



## ***Rocky Enterprise Linux 9.2 Manual Pages on command 'IO::Async::Signal.3pm'***

**C:\>man IO::Async::Signal.3pm**

IO::Async::Signal(3pm) User Contributed Perl Documentation IO::Async::Signal(3pm)

### NAME

"IO::Async::Signal" - event callback on receipt of a POSIX signal

### SYNOPSIS

```
use IO::Async::Signal;
```

```
use IO::Async::Loop;
```

```
my $loop = IO::Async::Loop->new;
```

```
my $signal = IO::Async::Signal->new(
```

```
    name => "HUP",
```

```
    on_receipt => sub {
```

```
        print "I caught SIGHUP\n";
```

```
    },
```

```
);
```

```
$loop->add( $signal );
```

```
$loop->run;
```

## DESCRIPTION

This subclass of `IO::Async::Notifier` invokes its callback when a particular POSIX signal is received.

Multiple objects can be added to a "Loop" that all watch for the same signal. The callback functions will all be invoked, in no particular order.

## EVENTS

The following events are invoked, either using subclass methods or CODE references in parameters:

`on_receipt`

Invoked when the signal is received.

## PARAMETERS

The following named parameters may be passed to "new" or "configure":

`name => STRING`

The name of the signal to watch. This should be a bare name like "TERM". Can only be given at construction time.

`on_receipt => CODE`

CODE reference for the "on\_receipt" event.

Once constructed, the "Signal" will need to be added to the "Loop" before it will work.

## AUTHOR

Paul Evans <leonerd@leonerd.org.uk>