The real user ID of the process sending the signal.
char si_data[1]  If present, the member contains any additional signal-related data.

Control Signals Table
See "Default Actions:" on page 27 for a description of the value given.

<table>
<thead>
<tr>
<th>Value</th>
<th>Default Action</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGABRT</td>
<td>2</td>
<td>Abnormal termination</td>
</tr>
<tr>
<td>SIGFPE</td>
<td>2</td>
<td>Arithmetic exceptions that are not masked (for example, overflow, division by zero, and incorrect operation)</td>
</tr>
<tr>
<td>SIGILL</td>
<td>2</td>
<td>Detection of an incorrect function image</td>
</tr>
<tr>
<td>SIGINT</td>
<td>2</td>
<td>Interactive attention</td>
</tr>
<tr>
<td>SIGSEGV</td>
<td>2</td>
<td>Incorrect access to storage</td>
</tr>
<tr>
<td>SIGTERM</td>
<td>2</td>
<td>Termination request sent to the program</td>
</tr>
<tr>
<td>SIGUSR1</td>
<td>2</td>
<td>Intended for use by user applications</td>
</tr>
<tr>
<td>SIGUSR2</td>
<td>2</td>
<td>Intended for use by user applications</td>
</tr>
<tr>
<td>SIGALRM</td>
<td>2</td>
<td>A timeout signal (sent by alarm0)</td>
</tr>
<tr>
<td>SIGHUP</td>
<td>2</td>
<td>A controlling terminal is hung up, or the controlling process ended</td>
</tr>
<tr>
<td>Value</td>
<td>Default Action</td>
<td>Meaning</td>
</tr>
<tr>
<td>----------</td>
<td>----------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SIGKILL</td>
<td>1</td>
<td>A termination signal that cannot be caught or ignored</td>
</tr>
<tr>
<td>SIGPIPE</td>
<td>3</td>
<td>A write to a pipe that is not being read</td>
</tr>
<tr>
<td>SIGQUIT</td>
<td>2</td>
<td>A quit signal for a terminal</td>
</tr>
<tr>
<td>SIGCHLD</td>
<td>3</td>
<td>An ended or stopped child process (SIGCLD is an alias name for this signal)</td>
</tr>
<tr>
<td>SIGCONT</td>
<td>5</td>
<td>If stopped, continue</td>
</tr>
<tr>
<td>SIGSTOP</td>
<td>4</td>
<td>A stop signal that cannot be caught or ignored</td>
</tr>
<tr>
<td>SIGTSTP</td>
<td>4</td>
<td>A stop signal for a terminal</td>
</tr>
<tr>
<td>SIGTIN</td>
<td>4</td>
<td>A background process attempted to read from a controlling terminal</td>
</tr>
<tr>
<td>SIGTOU</td>
<td>4</td>
<td>A background process attempted to write to a controlling terminal</td>
</tr>
<tr>
<td>SIGIO</td>
<td>3</td>
<td>Completion of input or output</td>
</tr>
<tr>
<td>SIGURG</td>
<td>3</td>
<td>High bandwidth data is available at a socket</td>
</tr>
<tr>
<td>SIGPOLL</td>
<td>2</td>
<td>Pollable event</td>
</tr>
<tr>
<td>SIGBUS</td>
<td>2</td>
<td>Specification exception</td>
</tr>
<tr>
<td>SIGPRE</td>
<td>2</td>
<td>Programming exception</td>
</tr>
<tr>
<td>SIGSYS</td>
<td>2</td>
<td>Bad system call</td>
</tr>
<tr>
<td>SIGTRAP</td>
<td>2</td>
<td>Trace or breakpoint trap</td>
</tr>
<tr>
<td>SIGPROF</td>
<td>2</td>
<td>Profiling timer expired</td>
</tr>
<tr>
<td>SIGVTALRM</td>
<td>2</td>
<td>Virtual timer expired</td>
</tr>
<tr>
<td>SIGXCPU</td>
<td>2</td>
<td>Processor time limit exceeded</td>
</tr>
<tr>
<td>SIGXFSZ</td>
<td>2</td>
<td>File size limit exceeded</td>
</tr>
<tr>
<td>SIGDANGER</td>
<td>2</td>
<td>System crash imminent</td>
</tr>
<tr>
<td>SIGPCANCEL</td>
<td>2</td>
<td>Thread termination signal that cannot be caught or ignored</td>
</tr>
</tbody>
</table>

**Default Actions:**

1. End the process immediately.
2. End the request.
3. Ignore the signal.
4. Stop the process.
5. Continue the process if it is currently stopped. Otherwise, ignore the signal.

**Return Value**

- 0  `sigaction()` was successful.
- 1  `sigaction()` was not successful. The `errno` variable is set to indicate the error.

**Error Conditions**

If `sigaction()` is not successful, `errno` usually indicates one of the following errors. Under some conditions, `errno` could indicate an error other than those listed here.

**[EINVAL]**

The value specified for the argument is not correct.
A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object. An argument value is not valid, out of range, or NULL.

**[ENOTSIGINIT]**

Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:
- The signal function is being called for a process that is not enabled for asynchronous signals.
- The signal function is being called when the system signal controls have not been initialized.

**[ENOTSUP]**

Operation not supported.

The operation cannot be performed while running in a system job. An attempt was made to change a signal action while running in a system job.

**Usage Notes**

1. When the `sigaction()` function is used to change the action associated with a specific signal, it enables a process for signals if the process is not already enabled for signals. For details, see "QosEnableSignals()—Enable Process for Signals" on page 16. If the system has not been enabled for signals, `sigaction()` is not successful, and an [ENOTSIGINIT] error is returned.

2. The `sigaction()` function can be used to set the action for a particular signal with the same semantics as a call to `signal()`. The `sigaction` structure indicated by the parameter `act` should contain the following:
   - A `sa_handler` equal to the `func` specified on `signal()`.
   - A `sa_mask` containing the signal mask set by `sigemptyset()`.
   - A `sa_flag` with the SA_RESETHAND flag set on.
   - A `sa_flag` with the SA_NODEFER flag set on.

3. Some of the functions have been restricted to be serially reusable with respect to asynchronous signals. That is, the library does not allow an asynchronous signal to interrupt the processing of one of these functions until it has completed.

This restriction needs to be taken into consideration when a signal-capturing function is called asynchronously, because it causes the behavior of some of the library functions to become unpredictable.

Because of this, when producing a strictly compliant POSIX application, only the following functions should be assumed to be reentrant with respect to asynchronous signals. Your signal-capturing functions should be restricted to using only these functions:

```c
accept() access() alarm() chdir()
chmod() chown() close() connect()
creat() dup() dup2() fcntl()
fstat() getegid() geteuid() getgid()
groups() getgroupl() getpid() getppid()
gid() kill() link() lseek()
kdir() open() pathconf() pause()
read() readv() recv() recvfrom()
recvmsg() rename() rmdir() select()
send() sendmsg() sendto() sigaction()
sigaddset() sigdelset() sigemptyset() sigfillset()
sigismember() sigpending() sigprocmask() sigsuspend()
sigtempwait() sigwait() sigwaitinfo() setitimer()
```
In addition to the above functions, the macro versions of `getc()` and `putc()` are not reentrant. However, the library versions of these functions are reentrant.

### Related Information
- The `<signal.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- “`kill()`—Send Signal to Process or Group of Processes” on page 7—Send Signal to Process or Group of Processes
- “`Qp0sDisableSignals()`—Disable Process for Signals” on page 13—Disable Process for Signals
- “`Qp0sEnableSignals()`—Enable Process for Signals” on page 16—Enable Process for Signals
- “`sigprocmask()`—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
- “`sigsuspend()`—Wait for Signal” on page 52—Wait for Signal

### Example
See Code disclaimer information for information pertaining to code examples.

The following example shows how signal catching functions can be established using the `sigaction()` function:

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

void check_mask( int sig, char *signame ) {
    sigset_t sigset;

    sigprocmask( SIG_SETMASK, NULL, &sigset );
    if( sigismember( &sigset, sig ) )
        printf( "the %s signal is blocked\n", signame );
    else
        printf( "the %s signal is unblocked\n", signame );
}

void catcher( int sig ) {
    printf( "inside catcher() function\n" );
    check_mask( SIGUSR1, "SIGUSR1" );
    check_mask( SIGUSR2, "SIGUSR2" );
}

int main( int argc, char *argv[] ) {
    struct sigaction sigact, old_sigact;
    sigset_t sigset;

    /*
     * Set up an American National Standard C style signal handler
     * by setting the signal mask to the empty signal set and
     * using the do-not-defer signal, and reset the signal handler
     * to the SIG_DFL signal flag options.
     */

    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_flags = sigact.sa_flags | SA_NODEFER | SA_RESETHAND;
```
sigact.sa_handler = catcher;
sigaction( SIGUSR1, &sigact, NULL );

/*
 * Send a signal to this program by using
 * kill(getpid(), SIGUSR1)
 * which is the equivalent of the American
 * National Standard C raise(SIGUSR1)
 * function call.
 */
printf( "raise SIGUSR1 signal\n" );
kil{ getpid(), SIGUSR1 };

/*
 * Get the current value of the signal handling action for
 * SIGUSR1. The signal-catching function should have been
 * reset to SIG_DFL
 */
sigaction( SIGUSR1, NULL, &old_sigact );
if( old_sigact.sa_handler != SIG_DFL )
  printf( "signal handler was not reset\n" );

/*
 * Reset the signal-handling action for SIGUSR1
 */
sigemptyset( &sigact.sa_mask );
sigaddset( &sigact.sa_mask, SIGUSR2 );
sigact.sa_flags = 0;
sigact.sa_handler = catcher;
sigaction( SIGUSR1, &sigact, NULL );
printf( "raise SIGUSR1 signal\n" );
kil{ getpid(), SIGUSR1 };

/*
 * Get the current value of the signal-handling action for
 * SIGUSR1. catcher() should still be the signal catching
 * function.
 */
sigaction( SIGUSR1, NULL, &old_sigact );
if( old_sigact.sa_handler != catcher )
  printf( "signal handler was reset\n" );

return( 0 );
}

Output:
raise SIGUSR1 signal
inside catcher() function
the SIGUSR1 signal is unblocked
the SIGUSR2 signal is unblocked
raise SIGUSR1 signal
inside catcher() function
the SIGUSR1 signal is blocked
the SIGUSR2 signal is blocked

API introduced: V3R6
sigaddset()—Add Signal to Signal Set

Syntax
#include <signal.h>

int sigaddset( sigset_t *set, int signo );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The sigaddset() function is part of a family of functions that manipulate signal sets. Signal sets are data objects that let a thread keep track of groups of signals. For example, a thread might create a signal set to record which signals it is blocking, and another signal set to record which signals are pending. Signal sets are used to manipulate groups of signals used by other functions (such as sigprocmask()) or to examine signal sets returned by other functions (such as sigpending()).

sigaddset() adds a signal to the set of signals already recorded in set.

Authorities and Locks
None.

Parameters

*set (Input) A pointer to a signal set.

signo (Input) A signal from the list defined in "Control Signals Table" on page 26

Return Value

0 sigaddset() successfully added to the signal set.

-1 sigaddset() was not successful. The errno variable is set to indicate the error.

Error Conditions

If sigaddset() is not successful, errno usually indicates the following error. Under some conditions, errno could indicate an error other than that listed here.

[EINVAL]

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

An argument value is not valid, out of range, or NULL.

The value of signo is not within the range of valid signals or specifies a signal that is not supported.

Related Information

• The <signal.h> file (see "Header Files for UNIX-Type Functions" on page 72)
• "sigaction()—Examine and Change Signal Action" on page 22—Examine and Change Signal Action
• "sigdelset()—Delete Signal from Signal Set" on page 33—Delete Signal from Signal Set
Example

See Code disclaimer information for information pertaining to code examples.

The following example adds a signal to a set of signals:

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

void catcher( int sig ) {
    printf( "catcher() has gained control\n" );
}

int main( int argc, char *argv[] ) {

    struct sigaction sigact;
    sigset_t sigset;

    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;
    sigaction( SIGUSR1, &sigact, NULL );

    printf( "before first kill()\n" );
    kill( getpid(), SIGUSR1 );

    /*
    * Blocking SIGUSR1 signals prevents the signals
    * from being delivered until they are unblocked,
    * so the catcher will not gain control.
    */
    sigemptyset( &sigset );
    sigaddset( &sigset, SIGUSR1 );
    sigprocmask( SIG_SETMASK, &sigset, NULL );

    printf( "before second kill()\n" );
    kill( getpid(), SIGUSR1 );
    printf( "after second kill()\n" );
    return( 0 );
}
```
Output:

before first kill()
catcher() has gained control
before second kill()
after second kill()

API introduced: V3R6

--

sigdelset()—Delete Signal from Signal Set

Syntax
#include <signal.h>

int sigdelset( sigset_t *set, int signo );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

Thesigdelset() function is part of a family of functions that manipulate signal sets. Signal sets are data objects that let a thread keep track of groups of signals. For example, a thread might create a signal set to record which signals it is blocking, and another signal set to record which signals are pending. Signal sets are used to manipulate groups of signals used by other functions (such as sigprocmask()) or to examine signal sets returned by other functions (such as sigpending()).

sigdelset() removes the specified signo from the list of signals recorded in set.

Authorities and Locks
None.

Parameters

*set (Input) A pointer to a signal set.

signo (Input) A signal from the list defined in “Control Signals Table” on page 26.

Return Value

0 sigdelset() successfully deleted from the signal set.

-1 sigdelset() was not successful. The errno variable is set to indicate the error.

Error Conditions
If sigdelset() is not successful, errno usually indicates the following error. Under some conditions, errno could indicate an error other than that listed here.

[EINVAL]

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

An argument value is not valid, out of range, or NULL.
The value of \textit{signo} is not within the range of valid signals or specifies a signal that is not supported.

**Related Information**

- The \texttt{<signal.h>} file (see "Header Files for UNIX-Type Functions" on page 72)
- "\texttt{sigaction()—Examine and Change Signal Action}" on page 22—Examine and Change Signal Action
- "\texttt{sigaddset()—Add Signal to Signal Set}" on page 31—Add Signal to Signal Set
- "\texttt{sigemptyset()—Initialize and Empty Signal Set}" on page 35—Initialize and Empty Signal Set
- "\texttt{sigfillset()—Initialize and Fill Signal Set}" on page 37—Initialize and Fill Signal Set
- "\texttt{sigismember()—Test for Signal in Signal Set}" on page 38—Test for Signal in Signal Set
- "\texttt{sigprocmask()—Examine and Change Blocked Signals}" on page 46—Examine and Change Blocked Signals
- "\texttt{sigpending()—Examine Pending Signals}" on page 44—Examine Pending Signals
- "\texttt{sigsuspend()—Wait for Signal}" on page 52—Wait for Signal
- "\texttt{sigtimedwait()—Synchronously Accept a Signal for Interval of Time}" on page 55—Synchronously Accept a Signal for Interval of Time
- "\texttt{sigwait()—Synchronously Accept a Signal}" on page 58—Synchronously Accept a Signal
- "\texttt{sigwaitinfo()—Synchronously Accept a Signal and Signal Data}" on page 61—Synchronously Accept a Signal and Signal Data

**Example**

See Code disclaimer information for information pertaining to code examples.

The following example deletes a signal from a set of signals:

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

void catcher( int sig ) {
    printf( "catcher() has gained control\n" );
}

int main( int argc, char *argv[] ) {
    struct sigaction sigact;
    sigset_t sigset;

    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;
    sigaction( SIGUSR1, &sigact, NULL );

    /*
    * Blocking all signals prevents the blockable
    * signals from being delivered until they are
    * unblocked, so the catcher will not gain
    * control.
    */

    sigfillset( &sigset );
    sigaddset( &sigset, SIGUSR1 );
    sigprocmask( SIG_SETMASK, &sigset, NULL );

    printf( "before kill()\n" );
    kill( getpid(), SIGUSR1 );
}
```

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printf("before unblocking SIGUSR1\n");
sigdelset(&sigset, SIGUSR1);
sigprocmask(SIG_SETMASK, &sigset, NULL);

printf("after unblocking SIGUSR1\n");
return(0);
}

**Output:**

before kill()
before unblocking SIGUSR1
catcher() has gained control
after unblocking SIGUSR1

API introduced: V3R6

---

**sigemptyset()—Initialize and Empty Signal Set**

**Syntax**

`#include <signal.h>`

`int sigemptyset( sigset_t *set );`

**Service Program Name:** QPOSSRV1

**Default Public Authority:** *USE

**Threadsafe:** Yes

The `sigemptyset()` function is part of a family of functions that manipulate signal sets. **Signal sets** are data objects that let a thread keep track of groups of signals. For example, a thread might create a signal set to record which signals it is blocking, and another signal set to record which signals are pending. Signal sets are used to manipulate groups of signals used by other functions (such as `sigprocmask()`) or to examine signal sets returned by other functions (such as `sigpending()`).

`sigemptyset()` initializes the signal set specified by `set` to an empty set. That is, all supported signals are excluded (see "Control Signals Table" on page 26).

**Authorities and Locks**

None.

**Parameters**

*`set` (Input) A pointer to a signal set.*

**Return Value**

0 `sigemptyset()` was successful.

**Error Conditions**

The `sigemptyset()` function does not return an error.
Related Information

- The `<signal.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- `sigaction()`—Examine and Change Signal Action
- `sigaddset()`—Add Signal to Signal Set
- `sigdelset()`—Delete Signal from Signal Set
- `sigfillset()`—Initialize and Fill Signal Set
- `sigismember()`—Test for Signal in Signal Set
- `sigprocmask()`—Examine and Change Blocked Signals
- `sigpending()`—Examine Pending Signals
- `sigsuspend()`—Wait for Signal
- `sigtimedwait()`—Synchronously Accept a Signal for Interval of Time
- `sigwait()`—Synchronously Accept a Signal
- `sigwaitinfo()`—Synchronously Accept a Signal and Signal Data

Example

See Code disclaimer information for information pertaining to code examples.

The following example initializes a set of signals to the empty set:

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

int main(int argc, char *argv[] ) {
    struct sigaction sigact;
    sigset_t sigset;

    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_handler = SIG_IGN;
    sigaction( SIGUSR2, &sigact, NULL );

    /*
    * Unblocking all signals ensures that the signal
    * handling action will be taken when the signal
    * is generated.
    */
    sigemptyset( &sigset );
    sigprocmask( SIG_SETMASK, &sigset, NULL );

    printf("before kill()\n");
    kill( getpid(), SIGUSR2 );
    printf("after kill()\n");

    return( 0 );
}
```

Output:

before kill()
after kill()
sigfillset()—Initialize and Fill Signal Set

Syntax
#include <signal.h>

int sigfillset( sigset_t *set );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The sigfillset() function is part of a family of functions that manipulate signal sets. Signal sets are data objects that let a thread keep track of groups of signals. For example, a thread might create a signal set to record which signals it is blocking, and another signal set to record which signals are pending. Signal sets are used to manipulate groups of signals used by other functions (such as sigprocmask()) or to examine signal sets returned by other functions (such as sigpending()).

sigfillset() initializes the signal set specified by set to a complete set. That is, the set includes all supported signals (see “Control Signals Table” on page 26).

Authorities and Locks
None.

Parameters
*set (Input) A pointer to a signal set.

Return Value
0 sigfillset() was successful.

Error Conditions
The sigfillset() function does not return an error.

Related Information
• The <signal.h> file (see “Header Files for UNIX-Type Functions” on page 72)
• “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
• “sigaddset()—Add Signal to Signal Set” on page 31—Add Signal to Signal Set
• “sigdelset()—Delete Signal from Signal Set” on page 33—Delete Signal from Signal Set
• “sigemptyset()—Initialize and Empty Signal Set” on page 35—Initialize and Empty Signal Set
• “sigismember()—Test for Signal in Signal Set” on page 38—Test for Signal in Signal Set
• “sigprocmask()—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
• “sigpending()—Examine Pending Signals” on page 44—Examine Pending Signals
• “sigsuspend()—Wait for Signal” on page 52—Wait for Signal
**Example**

See [Code disclaimer information](#) for information pertaining to code examples.

The following example initializes a set of signals to the complete set:

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

int main( int argc, char *argv[] )
{
    sigset_t sigset;

    /*
     * Blocking all signals ensures that the signal
     * handling action for the signals in the set is
     * not taken until the signals are unblocked.
     */

    sigfillset( &sigset );
    sigprocmask( SIG_SETMASK, &sigset, NULL );

    printf( "before kill()\n" );
    kill( getpid(), SIGUSR2 );
    printf( "after kill()\n" );

    return( 0 );
}
```

**Output:**

```
before kill()
after kill()
```

API introduced: V3R6

---

**sigismember()—Test for Signal in Signal Set**

**Syntax**

```c
#include <signal.h>

int sigismember( const sigset_t *set, int signo );
```

**Service Program Name:** QPOSSRV1

**Default Public Authority:** *USE

**Threadsafe:** Yes

The `sigismember()` function is part of a family of functions that manipulate signal sets. **Signal sets** are data objects that let a thread keep track of groups of signals. For example, a thread might create a signal set to record which signals it is blocking, and another signal set to record which signals are pending. Signal sets are used to manipulate groups of signals used by other functions (such as `sigprocmask()`) or to examine signal sets returned by other functions (such as `sigpending()`).
sigismember() tests whether a signal number specified by signo is a member of a signal set specified by set.

Authorities and Locks
None.

Parameters

*set (Input) A pointer to a signal set.

signo (Input) A signal from the list defined in “Control Signals Table” on page 26

Return Value

1 The specified signal is in the specified signal set.
0 The specified signal is not in the specified signal set.
-1 An error occurred. The errno variable is set to indicate the error.

Error Conditions

If sigismember() is not successful, errno usually indicates the following error. Under some conditions, errno could indicate an error other than that listed here.

[EINVAL]

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

An argument value is not valid, out of range, or NULL.

The value of signo is not within the range of valid signals or specifies a signal that is not supported.

Related Information

- The <signal.h> file (see “Header Files for UNIX-Type Functions” on page 72)
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “sigaddset()—Add Signal to Signal Set” on page 31—Add Signal to Signal Set
- “sigdelset()—Delete Signal from Signal Set” on page 33—Delete Signal from Signal Set
- “sigemptyset()—Initialize and Empty Signal Set” on page 35—Initialize and Empty Signal Set
- “sigfillset()—Initialize and Fill Signal Set” on page 37—Initialize and Fill Signal Set
- “sigprocmask()—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
- “sigpending()—Examine Pending Signals” on page 44—Examine Pending Signals
- “sighup()—Wait for Signal” on page 52—Wait for Signal
- “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
- “sigwait()—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal
- “sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data
Example
See Code disclaimer information for information pertaining to code examples.

The following example uses the `sigismember()` function to test for the presence of signals in a signal set:
```c
#include <stdio.h>
#include <signal.h>

void check( sigset_t set, int signo, char *signame ) {
    printf( "%s is ", signame );
    if( !sigismember( &set, signo ) )
        printf( "not ");
    printf( "in the set" );
}

int main( int argc, char *argv[] ) {
    sigset_t sigset;
    sigemptyset( &sigset );
    sigaddset( &sigset, SIGUSR1 );
    sigaddset( &sigset, SIGKILL );
    sigaddset( &sigset, SIGCHLD );
    check( sigset, SIGUSR1, "SIGUSR1" );
    check( sigset, SIGUSR2, "SIGUSR2" );
    check( sigset, SIGCHLD, "SIGCHLD" );
    check( sigset, SIGFPE, "SIGFPE" );
    check( sigset, SIGKILL, "SIGKILL" );
    return( 0 );
}
```

Output:
SIGUSR1 is in the set
SIGUSR2 is not in the set
SIGCHLD is in the set
SIGFPE is not in the set
SIGKILL is in the set

API introduced: V3R6

siglongjmp()—Perform Nonlocal Goto with Signal Handling

Syntax
```c
#include <setjmp.h>

void siglongjmp( sigjmp_buf env, int val );
```

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The `siglongjmp()` function restores the stack environment previously saved in `env` by `sigsetjmp()`. `siglongjmp()` also provides the option to restore the signal mask, depending on whether the signal mask was saved by `sigsetjmp()`.
siglongjmp() is similar to longjmp(), except for the optional capability of restoring the signal mask.

The sigsetjmp() and siglongjmp() functions provide a way to perform a nonlocal "goto."

A call to sigsetjmp() causes the current stack environment (including, optionally, the signal mask) to be saved in env. A subsequent call to siglongjmp() does the following:
- Restores the saved environment and signal mask (if saved by sigsetjmp()).
- Returns control to a point in the program corresponding to the sigsetjmp() call.

Processing resumes as if the sigsetjmp() call had just returned the given val. All variables, (except register variables) that are accessible to the function that receives control contain the values they had when siglongjmp() was called. The values of register variables are unpredictable. Nonvolatile auto variables that are changed between calls to sigset jmp() and siglongjmp() are also unpredictable.

Note: When using siglongjmp(), the function in which the corresponding call to sigsetjmp() was made must not have returned first. Unpredictable program behavior occurs if siglongjmp() is called after the function calling sigsetjmp() has returned.

The val argument passed to siglongjmp() must be nonzero. If the val argument is equal to zero, siglongjmp() substitutes a 1 in its place.

siglongjmp() does not use the normal function call and return mechanisms. siglongjmp() restores the saved signal mask only if the env parameter was initialized by a call to sigset jmp() with a nonzero savemask argument.

Authorities and Locks
None.

Parameters

env (Input) An array type that holds the information needed to restore a calling environment.
val (Input) The return value.

Return Value
None.

Error Conditions
The siglong jmp() function does not return an error.

Usage Notes
The sigsetjmp()-siglongjmp() pair and the setjmp()-longjmp() pair cannot be intermixed. A stack environment and signal mask saved by sigset jmp() can be restored only by siglongjmp().

Related Information
- The <setjmp.h> file (see "Header Files for UNIX-Type Functions" on page 72)
- "sigaction()—Examine and Change Signal Action" on page 22—Examine and Change Signal Action
- "sigprocmask()—Examine and Change Blocked Signals" on page 46—Examine and Change Blocked Signals
- "sigsetjmp()—Set Jump Point for Nonlocal Goto" on page 49—Set Jump Point for Nonlocal Goto
- "sigsuspend()—Wait for Signal" on page 52—Wait for Signal
**Example**

See [Code disclaimer information](#) for information pertaining to code examples.

This example saves the stack environment and signal mask at the following statement:

```c
if( sigsetjmp(mark,1) != 0 ) { ... }
```

When the system first performs the `if` statement, it saves the environment and signal mask in `mark` and sets the condition to false because `sigsetjmp()` returns a 0 when it saves the environment. The program prints the following message:

`sigsetjmp() has been called`

The subsequent call to function `p()` tests for a local error condition, which can cause it to perform `siglongjmp()` (in this example as a result of calling a signal catching function). Control is returned to the original `sigsetjmp()` function using the environment saved in `mark` and the restored signal mask. This time, the condition is true because -1 is the return value from `siglongjmp()`. The program then performs the statements in the block and prints the following:

`siglongjmp() function was called`

Then the program performs the `recover()` function and exits.

Here is the program:

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

sigset_t sigset;
sigjmp_buf mark;

void catcher( int );
void p( void );
void recover( void );

int main( int argc, char *argv[] ) {
    int result;
    /*
     * Block the SIGUSR1 and SIGUSR2 signals. This set of
     * signals will be saved as part of the environment
     * by the sigsetjmp() function.
     */
    sigemptyset( &sigset );
    sigaddset( &sigset, SIGUSR1 );
    sigaddset( &sigset, SIGUSR2 );
    sigprocmask( SIG_SETMASK, &sigset, NULL );
    if( sigsetjmp( mark, 1 ) != 0 ) {
        printf( "siglongjmp() function was called\n" );
        recover();
        result=0;
    } else {
        printf( "sigsetjmp() has been called\n" );
        p();
        sigprocmask( SIG_SETMASK, NULL, &sigset );
        if( sigismember( &sigset, SIGUSR2 ) )
```
printf("siglongjmp() was not called\n");
result=-1;
}
printf("return to main with result %d\n", result);
return(result);

void p( void ) {
struct sigaction sigact;
int error=0;
printf("performing function p()\n");
/* Send signal handler in case error condition is detected */
sigemptyset(&sigact.sa_mask);
sigact.sa_flags = 0;
sigact.sa_handler = catcher;
sigaction(SIGUSR2, &sigact, NULL);
sigdelset(&sigset, SIGUSR2);
sigprocmask(SIG_SETMASK, &sigset, NULL);
/* After some processing an error condition is detected */
error=-1;
/* Call catcher() function if error is detected */
if( error != 0 ) {
    printf("error condition detected, send SIGUSR2 signal\n");
    kill(getpid(), SIGUSR2);
    printf("return from catcher() function is an error\n");
}
void recover( void ) {
printf("taking recovery action\n");
sigprocmask(SIG_SETMASK, NULL, &sigset);
if( sigismember( &sigset, SIGUSR2 ) )
    printf("signal mask was restored after siglongjmp()\n");
}
void catcher( int signo ) {
printf("in catcher() before siglongjmp()\n");
siglongjmp( mark, -1 );
printf("in catcher() after siglongjmp() is an error\n");
}

**Output**
sigsetjmp() has been called
performing function p()
error condition detected, send SIGUSR2 signal
in catcher() before siglongjmp()
siglongjmp() function was called
taking recovery action
signal mask was restored after siglongjmp()
return to main with result 0

API introduced: V3R6

---

**sigpending()—Examine Pending Signals**

Syntax
#include <signal.h>

int sigpending( sigset_t *set );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The **sigpending()** function returns signals that are blocked from delivery and pending for either the calling thread or the process. This information is represented as a signal set stored in *set*. For more information on examining the signal set pointed to by *set*, see “**sigismember()—Test for Signal in Signal Set**” on page 38.

** Authorities and Locks**
None.

** Parameters**

*set   (Output) A pointer to the space where the signal set information is stored.

** Return Value**

0  sigpending() was successful.
-1  sigpending() was not successful. The *errno* variable is set to indicate the error.

** Error Conditions**
If **sigpending()** is not successful, *errno* usually indicates the following error. Under some conditions, *errno* could indicate an error other than that listed here.

[ENOTSIGINIT]
Process not enabled for signals.
An attempt was made to call a signal function under one of the following conditions:
• The signal function is being called for a process that is not enabled for asynchronous signals.
• The signal function is being called when the system signal controls have not been initialized.

** Related Information**

• The `<signal.h>` file (see “**Header Files for UNIX-Type Functions**” on page 72)
• “**sigaddset()—Add Signal to Signal Set**” on page 31—Add Signal to Signal Set
• “**sigdelset()—Delete Signal from Signal Set**” on page 33—Delete Signal from Signal Set

---
**Example**

See [Code disclaimer information](#) for information pertaining to code examples.

The following example returns blocked and pending signals:

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

void catcher(int sig)
{
    puts("inside catcher() function\n");
}

void check_pending(int sig, char *signame)
{
    sigset_t sigset;
    if (sigpending(&sigset) != 0)
        perror("sigpending() error\n");
    else if (sigismember(&sigset, sig))
        printf("A %s signal is pending\n", signame);
    else
        printf("No %s signals are pending\n", signame);
}

int main(int argc, char *argv[])
{
    struct sigaction sigact;
    sigset_t sigset;

    sigemptyset(&sigact.sa_mask);
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;

    if (sigaction(SIGUSR1, &sigact, NULL) != 0)
        perror("sigaction() error\n");
    else
    {
        sigemptyset(&sigset);
        sigaddset(&sigset, SIGUSR1);
        if (sigprocmask(SIG_SETMASK, &sigset, NULL) != 0)
            perror("sigprocmask() error\n");
        else
            printf("SIGUSR1 signals are now blocked\n");
        kill(getpid(), SIGUSR1);
        printf("after kill()\n");
        check_pending(SIGUSR1, "SIGUSR1");
        sigemptyset(&sigset);
        sigprocmask(SIG_SETMASK, &sigset, NULL);
        printf("SIGUSR1 signals are no longer blocked\n");
        check_pending(SIGUSR1, "SIGUSR1");
    }
}
```

**Signal APIs**

- "sigemptyset()—Initialize and Empty Signal Set" on page 35
- "sigfillset()—Initialize and Fill Signal Set" on page 37
- "sigismember()—Test for Signal in Signal Set" on page 38
- "sigprocmask()—Examine and Change Blocked Signals" on page 46
Output:

SIGUSR1 signals are now blocked after kill()
a SIGUSR1 signal is pending inside catcher() function
SIGUSR1 signals are no longer blocked
no SIGUSR1 signals are pending

API introduced: V3R6

---

sigprocmask()—Examine and Change Blocked Signals

Syntax
#include <signal.h>

int sigprocmask ( int how, const sigset_t *set,
                   sigset_t *oset );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The sigprocmask() function examines, or changes, or both examines and changes the signal mask of the calling thread.

The signals SIGKILL or SIGStop cannot be blocked. Any attempt to use sigprocmask() to block these signals is simply ignored, and no error is returned.

SIGFPE, SIGILL, and SIGSEGV signals that are not artificially generated by kill() or raise() (that is, were generated by the system as a result of a hardware or software exception) are not blocked.

If there are any pending unblocked signals after sigprocmask() has changed the signal mask, at least one of those signals is delivered to the thread before sigprocmask() returns.

If sigprocmask() fails, the process's signal mask is not changed.

Authorities and Locks
None.

Parameters

how (Input) The way in which the signal set is changed.

*set (Input) A pointer to a set of signals to be used to change the currently blocked set. May be NULL.

*oset (Output) A pointer to the space where the previous signal mask is stored. May be NULL.

The possible values for how, which are defined in the <sys/signal.h> header file, are as follows:
**SIG_BLOCK**  Indicates that the set of signals given by set should be blocked, in addition to the set currently being blocked.

**SIG_UNBLOCK**  Indicates that the set of signals given by set should not be blocked. These signals are removed from the current set of signals being blocked.

**SIG_SETMASK**  Indicates that the set of signals given by set should replace the old set of signals being blocked.

The set parameter points to a signal set giving the new signals that should be blocked or unblocked (depending on the value of how), or it points to the new signal mask if the value of how was SIG_SETMASK. Signal sets are described in “sigemptyset()—Initialize and Empty Signal Set” on page 35. If set is a NULL pointer, the set of blocked signals is not changed. If set is NULL, the value of how is ignored.

The signal set manipulation functions (sigemptyset(), sigfillset(), sigaddset(), and sigdelset()) must be used to establish the new signal set pointed to by set.

**sigprocmask()** determines the current signal set and returns this information in *oset. If set is NULL, oset returns the current set of signals being blocked. When set is not NULL, the set of signals pointed to by oset is the previous set.

**Return Value**

0  sigprocmask() was successful.

-1  sigprocmask() was not successful. The errno variable is set to indicate the error.

**Error Conditions**

If **sigprocmask()** is not successful, errno usually indicates the following error. Under some conditions, errno could indicate an error other than that listed here.

**[EINVAL]**

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

An argument value is not valid, out of range, or NULL.

One of the following has occurred:

- The value of how is not equal to one of the defined values.
- The signal set pointed to by set contains a signal that is not within the valid range or a signal that is not supported.

**[ENOTSIGINIT]**

Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:

- The signal function is being called for a process that is not enabled for asynchronous signals.
- The signal function is being called when the system signal controls have not been initialized.

**Usage Notes**

1. When the **sigprocmask** function is used to change the signal mask of the calling process, it enables the process for signals if the process is not already enabled for signals. For details, see “Op0EnableSignals()—Enable Process for Signals” on page 16. If the system has not been enabled for signals, **sigprocmask()** is not successful, and an [ENOTSIGINIT] error is returned.

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2. Typically, `sigprocmask(SIG_BLOCK, ...) is used to block signals during a critical section of code. At the end of the critical section of code, `sigprocmask(SIG_SETMASK, ...) is used to restore the mask to the previous value returned by `sigprocmask(SIG_BLOCK, ...).

Related Information

- The `<signal.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
- “Qp0sEnableSignals()—Enable Process for Signals” on page 16—Enable Process for Signals
- “sigaddset()—Add Signal to Signal Set” on page 31—Add Signal to Signal Set
- “sigdelset()—Delete Signal from Signal Set” on page 33—Delete Signal from Signal Set
- “sigemptyset()—Initialize and Empty Signal Set” on page 35—Initialize and Empty Signal Set
- “sigfillset()—Initialize and Fill Signal Set” on page 37—Initialize and Fill Signal Set
- “sigismember()—Test for Signal in Signal Set” on page 38—Test for Signal in Signal Set
- “sigpending()—Examine Pending Signals” on page 44—Examine Pending Signals
- “sigsuspend()—Wait for Signal” on page 52—Wait for Signal
- “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
- “sigwait()—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal
- “sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data

Example

See Code disclaimer information for information pertaining to code examples.

The following example changes the signal mask:

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

void catcher( int sig ) {
    printf( "inside catcher() function\n" );
}

int main( int argc, char *argv[] ) {
    time_t start, finish;
    struct sigaction sact;
    sigset_t new_set, old_set;
    double diff;

    sigemptyset( &sact.sa_mask );
    sact.sa_flags = 0;
    sact.sa_handler = catcher;
    sigaction( SIGALRM, &sact, NULL );

    sigemptyset( &new_set );
    sigaddset( &new_set, SIGALRM );
    sigprocmask( SIG_BLOCK, &new_set, &old_set );

    time( &start );
    printf( "SIGALRM signals blocked at %s\n", ctime(&start) );

    alarm( 1 ); /* SIGALRM will be sent in 1 second */
}```
do {
    time( &finish );
    diff = difftime( finish, start );
} while (diff < 10);

sigprocmask( SIG_SETMASK, &old_set, NULL );
printf( "SIGALRM signals unblocked at %s\n", ctime(&finish) );

return( 0 );

Output:
SIGALRM signals blocked at Sun Jan 22 16:53:40 1995
inside catcher() function
SIGALRM signals unblocked at Sun Jan 22 16:53:50 1995

API introduced: V3R6

sigsetjmp()—Set Jump Point for Nonlocal Goto

Syntax
#include <setjmp.h>

int sigsetjmp( sigjmp_buf env, int savemask );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The sigsetjmp() function saves the current stack environment and, optionally, the current signal mask. The stack environment and signal mask saved by sigsetjmp() can subsequently be restored by siglongjmp().

sigsetjmp() is similar to setjmp(), except for the optional capability of saving the signal mask. Like setjmp() and longjmp(), the sigsetjmp() and siglongjmp() functions provide a way to perform a nonlocal "goto."

A call to sigsetjmp() causes it to save the current stack environment in env. If the value of the savemask parameter is nonzero, sigsetjmp() also saves the current signal mask in env. A subsequent call to siglongjmp() does the following:
• Restores the saved environment and signal mask (if saved by sigsetjmp()).
• Returns control to a point corresponding to the sigsetjmp() call.

The values of all variables (except register variables) accessible to the function receiving control contain the values they had when siglongjmp() was called. The values of register variables are unpredictable. Nonvolatile automatic storage variables that are changed between calls to sigsetjmp() and siglongjmp() are also unpredictable.

Authorities and Locks
None.

Parameters

env   (Input) An array type for holding the information needed to restore a calling environment.
**savemask**

(Input) An indicator used to determine if the current signal mask of the thread is to be saved. This value may be zero.

**Return Value**

0  
 sigsetjmp() was called to save the stack environment and, optionally, the signal mask. It may have been either successful or not successful.

val  
 siglongjmp() caused control to be transferred to the place in the user’s program where sigsetjmp() was issued. The value returned is the value specified on siglongjmp() for the val parameter (or 1 if the value of val is zero).

**Error Conditions**

The sigsetjmp() function does not return an error.

**Usage Notes**

The sigsetjmp()-siglongjmp() pair and the setjmp()-longjmp() pair cannot be intermixed. A stack environment and signal mask saved by sigsetjmp() can be restored only by siglongjmp().

**Related Information**

- The `<setjmp.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “siglongjmp()—Perform Nonlocal Goto with Signal Handling” on page 40—Perform Nonlocal Goto with Signal Handling
- “sigprocmask()—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
- “sigsuspend()—Wait for Signal” on page 52—Wait for Signal

**Example**

See [Code disclaimer information](#) for information pertaining to code examples.

This example saves the stack environment and signal mask at the following statement:

```c
if( sigsetjmp(mark,1) != 0 ) { ... 
```

When the system first performs the if statement, it saves the environment and signal mask in mark and sets the condition to false because sigsetjmp() returns a 0 when it saves the environment. The program prints the following message:

```c
    sigsetjmp() has been called
```

The subsequent call to function p0() tests for a local error condition, which can cause it to perform siglongjmp() (in this example as a result of calling a signal catching function). Control is returned to the original sigsetjmp() function using the environment saved in mark and the restored signal mask. This time, the condition is true because -1 is the return value from siglongjmp(). The program then performs the statements in the block and prints the following:

```c
    siglongjmp() function was called
```

Then the program performs the recover() function and exits.

Here is the program:
#include <signal.h>  
#include <setjmp.h>  
#include <unistd.h>  
#include <stdio.h>  

sigset_t sigset;  
sigjmp_buf mark;  

void catcher( int );  
void p( void );  
void recover( void );  

int main( int argc, char *argv[] ) {  
  int result;  

  /*  
   * Block the SIGUSR1 and SIGUSR2 signals. This set of  
   * signals will be saved as part of the environment  
   * by the sigsetjmp() function.  
   */  
  sigemptyset( &sigset );  
sigaddset( &sigset, SIGUSR1 );  
sigaddset( &sigset, SIGUSR2 );  
sigprocmask( SIG_SETMASK, &sigset, NULL );  

  if( sigsetjmp( mark, 1 ) != 0 ) {  
    printf( "siglongjmp() function was called\n" );  
    recover();  
    result=0;  
  } else {  
    printf( "sigsetjmp() has been called\n" );  
    p();  
    sigprocmask( SIG_SETMASK, NULL, &sigset );  
    if( sigismember( &sigset, SIGUSR2 ) )  
      printf( "siglongjmp() was not called\n" );  
    result=-1;  
  }  
  printf( "return to main with result \%d\n", result );  
  return( result );  
}  

void p( void ) {  
  struct sigaction sigact;  
  int error=0;  

  printf( "performing function p()\n" );  

  /* Send signal handler in case error condition is detected */  
  sigemptyset( &sigact.sa_mask );  
  sigact.sa_flags = 0;  
  sigact.sa_handler = catcher;  
  sigaction( SIGUSR2, &sigact, NULL );  

  sigdelset( &sigset, SIGUSR2 );  
  sigprocmask( SIG_SETMASK, &sigset, NULL );  

  /* After some processing an error condition is detected */  
  error=-1;  

  /* Call catcher() function if error is detected */
if( error != 0 ) {
    printf( "error condition detected, send SIGUSR2 signal\n" );
    kill( getpid(), SIGUSR2 );
    printf( "return from catcher() function is an error\n" );
}
}
void recover( void ) {
    printf( "taking recovery action\n" );
    sigprocmask( SIG_SETMASK, NULL, &sigset );
    if( sigismember( &sigset, SIGUSR2 ) )
        printf( "signal mask was restored after siglongjmp()\n" );
}
void catcher( int signo ) {
    printf( "in catcher() before siglongjmp()\n" );
    siglongjmp( mark, -1 );
    printf( "in catcher() after siglongjmp() is an error\n" );
}   

Output:
sigsetjmp() has been called
  performing function p()
  error condition detected, send SIGUSR2 signal
  in catcher() before siglongjmp()
  siglongjmp() function was called
  taking recovery action
  signal mask was restored after siglongjmp()
  return to main with result 0

API introduced: V3R6

sigsuspend()—Wait for Signal

Syntax
#include <signal.h>

int sigsuspend( const sigset_t *sigmask );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The sigsuspend() function replaces the current signal mask of a thread with the signal set given by *sigmask and then suspends processing of the calling process. The thread does not resume running until a signal is delivered whose action is to call a signal-catchig function, to end the request, or to terminate the process. (Signal sets are described in more detail in "sigemptyset()—Initialize and Empty Signal Set" on page 35.)

The signal mask indicates a set of signals that should be blocked. Such signals do not “wake up” the suspended function. The signals SIGSTOP and SIGKILL cannot be blocked or ignored; they are delivered to the thread regardless of what the sigmask argument specifies.
If an incoming unblocked signal has an action of end the request of terminate the process, `sigsuspend()` never returns to the caller. If an incoming signal is handled by a signal-catching function, `sigsuspend()` returns after the signal-catching function returns. In this case, the signal mask of the thread is restored to whatever it was before `sigsuspend()` was called.

**Authorities and Locks**
None.

**Parameters**

*`*sigmask*
  (Input) A pointer to a set of signals to be used to replace the current signal mask of the process.

**Return Value**

-1 `sigsuspend()` was not successful. The `errno` variable is set to indicate the reason.

There is no return value to indicate successful completion.

**Error Conditions**

If `sigsuspend()` returns, `errno` indicates the following:

**[EINTR]**

Interrupted function call.

A signal was received and handled by a signal-catching function that returned.

**[EINVAL]**

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

An argument value is not valid, out of range, or NULL. The signal set pointed to by `sigmask` contains a signal that is not within the valid range or a signal that is not supported.

**[ENOTSIGINIT]**

Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:

- The signal function is being called for a process that is not enabled for asynchronous signals.
- The signal function is being called when the system signal controls have not been initialized.

**[EWOULDBLOCK]**

Operation would have caused the process to be suspended.

The current thread state would prevent the signal function from completing.

**Usage Notes**

The `sigsuspend` function enables a process for signals if the process is not already enabled for signals. For details, see “`sigemptyset()`—Initialize and Empty Signal Set” on page 35. If the system has not been enabled for signals, `sigsuspend()` is not successful, and an [ENOTSIGINIT] error is returned.
The `<signal.h>` file (see "Header Files for UNIX-Type Functions" on page 72)

- "alarm()—Set Schedule for Alarm Signal" on page 2—Set Schedule for Alarm Signal
- "pause()—Suspend Process Until Signal Received" on page 11—Suspend Process Until Signal Received
- "Qp0sDisableSignals()—Disable Process for Signals" on page 13—Disable Process for Signals
- "Qp0sEnableSignals()—Enable Process for Signals" on page 16—Enable Process for Signals
- "alarm()—Set Schedule for Alarm Signal" on page 2—Set Schedule for Alarm Signal
- "pause()—Suspend Process Until Signal Received" on page 11—Suspend Process Until Signal Received
- "Qp0sDisableSignals()—Disable Process for Signals" on page 13—Disable Process for Signals
- "Qp0sEnableSignals()—Enable Process for Signals" on page 16—Enable Process for Signals
- "sigaction()—Examine and Change Signal Action" on page 22—Examine and Change Signal Action
- "sigaddset()—Add Signal to Signal Set" on page 31—Add Signal to Signal Set
- "sigdelset()—Delete Signal from Signal Set" on page 33—Delete Signal from Signal Set
- "sigemptyset()—Initialize and Empty Signal Set" on page 35—Initialize and Empty Signal Set
- "sigfillset()—Initialize and Fill Signal Set" on page 37—Initialize and Fill Signal Set
- "sigismember()—Test for Signal in Signal Set" on page 38—Test for Signal in Signal Set
- "sigpending()—Examine Pending Signals" on page 44—Examine Pending Signals
- "sigprocmask()—Examine and Change Blocked Signals" on page 46—Examine and Change Blocked Signals
- "sigtimedwait()—Synchronously Accept a Signal for Interval of Time" on page 55—Synchronously Accept a Signal for Interval of Time
- "sigwait()—Synchronously Accept a Signal" on page 58—Synchronously Accept a Signal
- "sigwaitinfo()—Synchronously Accept a Signal and Signal Data" on page 61—Synchronously Accept a Signal and Signal Data
- "sleep()—Suspend Processing for Interval of Time" on page 63—Suspend Processing for Interval of Time

Example

See Code disclaimer information for information pertaining to code examples.

The following example replaces the signal mask and then suspends processing:

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

void catcher( int sig ) {  
    printf( "inside catcher() function\n" );
}

void timestamp( char *str ) {  
    time_t t;
    time( &t );
    printf( "%s the time is %s\n", str, ctime(&t) );
}

int main( int argc, char *argv[] ) {  
    struct sigaction sigact;
    sigset_t block_set;
    sigfillset( &block_set );
    sigdelset( &block_set, SIGALRM );
    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;
```
sigaction( SIGALRM, &sigact, NULL );
timestamp( "before sigsuspend()" );
alarm( 10 );
sigsuspend( &block_set );
timestamp( "after sigsuspend()" );
return( 0 );
}

Output:
before sigsuspend() the time is Sun Jan 22 17:11:41 1995
inside catcher() function
after sigsuspend() the time is Sun Jan 22 17:11:51 1995

API introduced: V3R6

sigtimedwait()—Synchronously Accept a Signal for Interval of Time

Syntax
#include <signal.h>

int sigtimedwait( const sigset_t *set,
                    siginfo_t *info,
                    const struct timespec *timeout );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The sigtimedwait() function selects a pending signal from set, clears it from the set of pending signals for the thread or process, and returns that signal number in the si_signo member in the structure that is referenced by info. If prior to the call to sigtimedwait() there are multiple pending instances of a single signal number, upon successful return the number of remaining signals for that signal number is decremented by one.

If no signal in set is pending at the time of the call, the thread shall be suspended for the time interval in the timespec structure referenced by timeout. The thread does not resume until either one or more signals in set become pending or the time interval has elapsed. If the timespec structure referenced by timeout has a value of zero and none of the signals specified by set are pending, then sigtimedwait() is not successful and an [EAGAIN] error is returned.

The signals defined by set are required to be blocked at the time of the call to sigtimedwait(); otherwise, sigtimedwait() is not successful, and an [EINVAL] error is returned. The signal SIGKILL or SIGStop cannot be selected. Any attempt to use sigprocmask() to select these signals is simply ignored, and no error is returned.

The signal action for the signal in set that is returned in the member si_signo in the structure referenced by info is not taken.

If more than one thread is using a sigwait function to wait for the same signal, only one of these threads will return from the sigwait function with the signal number. If more than one thread is waiting for the same signal, the first thread to wait on the signal will return from the sigwait function.
Authorities and Locks
None.

Parameters

*set (Input) A pointer to a signal set to be waited upon.

*info (Output) A pointer to the storage location where sigtimedwait() can store the signal related information for the signal number that completed the wait. This value may be NULL. The siginfo_t structure is described in sigaction()—Examine and Change Signal Action.

*timeout (Input) A pointer to the storage location specifying the time interval sigtimedwait() should wait. This value may be NULL. If timeout is NULL, the thread will be suspended until one or more signals in set become pending.

Return Value

0 sigtimedwait() was successful.
-1 sigtimedwait() was not successful. The errno variable is set to indicate the reason.

Error Conditions

If sigtimedwait() is not successful, errno usually indicates the following error. Under some conditions, errno could indicate an error other than that listed here.

[EINVAL]

The value specified for the argument is not correct.
A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.
An argument value is not valid, out of range, or NULL.
One of the following has occurred:
• The signal set pointed to by set contains a signal that is not within the valid range or a signal that is not supported.
• A signal in the signal set pointed to by set contains a signal that is not blocked.
• The tv_nsec member in the timespec structure pointed to by timeout is greater than or equal to 1,000,000,000.

[EAGAIN]

Operation would have caused the process to be suspended.

[ENOTSIGINIT]

Process not enabled for signals.
An attempt was made to call a signal function under one of the following conditions:
• The signal function is being called for a process that is not enabled for asynchronous signals.
• The signal function is being called when the system signal controls have not been initialized.

Usage Notes

The sigtimedwait() function enables a process for signals if the process is not already enabled for signals. For details, see “Qp0sEnableSignals()—Enable Process for Signals” on page 16. If the system has not been enabled for signals, sigtimedwait() is not successful, and an [ENOTSIGINIT] error is returned.
Related Information

- The `<signal.h>` file (see "Header Files for UNIX-Type Functions" on page 72)
- "Qp0sDisableSignals()—Disable Process for Signals" on page 13—Disable Process for Signals
- "Qp0sEnableSignals()—Enable Process for Signals" on page 16—Enable Process for Signals
- "sigaction()—Examine and Change Signal Action" on page 22—Examine and Change Signal Action
- "sigpending()—Examine Pending Signals" on page 44—Examine Pending Signals
- "sigprocmask()—Examine and Change Blocked Signals" on page 46—Examine and Change Blocked Signals
- "sigsuspend()—Wait for Signal" on page 52—Wait for Signal
- "sigwait()—Synchronously Accept a Signal" on page 58—Synchronously Accept a Signal
- "sigwaitinfo()—Synchronously Accept a Signal and Signal Data" on page 61—Synchronously Accept a Signal and Signal Data

Example

See Code disclaimer information for information pertaining to code examples.

The following example suspends processing by using the `sigtimedwait()` function and determines the current time:

**Note:** The signal catching function is not called.

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

void catcher( int sig ) {
    printf( "Signal catcher called for signal %d\n", sig );
}

void timestamp( char *str ) {
    time_t t;
    time( &t );
    printf( "The time %s is %s\n", str, ctime( &t ) );
}

int main( int argc, char **argv[] ) {
    int result = 0;

    struct sigaction sigact;
    struct sigset_t waitset;
    siginfo_t info;
    struct timespec timeout;

    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;
    sigaction( SIGALRM, &sigact, NULL );

    sigemptyset( &waitset );
    sigaddset( &waitset, SIGALRM );
    sigprocmask( SIG_BLOCK, &waitset, NULL );

    timeout.tv_sec = 10; /* Number of seconds to wait */
    timeout.tv_nsec = 1000; /* Number of nanoseconds to wait */
    alarm( 10 );
```
timestamp( "before sigtimedwait()" );

result = sigtimedwait( &waitset, &info, &timeout );
printf("sigtimedwait() returned for signal %d\n",
   info.si_signo );

timestamp( "after sigtimedwait()" );
return( result );
}

Output:
The time before sigtimedwait() is Mon Feb 17 11:09:08 1997
sigtimedwait() returned for signal 14
The time after sigtimedwait() is Mon Feb 17 11:09:18 1997

API introduced: V4R2

---

sigwait()—Synchronously Accept a Signal

Syntax
#include <signal.h>

int sigwait( const sigset_t *set, int *sig );

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The `sigwait()` function selects a pending signal from `set`, clears it from the set of pending signals for the thread or process, and returns that signal number in the location that is referenced by `sig`. If prior to the call to `sigwait()` there are multiple pending instances of a single signal number, upon successful return the number of remaining signals for that signal number is decremented by one.

If no signal in `set` is pending at the time of the call, the thread shall be suspended. The thread does not resume until one or more signals in `set` become pending.

The signals defined by `set` are required to be blocked at the time of the call to `sigwait()`; otherwise, `sigwait()` is not successful, and an [EINVAL] error is returned. The signals SIGKILL or SIGStop cannot be selected. Any attempt to use `sigwait()` to select these signals is simply ignored, and no error is returned.

The signal action for the signal in `set` that is returned in the location referenced by `sig` is not taken.

If more than one thread is using a `sigwait` function to wait for the same signal, only one of these threads will return from the `sigwait` function with the signal number. If more than one thread is waiting for the same signal, the first thread to wait on the signal will return from the `sigwait` function.

Authorities and Locks
None.

Parameters
*set (Input) A pointer to a signal set to be waited upon.
*sig (Output) A pointer to the storage location where `sigwait()` can store the signal number that completed the wait.

Return Value

0 `sigwait()` was successful.

-1 `sigwait()` was not successful. The `errno` variable is set to indicate the reason.

Error Conditions

If `sigwait()` is not successful, `errno` usually indicates the following error. Under some conditions, `errno` could indicate an error other than that listed here.

[EINVAL]

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

An argument value is not valid, out of range, or NULL.

One of the following has occurred:

- The signal set pointed to by `set` contains a signal that is not within the valid range or a signal that is not supported.
- A signal in the signal set pointed to by `set` contains a signal that is not blocked.

[ENOTSIGINIT]

Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:

- The signal function is being called for a process that is not enabled for asynchronous signals.
- The signal function is being called when the system signal controls have not been initialized.

Usage Notes

The `sigwait()` function enables a process for signals if the process is not already enabled for signals. For details, see “Qp0sEnableSignals()—Enable Process for Signals” on page 16. If the system has not been enabled for signals, `sigwait()` is not successful, and an [ENOTSIGINIT] error is returned.

Related Information

- The `<signal.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
- “Qp0sEnableSignals()—Enable Process for Signals” on page 16—Enable Process for Signals
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “sigpending()—Examine Pending Signals” on page 44—Examine Pending Signals
- “sigprocmask()—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
- “sigsuspend()—Wait for Signal” on page 52—Wait for Signal
- “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
- “sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data
Example

See Code disclaimer information for information pertaining to code examples.

The following example suspends processing by using the `sigwait()` function and determines the current time:

Note: The signal catching function is not called.

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

extern int errno;

void catcher( int sig ) {
    printf( "Signal catcher called for signal %d\n", sig );
}

void timestamp( char *str ) {
    time_t t;
    time( T );
    printf( "The time %s is %s\n", str, ctime( T ) );
}

int main( int argc, char *argv[] ) {

    struct sigaction sigact;
    sigset_t waitset;
    int sig;
    int result = 0;

    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;
    sigaction( SIGALRM, &sigact, NULL );

    sigemptyset( &waitset );
    sigaddset( &waitset, SIGALRM );

    sigprocmask( SIG_BLOCK, &waitset, NULL );

    alarm( 10 );

    timestamp( "before sigwait()" );

    result = sigwait( &waitset, &sig );
    if( result == 0 )
        printf( "sigwait() returned for signal %d\n", sig );
    else {
        printf( "sigwait() returned error number %d\n", errno );
        perror( "sigwait() function failed\n" );
    }

    timestamp( "after sigwait()" );

    return( result );
}
```

Output:

The time before `sigwait()` is Tue Jul 15 11:15:43 1997
`sigwait()` returned for signal 14
The time after `sigwait()` is Tue Jul 15 11:15:54 1997
sigwaitinfo()—Synchronously Accept a Signal and Signal Data

Syntax
#include <signal.h>

int sigwaitinfo( const sigset_t *set,
                 siginfo_t *info);

Service Program Name: QPOSSRV1
Default Public Authority: *USE
Threadsafe: Yes

The sigwaitinfo() function selects a pending signal from set, clears it from the set of pending signals for the thread or process, and returns that signal number in the si_signo member in the structure that is referenced by info. If prior to the call to sigwaitinfo() there are multiple pending instances of a single signal number, upon successful return the number of remaining signals for that signal number is decremented by one.

If no signal in set is pending at the time of the call, the thread shall be suspended. The thread does not resume until one or more signals in set become pending.

The signals defined by set are required to be blocked at the time of the call to sigwaitinfo(); otherwise, sigwaitinfo() is not successful, and an [EINVAL] error is returned. The signals SIGKILL or SIGStop cannot be selected. Any attempt to use sigwaitinfo() to select these signals is simply ignored, and no error is returned.

The signal action for the signal in set that is returned in the member si_signo in the structure referenced by info is not taken.

If more than one thread is using a sigwait function to wait for the same signal, only one of these threads will return from the sigwait function with the signal number. If more than one thread is waiting for the same signal, the first thread to wait on the signal will return from the sigwait function.

Authorities and Locks
None.

Parameters
*set  (Input) A pointer to a signal set to be waited upon.
*info (Output) A pointer to the storage location where sigwaitinfo() can store the signal related information for the signal number that completed the wait. This value may be NULL. The siginfo_t structure is described in sigaction()—Examine and Change Signal Action on page 22.

Return Value
0    sigwaitinfo() was successful.
-1    sigwaitinfo() was not successful. The errno variable is set to indicate the reason.
Error Conditions

If `sigwaitinfo()` is not successful, `errno` usually indicates the following error. Under some conditions, `errno` could indicate an error other than that listed here.

[EINVAL]

The value specified for the argument is not correct.
A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.
An argument value is not valid, out of range, or NULL.
One of the following has occurred:
- The signal set pointed to by `set` contains a signal that is not within the valid range or a signal that is not supported.
- A signal in the signal set pointed to by `set` contains a signal that is not blocked.

[ENOTSIGINIT]

Process not enabled for signals.
An attempt was made to call a signal function under one of the following conditions:
- The signal function is being called for a process that is not enabled for asynchronous signals
- The signal function is being called when the system signal controls have not been initialized.

Usage Notes

The `sigwaitinfo()` function enables a process for signals if the process is not already enabled for signals. For details, see “Qp0sEnableSignals()—Enable Process for Signals” on page 16. If the system has not been enabled for signals, `sigwaitinfo()` is not successful, and an [ENOTSIGINIT] error is returned.

Related Information

- The `<signal.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
- “Qp0sEnableSignals()—Enable Process for Signals” on page 16—Enable Process for Signals
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “sigpending()—Examine Pending Signals” on page 44—Examine Pending Signals
- “sigprocmask()—Examine and Change Blocked Signals” on page 46—Examine and Change Blocked Signals
- “sigsuspend()—Wait for Signal” on page 52—Wait for Signal
- “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
- “sigwait()—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal

Example

See Code disclaimer information for information pertaining to code examples.

The following example suspends processing by using the `sigwaitinfo()` function and determines the current time:

Note: The signal catching function is not called.

```c
#include <signal.h>
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
```
extern int errno;

void catcher( int sig ) {
    printf( "Signal catcher called for signal %d\n", sig );
}

void timestamp( char *str ) {
    time_t t;
    time( T );
    printf( "The time is %s\n", str, ctime( T );
}

int main( int argc, char *argv[] ) {
    int result = 0;

    struct sigaction sigact;
    sigset_t waitset;
    siginfo_t info;

    sigemptyset( &sigact.sa_mask );
    sigact.sa_flags = 0;
    sigact.sa_handler = catcher;
    sigaction( SIGALRM, &sigact, NULL );

    sigemptyset( &waitset );
    sigaddset( &waitset, SIGALRM );

    sigprocmask( SIG_BLOCK, &waitset, NULL );
    alarm( 10 );
    timestamp( "before sigwaitinfo( ");
    result = sigwaitinfo( &waitset, &info );

    if( result == 0 )
        printf( "sigwaitinfo() returned for signal %d\n",
                info.si_signo );
    else {
        printf( "sigwait() returned error number %d\n", errno );
        perror( "sigwait() function failed\n" );
    }
    timestamp( "after sigwaitinfo()" );

    return( result );
}

Output:
The time before sigwaitinfo() is Tue Jul 15 11:22:56 1997
sigwaitinfo() returned for signal 14
The time after sigwaitinfo() is Tue Jul 15 11:23:07 1997

API introduced: V4R2
#include <unistd.h>

unsigned int sleep( unsigned int seconds );

Service Program Name: QPOSERV1
Default Public Authority: *USE
Threadsafe: Yes

The `sleep()` function suspends a thread for a specified number of `seconds`. (Because of processor delays, the thread can sleep slightly longer than this specified time.) If an unblocked signal is received during this time and its action is to call a signal-catching function, to end the request, or to end the process, `sleep()` returns immediately with the amount of sleep time remaining.

If a SIGALRM signal is generated for the calling process while `sleep()` is running and if the SIGALRM signal is being ignored or blocked from delivery, `sleep()` does not return when the SIGALRM signal is scheduled. If the SIGALRM signal is blocked from delivery, the SIGALRM remains pending after `sleep()` returns.

If a SIGALRM signal is generated for the calling process while `sleep()` is running (except as a result of a previous call to `alarm()`) and if the SIGALRM is not being ignored or blocked from delivery, the SIGALRM signal has no effect on `sleep()` other than causing it to return.

A signal-catching function that interrupts `sleep()` can examine and change the time a SIGALRM is scheduled to be generated, the action associated with the SIGALRM signal, and whether SIGALRM is blocked from delivery.

If a signal-catching function interrupts `sleep()` and calls `siglongjmp()` or `longjmp()` to restore an environment saved prior to `sleep()`, the `sleep()` function is canceled. The action associated with the SIGALRM signal and the time at which a SIGALRM signal is scheduled to be generated are unchanged. The SIGALRM blocking action remains unchanged, unless the thread’s signal mask is restored as part of the environment.

**Authorities and Locks**

None.

**Parameters**

`seconds`

(Input) The number of real seconds for which the process is to be suspended.

**Return Value**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>The thread slept for the full time specified.</td>
</tr>
<tr>
<td>value</td>
<td>The thread did not sleep the full time because of a signal whose action is to run a signal-catching function, to end the request, or to terminate the process. The value returned is the number of seconds remaining in the specified sleep time; that is, the value of <code>seconds</code> minus the actual number of seconds that the thread was suspended.</td>
</tr>
<tr>
<td>-1</td>
<td><code>sleep()</code> was not successful. The <code>errno</code> variable is set to indicate the error.</td>
</tr>
</tbody>
</table>

**Error Conditions**

If `sleep()` is not successful, `errno` usually indicates the following error. Under some conditions, `errno` could indicate an error other than that listed here.

[ENOTSIG]
Process not enabled for signals.

An attempt was made to call a signal function under one of the following conditions:

- The signal function is being called for a process that is not enabled for asynchronous signals.
- The signal function is being called when the system signal controls have not been initialized.

\[\text{ETIMEDOUT}\]

A remote host did not respond within the timeout period.

\[\text{EWOULDBLOCK}\]

Operation would have caused the process to be suspended.

The current thread state would prevent the signal function from completing.

**Usage Notes**

The `sleep()` function enables a process for signals if the process is not already enabled for signals. For details, see “Qp0sEnableSignals()—Enable Process for Signals” on page 16. If the system has not been enabled for signals, `sleep()` is not successful, and an [ENOTSIGINIT] error is returned.

**Related Information**

- The `<unistd.h>` file (see “Header Files for UNIX-Type Functions” on page 72)
- “alarm()—Set Schedule for Alarm Signal” on page 2—Set Schedule for Alarm Signal
- “pause()—Suspend Process Until Signal Received” on page 11—Suspend Process Until Signal Received
- “Qp0sDisableSignals()—Disable Process for Signals” on page 13—Disable Process for Signals
- “Qp0sEnableSignals()—Enable Process for Signals” on page 16—Enable Process for Signals
- “sigaction()—Examine and Change Signal Action” on page 22—Examine and Change Signal Action
- “siglongjmp()—Perform Nonlocal Goto with Signal Handling” on page 40—Perform Nonlocal Goto with Signal Handling
- “sigsetjmp()—Set Jump Point for Nonlocal Goto” on page 49—Set Jump Point for Nonlocal Goto
- “sigsuspend()—Wait for Signal” on page 52—Wait for Signal
- “sigtimedwait()—Synchronously Accept a Signal for Interval of Time” on page 55—Synchronously Accept a Signal for Interval of Time
- “sigwait()—Synchronously Accept a Signal” on page 58—Synchronously Accept a Signal
- “sigwaitinfo()—Synchronously Accept a Signal and Signal Data” on page 61—Synchronously Accept a Signal and Signal Data
- “usleep()—Suspend Processing for Interval of Time” on page 66—Suspend Processing for Interval of Time

**Example**

See Code disclaimer information for information pertaining to code examples.

The following example uses the `sleep()` function to suspend processing for a specified time:

```c
#include <unistd.h>
#include <stdio.h>
#include <time.h>

void timestamp( char * str )
{
    time_t t;
    time( &t );
    printf( "%s the time is %s\n", str, ctime(&t) );
}

int main( int argc, char *argv[] )
{
    // Example code here
}
```
unsigned int ret;

timestamp("before sleep() ");
ret = sleep(10);
timestamp("after sleep() ");

printf("sleep() returned %d\n", ret);
return(0);
}

Output:
before sleep() the time is Sun Jan 22 17:25:17 1995
after sleep() the time is Sun Jan 22 17:25:28 1995
sleep() returned 0

API introduced: V3R6

usleep()—Suspend Processing for Interval of Time

Syntax
#include <unistd.h>

int usleep(useconds_t useconds);

Service Program Name: QP0SSRV1
Default Public Authority: *USE
Threading: Yes

The usleep() function suspends a thread for the number of microseconds specified by the useconds parameter. (Because of processor delays, the thread can be suspended slightly longer than this specified time.) The thread does not resume until either the specified interval of time passes or a signal is delivered whose action is to call a signal-catching function, to end the request, or to terminate the process.

The usleep() function uses the process’s real-time interval timer to indicate when the thread should be resumed.

There is one real-time interval timer for each process. The usleep() function will not interfere with a previous setting of this timer.

If an incoming unblocked signal has an action of end the request or terminate the process, usleep() never returns to the caller. If an incoming signal is handled by a signal-catching function, usleep() returns after the signal-catching function returns.

Authorities and Locks
None.

Parameters
useconds
(Input) The number of microseconds for which the thread is to be suspended.
Return Value

0  The thread slept for the full time specified.
-1  usleep() was not successful. The errno variable is set to indicate the error.

Error Conditions

If usleep() is not successful, errno usually indicates the following error. Under some conditions, errno could indicate an error other than that listed here.

[EINVVAL]
The value specified for the argument is not correct.
A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.
An argument value is not valid, out of range, or NULL.
• The time value is not valid, out of range, or NULL.

[EINTR]
Interrupted function call.
A signal was received and handled by a signal-catching function that returned.

Usage Notes

The usleep() function is included for its historical usage. The setitimer() function is preferred over this function.

Related Information

• The <unistd.h> file (see “Header Files for UNIX-Type Functions” on page 72)
• alarm()—Set Schedule for Alarm Signal
• getitimer()—Get Value for Interval Timer
• setitimer()—Set Value for Interval Timer
• sleep()—Suspend Processing for Interval of Time

Example

See Code disclaimer information for information pertaining to code examples.

The following example uses the usleep() function to suspend processing for a specified time:

```c
#include <unistd.h>
#include <stdio.h>
#include <time.h>

void timestamp( char *str ) {
    time_t t;
    time( &t );
    printf( "%s the time is %s\n", str, ctime( &t ) );
}

int main( int argc, char *argv[] ) {
    int result = 0;
```
```c
timestamp( "before usleep()" );
result = usleep( 999999 );
timestamp( "after usleep()" );
printf( "usleep() returned %d\n", result );
return( result );
```

Output:
before usleep() the time is Sun Jun 15 17:25:17 1995
after usleep() the time is Sun Jun 15 17:25:18 1995
usleep() returned 0

API introduced: V4R2

---

Concepts
These are the concepts for this category.

**Using Signal APIs**

**Signal Concepts**

An X/Open specification defines a "signal" as a mechanism by which a process may be notified of, or affected by, an event occurring in the system. The term signal is also used to refer to the event itself.

A signal is said to be **generated** when the event that causes the signal first occurs. Examples of such events include the following:

- System-detected errors
- Timer expiration
- Terminal (work station) activity
- Calling an API such as the X/Open `kill()` function, the American National Standard C `raise()` function, or the ILE `CEEGL` (signal a condition) function.

A **synchronous signal** is a signal that is generated by some action attributable to a program running within the thread, such as a system-detected error, `raise()`, or `CEEGL`. An **asynchronous signal** is a signal that is generated for the process by using the `kill()` function or by an asynchronous event such as terminal activity or an expired timer.

The **signal action vector** is a list of signal-handling actions for each defined signal. The signal action vector is maintained separately for each process and is inherited from the parent process. The signal action vector specifies the signal-handling actions for both synchronously and asynchronously generated signals.

A signal is said to be **delivered** to a process when the specified signal-handling action for the signal is taken. A signal is said to be **accepted** by a process when a signal is selected and returned by one of the `sigwait` functions.

Signals generated for a process are delivered to or accepted by one thread in the process.

A signal is said to be **pending** during the interval between the time the signal is generated and the time it is delivered or accepted. Ordinarily, this interval cannot be detected by an application. However, a
signal can be **blocked** from being delivered to a thread. When a signal is blocked, the signal-handling action associated with the signal is not taken. If there are no threads in a call to a `sigwait` function selecting the signal and if all threads block delivery of the signal, the signal remains pending on the process. The signal remains pending until either a thread calls a `sigwait` function selecting the signal, a thread unblocks delivery of the signal, or the signal action associated with the signal is set to ignore the signal. The **signal blocking mask** defines the set of signals that are blocked from delivery to the thread. The signal blocking mask is maintained separately for each thread in the process and is inherited from the thread that created it.

### i5/OS Signal Management

The set of defined signals is determined by the system. The system specifies the attributes for each defined signal. These attributes consist of a signal number, the initial signal action, and the signal default action. The system also specifies an initial signal blocking mask. The set of defined signals, the signal attributes, and signal blocking mask are referred to as **signal controls**.

A signal can be generated or delivered only to a process that has expressed an interest in signals. An error condition results under the following conditions:

- An attempt is made to generate a signal when the system signal controls have not been initialized.
- An attempt is made to generate a signal for a process that has not been enabled for signals.

A process can express an interest in signals by calling the `Qp0sEnableSignals()` API. In addition, calling particular signal APIs implicitly enables the process for signals.

If the process has not been enabled for signals, the process signal controls are set from signal controls established by the system during IPL (the system signal controls). An error condition results if an attempt is made to enable signals for the process before the system signal controls have been initialized.

Once the process signal controls have been initialized, the user is permitted to change the signal controls for the process. For example, the signal blocking mask and the signal action for a signal are commonly changed. Some signal controls, such as the number of defined signals and the signal default action for a signal, cannot be changed at the process level.

The attributes for each defined signal are stored in an object called a **signal monitor**. The system supports a maximum of 63 signal monitors for each process. The process signal action vector is a list of signal monitors, one for each defined signal. The signal monitor contains, but is not limited to, the following information:

- Signal action
- Signal default action
- Signal options

The **signal action** defines the action to be taken by the system when a process receives an unblocked signal. The user can change the signal action for a process signal monitor. The possible signal actions are:

- Handle using signal default action (SIG_DFL)
  The **handle using signal default action** signal action indicates that the system is to take the action specified by the signal default action field when the signal is eligible to be delivered.
- Ignore the signal (SIG_IGN)
  The **ignore the signal** signal action indicates that the user is not interested in handling the signal. When an ignored signal is generated for the process, the system automatically discards the signal, regardless of the blocked or unblocked state of the signal monitor.
- Handle the signal by running signal-catching function
  The **handle the signal by running signal-catching function** signal action causes the system to call the signal-catching function when a signal is received for the signal monitor. The signal-catching function is set to point to a procedure within an active activation group.
The signal default action field defines the action to be taken by the system when the signal action is set to handle using signal default action. The signal default action for a signal monitor is set in the system signal controls and cannot be changed for a process signal monitor. The possible signal default actions are:

- Terminate the process
  The terminate the process action puts the process in a phase that ends the process, allowing cancel handlers to be called. If the process is already in the end phase, the terminate the process action is ignored.

- End the request
  The end the request action results in the cancelation of all calls up to the nearest call that has a call status of request processor. If a call with a status of request processor is not present or the job is capable of having multiple threads, the terminate the process action is taken.

- Ignore the signal
  The ignore the signal action causes the system to discard the signal. A signal is discarded for a signal monitor in the blocked state when the signal action is handle using signal default action and the default signal action is ignore the signal.

- Stop the process
  The stop the process action causes the system to place the process in the stopped state. When a process is in the stopped state, it is temporarily suspended until a signal is generated for the process that has continue the process if stopped as its signal default action. When a process is in the stopped state, the normal process control functions remain in effect (the process can be suspended, resumed, or ended). When a signal is generated for a signal monitor that has stop the process as its signal default action, the system removes any pending signals for signal monitors that have continue the process if stopped as their default action.

- Continue the process if stopped
  The continue the process if stopped action causes the system to resume running the process that is in the stopped state, even if the signal monitor with the signal default action of continue the process if stopped is in the blocked state or has a signal action of ignore the signal. When a signal is generated for a signal monitor that has continue the process if stopped as its signal default action, the system removes any pending signals for signal monitors that have stop the process as their signal default action.

- Signal exception
  The signal exception action causes the system to send the MCH7603 escape message to the process.

The signal options specify an additional set of attributes for the signal monitor. The primary use of these options is to specify an additional set of actions to be taken by the system when a signal-catching function is called.

A signal is generated by sending a request to a signal monitor. Scheduling of the signal-handling action is controlled separately for each signal monitor through the signal blocking mask. The signal blocking mask is a bit mask that defines the set of signals to be blocked from delivery to the thread. The blocked or unblocked option specified for the nth bit position in the signal blocking mask is applied to the nth signal monitor defined for the process. When signal is unblocked is specified, the signal-handling action is eligible to be scheduled. When signal is blocked is specified, the signal-handling action is blocked from delivery.

The process to receive the signal is identified by a process ID. The process ID is used to indicate whether the signal should be sent to an individual process or to a group of processes (known as a process group). The process ID is a 4-byte binary number that is used to locate an entry in the system-managed process table. A process table entry contains the following information relating to the process:

- Parent process ID
- Process group ID
- Status information
The parent process is the logical creator of the process. A process group represents a collection of processes that are bound together for some common purpose. An error condition results if the process ID specified when a signal is sent does not represent a valid process or process group.

The process sending a signal must have the appropriate authority to the receiving process. The parent process is allowed to send a signal to a child process (the parent process ID of the receiving process is equal to the process ID of the process sending the signal). A child process is allowed to send a signal to its parent process (the process ID of the receiving process is equal to the parent process ID of the process sending the signal). A process can send a signal to another process if the sending process has *JOBCTL authority defined for the current process user profile or in an adopted user profile. Otherwise, the real or effective user ID of the sending process must match the real or effective user ID of the receiving process. An error condition results if the process does not have authority to send the signal to a receiving process.

**Differences from Signals on UNIX Systems**

The i5/OS™ support for signals does differ from the usual behavior of signals on UNIX(R) systems:

- **Integration of American National Standard C signal model and X/Open signal model**
  
  On UNIX systems, the standard C signal functions (as defined by American National Standards Institute (ANSI)) and the UNIX signal functions interact. That is, the standard C `signal()` function operates on the process signal action vector. Likewise, when a signal is generated for a process using the standard C `raise()` function, the process signal blocking mask and the signal action vector are used to determine the action to be taken.

  On i5/OS, the behavior of the standard C signal functions depends on a compiler option. When the compiler option `SYSIFCOPT("ASYNCSIGNAL")` is specified, the standard C `signal()` and `raise()` functions operate like the UNIX signal functions by operating on the process signal action vector and the process signal blocking mask. However, if the `SYSIFCOPT("ASYNCSIGNAL")` is not specified the standard C signal functions do not operate like the UNIX signal functions. Although the default C signal model does not interact with the UNIX signal functions, the UNIX signal functions `sigaction()` and `kill()` provide the same type of capability as the standard C `signal()` and `raise()` functions. For more information, see "sigaction()—Examine and Change Signal Action" on page 22 and "kill()—Send Signal to Process or Group of Processes" on page 7.

- **Scope of signal action vector, signal-blocking mask, and pending signals**
  
  On most UNIX systems, a process consists of a single thread of control. When the program in control needs to perform a task that is contained in another program, the program uses the `fork()` and `exec()` functions to start a child process that runs the other program. The signal controls for the child process are inherited from the parent process. Changes to the signal controls in either the parent or the child process are isolated to the process in which the change is made.

  On i5/OS, when a program needs to perform a task that is contained in another program, the program calls that program directly. The target program is run using the same process structure. As a result of this call and return mechanism, if a called program changes the process signal controls and does not restore the original signal controls when returning to its caller, the changed process signal controls remain in effect. The called program inherits the signal controls of its caller. However, there are some differences from what would be expected if `fork()` and `exec()` were used in a UNIX process:
  
  - The set of pending signals is not cleared.
  - Alarms are not reset.
  - Signals set to be caught are not reset to the default action.

  Programs that use signals and change the signal controls of the process should restore the old actions or signal blocking mask (or both) when they return to their callers. Programs using signals should explicitly enable the process for signals when the program begins. If the process was not enabled for signals when the program was called, the program should also disable signals when it returns to the process. For more information, see “Qp0sEnableSignals()—Enable Process for Signals” on page 16 and “Qp0sDisableSignals()—Disable Process for Signals” on page 13.

- **Mapping system-detected errors to signals**
On UNIX systems, system-detected errors are mapped to signal numbers. For example, a floating point error results in the SIGFPE signal being generated for the process. On i5/OS, the default C signal model presents system-detected errors to the user as escape messages which can be handled with C signal handlers established with the C `signal()` function or with ILE C exception-handling functions, but not with signal handlers established with the UNIX `sigaction()` function. When the compiler option `SYSIFCOPT(*ASYNCSIGNAL)` is specified, system-detected errors are mapped to signal numbers and can be handled with signal handlers established either with the C `signal()` function or the UNIX `sigaction()` function, but not with ILE C exception-handling functions.

- Unexpected error handling in the signal-catching function

  On UNIX systems, an unhandled error condition in a signal-catching function results in ending the process. On i5/OS, unhandled error conditions in the signal-catching function are implicitly handled. The signal-catching function is ended and the receiving program resumes running at the point at which it was interrupted. The error condition may be logged in the job log. Aside from the job log entry for the error, no further error notification takes place.

- Termination action

  i5/OS offers two types of termination actions. The termination action applied to most signals is to end the most recent request. This usually results in ending the current program, which is the expectation of most UNIX programmers. The second termination action is to end the process, which is more severe. The only signal with this action is SIGKILL.

- Default actions

  On i5/OS, some default actions for signals are different than on typical UNIX systems. For example, the i5/OS default action for the SIGPIPE signal is to ignore the signal.

### Header Files for UNIX-Type Functions

Programs using the UNIX(R)-type functions must include one or more header files that contain information needed by the functions, such as:

- Macro definitions
- Data type definitions
- Structure definitions
- Function prototypes

The header files are provided in the QSYSINC library, which is optionally installable. Make sure QSYSINC is on your system before compiling programs that use these header files. For information on installing the QSYSINC library, see [Include files and the QSYSINC Library](#).

The table below shows the file and member name in the QSYSINC library for each header file used by the UNIX-type APIs in this publication.

<table>
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<tr>
<th>Name of Header File</th>
<th>Name of File in QSYSINC</th>
<th>Name of Member</th>
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<tr>
<td>sys/sock.h</td>
<td>SYS</td>
<td>SOCKET</td>
</tr>
<tr>
<td>sys/stat.h</td>
<td>SYS</td>
<td>STAT</td>
</tr>
<tr>
<td>sys/statvfs.h</td>
<td>SYS</td>
<td>STATVFS</td>
</tr>
<tr>
<td>sys/time.h</td>
<td>SYS</td>
<td>TIME</td>
</tr>
<tr>
<td>sys/types.h</td>
<td>SYS</td>
<td>TYPES</td>
</tr>
<tr>
<td>sys/uio.h</td>
<td>SYS</td>
<td>UIO</td>
</tr>
<tr>
<td>sys/un.h</td>
<td>SYS</td>
<td>UN</td>
</tr>
<tr>
<td>sys/wait.h</td>
<td>SYS</td>
<td>WAIT</td>
</tr>
<tr>
<td>ulimit.h</td>
<td>H</td>
<td>ULIMIT</td>
</tr>
<tr>
<td>unistd.h</td>
<td>H</td>
<td>UNISTD</td>
</tr>
<tr>
<td>utime.h</td>
<td>H</td>
<td>UTIME</td>
</tr>
</tbody>
</table>

You can display a header file in QSYSINC by using one of the following methods:

- Using your editor. For example, to display the **unistd.h** header file using the Source Entry Utility editor, enter the following command:
  ```
  STRSEU SRCFILE(QSYSINC/H) SRCMBR(UNISTD) OPTION(5)
  ```

- Using the Display Physical File Member command. For example, to display the **sys/stat.h** header file, enter the following command:
  ```
  DSPPPFM FILE(QSYSINC/SYS) MBR(STAT)
  ```
You can print a header file in QSYSINC by using one of the following methods:

- Using your editor. For example, to print the `unistd.h` header file using the Source Entry Utility editor, enter the following command:

  STRSEU SRCFILE(QSYSINC/H) SRCMBR(UNISTD) OPTION(6)

- Using the Copy File command. For example, to print the `sys/stat.h` header file, enter the following command:

  CPYF FROMFILE(QSYSINC/SYS) TOFILE(*PRINT) FROMMBR(STAT)

Symbolic links to these header files are also provided in directory `/QIBM/include`.

### Errno Values for UNIX-Type Functions

Programs using the UNIX(R)-type functions may receive error information as `errno` values. The possible values returned are listed here in ascending `errno` value sequence.

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Text</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDOM</td>
<td>3001</td>
<td>A domain error occurred in a math function.</td>
<td></td>
</tr>
<tr>
<td>ERANGE</td>
<td>3002</td>
<td>A range error occurred.</td>
<td></td>
</tr>
<tr>
<td>ETRUNC</td>
<td>3003</td>
<td>Data was truncated on an input, output, or update operation.</td>
<td></td>
</tr>
<tr>
<td>ENOTOPEN</td>
<td>3004</td>
<td>File is not open.</td>
<td>You attempted to do an operation that required the file to be open.</td>
</tr>
<tr>
<td>ENOTREAD</td>
<td>3005</td>
<td>File is not opened for read operations.</td>
<td>You tried to read a file that is not open for read operations.</td>
</tr>
<tr>
<td>EIO</td>
<td>3006</td>
<td>Input/output error.</td>
<td>➤ A physical I/O error occurred or a referenced object was damaged. ✅</td>
</tr>
<tr>
<td>ENODEV</td>
<td>3007</td>
<td>No such device.</td>
<td></td>
</tr>
<tr>
<td>ERECIO</td>
<td>3008</td>
<td>Cannot get single character for files opened for record I/O.</td>
<td>The file that was specified is open for record I/O and you attempted to read it as a stream file.</td>
</tr>
<tr>
<td>ENOTWRITE</td>
<td>3009</td>
<td>File is not opened for write operations.</td>
<td>You tried to update a file that has not been opened for write operations.</td>
</tr>
<tr>
<td>ESTDIN</td>
<td>3010</td>
<td>The stdin stream cannot be opened.</td>
<td></td>
</tr>
<tr>
<td>ESTDOUT</td>
<td>3011</td>
<td>The stdout stream cannot be opened.</td>
<td></td>
</tr>
<tr>
<td>ESTDERR</td>
<td>3012</td>
<td>The stderr stream cannot be opened.</td>
<td></td>
</tr>
<tr>
<td>EBADSEEK</td>
<td>3013</td>
<td>The positioning parameter in fseek is not correct.</td>
<td></td>
</tr>
<tr>
<td>EBADNAME</td>
<td>3014</td>
<td>The object name specified is not correct.</td>
<td></td>
</tr>
<tr>
<td>EBADMODE</td>
<td>3015</td>
<td>The type variable specified on the open function is not correct.</td>
<td>The mode that you attempted to open the file in is not correct.</td>
</tr>
<tr>
<td>EBADPOS</td>
<td>3017</td>
<td>The position specifier is not correct.</td>
<td></td>
</tr>
<tr>
<td>ENOPOS</td>
<td>3018</td>
<td>There is no record at the specified position.</td>
<td>You attempted to position to a record that does not exist in the file.</td>
</tr>
<tr>
<td>ENUMMBRS</td>
<td>3019</td>
<td>Attempted to use ftell on multiple members.</td>
<td>Remove all but one member from the file.</td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Text</td>
<td>Details</td>
</tr>
<tr>
<td>------------</td>
<td>--------</td>
<td>----------------------------------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ENUMRECS</td>
<td>3020</td>
<td>The current record position is too long for ftell.</td>
<td></td>
</tr>
<tr>
<td>EINVAL</td>
<td>3021</td>
<td>The value specified for the argument is not correct.</td>
<td>A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.</td>
</tr>
<tr>
<td>EBADFNC</td>
<td>3022</td>
<td>Function parameter in the signal function is not set.</td>
<td></td>
</tr>
<tr>
<td>ENOENT</td>
<td>3025</td>
<td>No such path or directory.</td>
<td>The directory or a component of the path name specified does not exist.</td>
</tr>
<tr>
<td>ENOREC</td>
<td>3026</td>
<td>Record is not found.</td>
<td></td>
</tr>
<tr>
<td>EPERM</td>
<td>3027</td>
<td>The operation is not permitted.</td>
<td>You must have appropriate privileges or be the owner of the object or other resource to do the requested operation.</td>
</tr>
<tr>
<td>EBADDATA</td>
<td>3028</td>
<td>Message data is not valid.</td>
<td>The message data that was specified for the error text is not correct.</td>
</tr>
<tr>
<td>EBUSY</td>
<td>3029</td>
<td>Resource busy.</td>
<td>An attempt was made to use a system resource that is not available at this time.</td>
</tr>
<tr>
<td>EBADOPT</td>
<td>3040</td>
<td>Option specified is not valid.</td>
<td></td>
</tr>
<tr>
<td>ENOTUPD</td>
<td>3041</td>
<td>File is not opened for update operations.</td>
<td></td>
</tr>
<tr>
<td>ENOTDLT</td>
<td>3042</td>
<td>File is not opened for delete operations.</td>
<td></td>
</tr>
<tr>
<td>EPAD</td>
<td>3043</td>
<td>The number of characters written is shorter than the expected record length.</td>
<td>The length of the record is longer than the buffer size that was specified. The data written was padded to the length of the record.</td>
</tr>
<tr>
<td>EBADKEYLN</td>
<td>3044</td>
<td>A length that was not valid was specified for the key.</td>
<td>You attempted a record I/O against a keyed file. The key length that was specified is not correct.</td>
</tr>
<tr>
<td>EPUTANDGET</td>
<td>3080</td>
<td>A read operation should not immediately follow a write operation.</td>
<td></td>
</tr>
<tr>
<td>EGETANDPUT</td>
<td>3081</td>
<td>A write operation should not immediately follow a read operation.</td>
<td></td>
</tr>
<tr>
<td>EIOERROR</td>
<td>3101</td>
<td>A nonrecoverable I/O error occurred.</td>
<td></td>
</tr>
<tr>
<td>EIORECERR</td>
<td>3102</td>
<td>A recoverable I/O error occurred.</td>
<td></td>
</tr>
<tr>
<td>EACCESS</td>
<td>3401</td>
<td>Permission denied.</td>
<td>An attempt was made to access an object in a way forbidden by its object access permissions.</td>
</tr>
<tr>
<td>ENOTDIR</td>
<td>3403</td>
<td>Not a directory.</td>
<td>A component of the specified path name existed, but it was not a directory when a directory was expected.</td>
</tr>
<tr>
<td>ENOSPC</td>
<td>3404</td>
<td>No space is available.</td>
<td>The requested operations required additional space on the device and there is no space left. This could also be caused by exceeding the user profile storage limit when creating or transferring ownership of an object.</td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Text</td>
<td>Details</td>
</tr>
<tr>
<td>------------</td>
<td>-------</td>
<td>-------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EXDEV</td>
<td>3405</td>
<td>Improper link.</td>
<td>A link to a file on another file system was attempted.</td>
</tr>
<tr>
<td>EAGAIN</td>
<td>3406</td>
<td>Operation would have caused the process to be suspended.</td>
<td></td>
</tr>
<tr>
<td>EW OULD BLOCK</td>
<td>3406</td>
<td>Operation would have caused the process to be suspended.</td>
<td></td>
</tr>
<tr>
<td>EINTR</td>
<td>3407</td>
<td>Interrupted function call.</td>
<td></td>
</tr>
<tr>
<td>EFAULT</td>
<td>3408</td>
<td>The address used for an argument was not correct. In attempting to use an argument in a call, the system detected an address that is not valid.</td>
<td></td>
</tr>
<tr>
<td>ETIME</td>
<td>3409</td>
<td>Operation timed out.</td>
<td></td>
</tr>
<tr>
<td>ENXIO</td>
<td>3415</td>
<td>No such device or address.</td>
<td></td>
</tr>
<tr>
<td>EAPAR</td>
<td>3418</td>
<td>Possible APAR condition or hardware failure.</td>
<td></td>
</tr>
<tr>
<td>ERECURSE</td>
<td>3419</td>
<td>Recursive attempt rejected.</td>
<td></td>
</tr>
<tr>
<td>EADDRINUSE</td>
<td>3420</td>
<td>Address already in use.</td>
<td></td>
</tr>
<tr>
<td>EADDRNOTAVAIL</td>
<td>3421</td>
<td>Address is not available.</td>
<td></td>
</tr>
<tr>
<td>EAFNOSUPPORT</td>
<td>3422</td>
<td>The type of socket is not supported in this protocol family.</td>
<td></td>
</tr>
<tr>
<td>EALREADY</td>
<td>3423</td>
<td>Operation is already in progress.</td>
<td></td>
</tr>
<tr>
<td>ECONNABORTED</td>
<td>3424</td>
<td>Connection ended abnormally.</td>
<td></td>
</tr>
<tr>
<td>ECONNREFUSED</td>
<td>3425</td>
<td>A remote host refused an attempted connect operation.</td>
<td></td>
</tr>
<tr>
<td>ECONNRESET</td>
<td>3426</td>
<td>A connection with a remote socket was reset by that socket.</td>
<td></td>
</tr>
<tr>
<td>EDESTADDRREQ</td>
<td>3427</td>
<td>Operation requires destination address.</td>
<td></td>
</tr>
<tr>
<td>EHOSTDOWN</td>
<td>3428</td>
<td>A remote host is not available.</td>
<td></td>
</tr>
<tr>
<td>EHOSTUNREACH</td>
<td>3429</td>
<td>A route to the remote host is not available.</td>
<td></td>
</tr>
<tr>
<td>EINPROGRESS</td>
<td>3430</td>
<td>Operation in progress.</td>
<td></td>
</tr>
<tr>
<td>EISCONN</td>
<td>3431</td>
<td>A connection has already been established.</td>
<td></td>
</tr>
<tr>
<td>EMSGSIZE</td>
<td>3432</td>
<td>Message size is out of range.</td>
<td></td>
</tr>
<tr>
<td>ENETDOWN</td>
<td>3433</td>
<td>The network currently is not available.</td>
<td></td>
</tr>
<tr>
<td>ENETRESET</td>
<td>3434</td>
<td>A socket is connected to a host that is no longer available.</td>
<td></td>
</tr>
<tr>
<td>ENETUNREACH</td>
<td>3435</td>
<td>Cannot reach the destination network.</td>
<td></td>
</tr>
<tr>
<td>ENOBUFFS</td>
<td>3436</td>
<td>There is not enough buffer space for the requested operation.</td>
<td></td>
</tr>
<tr>
<td>ENOPROTOOPT</td>
<td>3437</td>
<td>The protocol does not support the specified option.</td>
<td></td>
</tr>
<tr>
<td>ENOTCONN</td>
<td>3438</td>
<td>Requested operation requires a connection.</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Text</td>
<td>Details</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
<td>--------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ENOTSOCK</td>
<td>3439</td>
<td>The specified descriptor does not reference a socket.</td>
<td>The operation, though supported in general, is not supported for the requested object or the requested arguments.</td>
</tr>
<tr>
<td>ENOTSUP</td>
<td>3440</td>
<td>Operation is not supported.</td>
<td>The operation, though supported in general, is not supported for the requested object or the requested arguments.</td>
</tr>
<tr>
<td>EOPNOTSUPP</td>
<td>3440</td>
<td>Operation is not supported.</td>
<td>The operation, though supported in general, is not supported for the requested object or the requested arguments.</td>
</tr>
<tr>
<td>EPFNSUPPORT</td>
<td>3441</td>
<td>The socket protocol family is not supported.</td>
<td></td>
</tr>
<tr>
<td>EPROTONOSUPPORT</td>
<td>3442</td>
<td>No protocol of the specified type and domain exists.</td>
<td></td>
</tr>
<tr>
<td>EPROTOTYPE</td>
<td>3443</td>
<td>The socket type or protocols are not compatible.</td>
<td></td>
</tr>
<tr>
<td>ERCVDERR</td>
<td>3444</td>
<td>An error indication was sent by the peer program.</td>
<td></td>
</tr>
<tr>
<td>ESHUTDOWN</td>
<td>3445</td>
<td>Cannot send data after a shutdown.</td>
<td></td>
</tr>
<tr>
<td>ESOCKTNOSUPPORT</td>
<td>3446</td>
<td>The specified socket type is not supported.</td>
<td></td>
</tr>
<tr>
<td>ETIMEOUT</td>
<td>3447</td>
<td>A remote host did not respond within the timeout period.</td>
<td></td>
</tr>
<tr>
<td>EUNATCH</td>
<td>3448</td>
<td>The protocol required to support the specified address family is not available at this time.</td>
<td></td>
</tr>
<tr>
<td>EBADF</td>
<td>3450</td>
<td>Descriptor is not valid.</td>
<td>A file descriptor argument was out of range, referred to a file that was not open, or a read or write request was made to a file that is not open for that operation.</td>
</tr>
<tr>
<td>EMFILE</td>
<td>3452</td>
<td>Too many open files for this process.</td>
<td>An attempt was made to open more files than allowed by the value of OPEN_MAX. The value of OPEN_MAX can be retrieved using the sysconf() function.</td>
</tr>
<tr>
<td>ENFILE</td>
<td>3453</td>
<td>Too many open files in the system.</td>
<td>A system limit has been reached for the number of files that are allowed to be concurrently open in the system.</td>
</tr>
<tr>
<td>EPIPE</td>
<td>3455</td>
<td>Broken pipe.</td>
<td></td>
</tr>
<tr>
<td>ECANCEL</td>
<td>3456</td>
<td>Operation cancelled.</td>
<td>The object specified already exists and the specified operation requires that it not exist.</td>
</tr>
<tr>
<td>EEXIST</td>
<td>3457</td>
<td>Object exists.</td>
<td></td>
</tr>
<tr>
<td>EDEADLK</td>
<td>3459</td>
<td>Resource deadlock avoided.</td>
<td>An attempt was made to lock a system resource that would have resulted in a deadlock situation. The lock was not obtained.</td>
</tr>
<tr>
<td>ENOMEM</td>
<td>3460</td>
<td>Storage allocation request failed.</td>
<td>A function needed to allocate storage, but no storage is available.</td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Text</td>
<td>Details</td>
</tr>
<tr>
<td>------------</td>
<td>-------</td>
<td>----------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EOWNERTERM</td>
<td>3462</td>
<td>The synchronization object no longer exists because the owner is no longer running.</td>
<td>The process that had locked the mutex is no longer running, so the mutex was deleted.</td>
</tr>
<tr>
<td>EDESTROYED</td>
<td>3463</td>
<td>The synchronization object was destroyed, or the object no longer exists.</td>
<td></td>
</tr>
<tr>
<td>ETERM</td>
<td>3464</td>
<td>Operation was terminated.</td>
<td></td>
</tr>
<tr>
<td>ENOENT1</td>
<td>3465</td>
<td>No such file or directory.</td>
<td>A component of a specified path name did not exist, or the path name was an empty string.</td>
</tr>
<tr>
<td>ENOEQFLOG</td>
<td>3466</td>
<td>Object is already linked to a dead directory.</td>
<td>The link as a dead option was specified, but the object is already marked as dead. Only one dead link is allowed for an object.</td>
</tr>
<tr>
<td>EEMPTYDIR</td>
<td>3467</td>
<td>Directory is empty.</td>
<td>A directory with entries of only dot and dot-dot was supplied when a nonempty directory was expected.</td>
</tr>
<tr>
<td>EMLINK</td>
<td>3468</td>
<td>Maximum link count for a file was exceeded.</td>
<td>An attempt was made to have the link count of a single file exceed LINK_MAX. The value of LINK_MAX can be determined using the pathconf() or the fpathconf() function.</td>
</tr>
<tr>
<td>ESPIPE</td>
<td>3469</td>
<td>Seek request is not supported for object.</td>
<td>A seek request was specified for an object that does not support seeking.</td>
</tr>
<tr>
<td>ENOSYS</td>
<td>3470</td>
<td>Function not implemented.</td>
<td>An attempt was made to use a function that is not available in this implementation for any object or any arguments.</td>
</tr>
<tr>
<td>EISDIR</td>
<td>3471</td>
<td>Specified target is a directory.</td>
<td>The path specified named a directory where a file or object name was expected.</td>
</tr>
<tr>
<td>EROFS</td>
<td>3472</td>
<td>Read-only file system.</td>
<td>You have attempted an update operation in a file system that only supports read operations.</td>
</tr>
<tr>
<td>EUNKNOWN</td>
<td>3474</td>
<td>Unknown system state.</td>
<td>The operation failed because of an unknown system state. See any messages in the job log and correct any errors that are indicated, then retry the operation.</td>
</tr>
<tr>
<td>EITERBAD</td>
<td>3475</td>
<td>Iterator is not valid.</td>
<td></td>
</tr>
<tr>
<td>EITERSTE</td>
<td>3476</td>
<td>Iterator is in wrong state for operation.</td>
<td></td>
</tr>
<tr>
<td>EHRICLSBAD</td>
<td>3477</td>
<td>HRI class is not valid.</td>
<td></td>
</tr>
<tr>
<td>EHRICLBAD</td>
<td>3478</td>
<td>HRI subclass is not valid.</td>
<td></td>
</tr>
<tr>
<td>EHRITYPBAD</td>
<td>3479</td>
<td>HRI type is not valid.</td>
<td></td>
</tr>
<tr>
<td>ENOTAPPL</td>
<td>3480</td>
<td>Data requested is not applicable.</td>
<td></td>
</tr>
<tr>
<td>EHRIREQTYP</td>
<td>3481</td>
<td>HRI request type is not valid.</td>
<td></td>
</tr>
<tr>
<td>EHRINAMEBAD</td>
<td>3482</td>
<td>HRI resource name is not valid.</td>
<td></td>
</tr>
<tr>
<td>EDAMAGE</td>
<td>3484</td>
<td>A damaged object was encountered.</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Text</td>
<td>Details</td>
</tr>
<tr>
<td>----------------</td>
<td>-------</td>
<td>---------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ELOOP</td>
<td>3485</td>
<td>A loop exists in the symbolic links.</td>
<td>This error is issued if the number of symbolic links encountered is more than POSIX_SYMLOOP (defined in the limits.h header file). Symbolic links are encountered during resolution of the directory or path name.</td>
</tr>
<tr>
<td>ENAMETOOLONG</td>
<td>3486</td>
<td>A path name is too long.</td>
<td>A path name is longer than PATH_MAX characters or some component of the name is longer than NAME_MAX characters while _POSIX_NO_TRUNC is in effect. For symbolic links, the length of the name string substituted for a symbolic link exceeds PATH_MAX. The PATH_MAX and NAME_MAX values can be determined using the pathconf() function.</td>
</tr>
<tr>
<td>ENOLCK</td>
<td>3487</td>
<td>No locks are available.</td>
<td>A system-imposed limit on the number of simultaneous file and record locks was reached, and no more were available at that time.</td>
</tr>
<tr>
<td>ENOTEMPTY</td>
<td>3488</td>
<td>Directory is not empty.</td>
<td>You tried to remove a directory that is not empty. A directory cannot contain objects when it is being removed.</td>
</tr>
<tr>
<td>ECONVERT</td>
<td>3490</td>
<td>Conversion error.</td>
<td>One or more characters could not be converted from the source CCSID to the target CCSID.</td>
</tr>
<tr>
<td>E2BIG</td>
<td>3491</td>
<td>Argument list is too long.</td>
<td></td>
</tr>
<tr>
<td>EILSEQ</td>
<td>3492</td>
<td>Conversion stopped due to input character that does not belong to the input codeset.</td>
<td></td>
</tr>
<tr>
<td>ETYPE</td>
<td>3493</td>
<td>Object type mismatch.</td>
<td>The type of the object referenced by a descriptor does not match the type specified on the interface.</td>
</tr>
<tr>
<td>EBADDR</td>
<td>3494</td>
<td>Attempted to reference a directory that was not found or was destroyed.</td>
<td></td>
</tr>
<tr>
<td>EBADOBJ</td>
<td>3495</td>
<td>Attempted to reference an object that was not found, was destroyed, or was damaged.</td>
<td></td>
</tr>
<tr>
<td>EIDXINVAL</td>
<td>3496</td>
<td>Data space index used as a directory is not valid.</td>
<td></td>
</tr>
<tr>
<td>ESOFTDAMAGE</td>
<td>3497</td>
<td>Object has soft damage.</td>
<td></td>
</tr>
<tr>
<td>ENOTENROLL</td>
<td>3498</td>
<td>User is not enrolled in system distribution directory.</td>
<td>You attempted to use a function that requires you to be enrolled in the system distribution directory and you are not.</td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Text</td>
<td>Details</td>
</tr>
<tr>
<td>------------</td>
<td>-------</td>
<td>-------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EOFFLINE</td>
<td>3499</td>
<td>Object is suspended.</td>
<td>You have attempted to use an object that has had its data saved and the storage associated with it freed. An attempt to retrieve the object’s data failed. The object’s data cannot be used until it is successfully restored. The object’s data was saved and freed either by saving the object with the STG(*FREE) parameter, or by calling an API.</td>
</tr>
<tr>
<td>EROOBJ</td>
<td>3500</td>
<td>Object is read-only.</td>
<td>You have attempted to update an object that can be read only.</td>
</tr>
<tr>
<td>EEAHDDS</td>
<td>3501</td>
<td>Hard damage on extended attribute data space index.</td>
<td></td>
</tr>
<tr>
<td>EEASDDS</td>
<td>3502</td>
<td>Soft damage on extended attribute data space index.</td>
<td></td>
</tr>
<tr>
<td>EEAHDDS</td>
<td>3503</td>
<td>Hard damage on extended attribute data space.</td>
<td></td>
</tr>
<tr>
<td>EEASDDS</td>
<td>3504</td>
<td>Soft damage on extended attribute data space.</td>
<td></td>
</tr>
<tr>
<td>EEADUPRC</td>
<td>3505</td>
<td>Duplicate extended attribute record.</td>
<td></td>
</tr>
<tr>
<td>ELOCKED</td>
<td>3506</td>
<td>Area being read from or written to is locked.</td>
<td>The read or write of an area conflicts with a lock held by another process.</td>
</tr>
<tr>
<td>EFBIG</td>
<td>3507</td>
<td>Object too large.</td>
<td>The size of the object would exceed the system allowed maximum size.</td>
</tr>
<tr>
<td>EIDRM</td>
<td>3509</td>
<td>The semaphore, shared memory, or message queue identifier is removed from the system.</td>
<td></td>
</tr>
<tr>
<td>ENOMSG</td>
<td>3510</td>
<td>The queue does not contain a message of the desired type and (msgflg logically ANDed with IPC_NOWAIT).</td>
<td></td>
</tr>
<tr>
<td>EFILECVT</td>
<td>3511</td>
<td>File ID conversion of a directory failed.</td>
<td>To recover from this error, run the Reclaim Storage (RCLSTG) command as soon as possible.</td>
</tr>
<tr>
<td>EBADFD</td>
<td>3512</td>
<td>A file ID could not be assigned when linking an object to a directory.</td>
<td>The file ID table is missing or damaged. To recover from this error, run the Reclaim Storage (RCLSTG) command as soon as possible.</td>
</tr>
<tr>
<td>ESTALE</td>
<td>3513</td>
<td>File or object handle rejected by server.</td>
<td></td>
</tr>
<tr>
<td>ESRCH</td>
<td>3515</td>
<td>No such process.</td>
<td></td>
</tr>
</tbody>
</table>
| ENOTSIGINIT| 3516  | Process is not enabled for signals.             | An attempt was made to call a signal function under one of the following conditions:  
  • The signal function is being called for a process that is not enabled for asynchronous signals.  
  • The signal function is being called when the system signal controls have not been initialized. |
<p>| ECHILD     | 3517  | No child process.                               |                                                                                             |</p>
<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Text</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>EBADH</td>
<td>3520</td>
<td>Handle is not valid.</td>
<td></td>
</tr>
<tr>
<td>ETOOMANYREFS</td>
<td>3523</td>
<td>The operation would have exceeded the maximum number of references allowed for a descriptor.</td>
<td></td>
</tr>
<tr>
<td>ENOTSAFE</td>
<td>3524</td>
<td>Function is not allowed.</td>
<td>Function is not allowed in a job that is running with multiple threads.</td>
</tr>
<tr>
<td>EOVERFLOW</td>
<td>3525</td>
<td>Object is too large to process.</td>
<td>The object’s data size exceeds the limit allowed by this function.</td>
</tr>
<tr>
<td>EJRNNDAMAGE</td>
<td>3526</td>
<td>Journal is damaged.</td>
<td>A journal or all of the journal’s attached journal receivers are damaged, or the journal sequence number has exceeded the maximum value allowed. This error occurs during operations that were attempting to send an entry to the journal.</td>
</tr>
<tr>
<td>EJRNINACTIVE</td>
<td>3527</td>
<td>Journal is inactive.</td>
<td>The journaling state for the journal is *INACTIVE. This error occurs during operations that were attempting to send an entry to the journal.</td>
</tr>
<tr>
<td>EJRNRCVSPC</td>
<td>3528</td>
<td>Journal space or system storage error.</td>
<td>The attached journal receiver does not have space for the entry because the storage limit has been exceeded for the system, the object, the user profile, or the group profile. This error occurs during operations that were attempting to send an entry to the journal.</td>
</tr>
<tr>
<td>EJNRMT</td>
<td>3529</td>
<td>Journal is remote.</td>
<td>The journal is a remote journal. Journal entries cannot be sent to a remote journal. This error occurs during operations that were attempting to send an entry to the journal.</td>
</tr>
<tr>
<td>ENEWJRNRCV</td>
<td>3530</td>
<td>New journal receiver is needed.</td>
<td>A new journal receiver must be attached to the journal before entries can be journaled. This error occurs during operations that were attempting to send an entry to the journal.</td>
</tr>
<tr>
<td>ENEWJRN</td>
<td>3531</td>
<td>New journal is needed.</td>
<td>The journal was not completely created, or an attempt to delete it did not complete successfully. This error occurs during operations that were attempting to start or end journaling, or were attempting to send an entry to the journal.</td>
</tr>
<tr>
<td>EJOURNALED</td>
<td>3532</td>
<td>Object already journaled.</td>
<td>A start journaling operation was attempted on an object that is already being journaled.</td>
</tr>
<tr>
<td>EJRNENTTOOLONG</td>
<td>3533</td>
<td>Entry is too large to send.</td>
<td>The journal entry generated by this operation is too large to send to the journal.</td>
</tr>
<tr>
<td>EDATALINK</td>
<td>3534</td>
<td>Object is a datalink object.</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Text</td>
<td>Details</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
<td>----------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ENOTAVAIL</td>
<td>3535</td>
<td>Independent Auxiliary Storage Pool (ASP) is not available.</td>
<td>The independent ASP is in Vary Configuration (VRYCFG) or Reclaim Storage (RCLSTG) processing. To recover from this error, wait until processing has completed for the independent ASP.</td>
</tr>
<tr>
<td>ENOTTY</td>
<td>3536</td>
<td>I/O control operation is not appropriate.</td>
<td></td>
</tr>
<tr>
<td>EFBIG2</td>
<td>3540</td>
<td>Attempt to write or truncate file past its sort file size limit.</td>
<td></td>
</tr>
<tr>
<td>ETXTBSY</td>
<td>3543</td>
<td>Text file busy.</td>
<td>▶ An attempt was made to execute an i5/OS PASE program that is currently open for writing, or an attempt has been made to open for writing an i5/OS PASE program that is being executed. ◄</td>
</tr>
<tr>
<td>EASPGRPNOTSET</td>
<td>3544</td>
<td>ASP group not set for thread.</td>
<td></td>
</tr>
<tr>
<td>ERESTART</td>
<td>3545</td>
<td>A system call was interrupted and may be restarted.</td>
<td></td>
</tr>
<tr>
<td>ESCANFAILURE</td>
<td>3546</td>
<td>Object had scan failure.</td>
<td>An object has been marked as a scan failure due to processing by an exit program associated with the scan-related integrated file system exit points.</td>
</tr>
</tbody>
</table>
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