



## ***Rocky Enterprise Linux 9.2 Manual Pages on command 'mq\_timedreceive.2'***

**C:\>man mq\_timedreceive.2**

MQ\_RECEIVE(3)                      Linux Programmer's Manual                      MQ\_RECEIVE(3)

### NAME

mq\_receive, mq\_timedreceive - receive a message from a message queue

### SYNOPSIS

```
#include <mqueue.h>
```

```
ssize_t mq_receive(mqd_t mqdes, char *msg_ptr,  
                  size_t msg_len, unsigned int *msg_prio);
```

```
#include <time.h>
```

```
#include <mqueue.h>
```

```
ssize_t mq_timedreceive(mqd_t mqdes, char *msg_ptr,  
                        size_t msg_len, unsigned int *msg_prio,  
                        const struct timespec *abs_timeout);
```

Link with -lrt.

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

```
mq_timedreceive():
```

```
  _POSIX_C_SOURCE >= 200112L
```

### DESCRIPTION

mq\_receive() removes the oldest message with the highest priority from the message queue referred to by the message queue descriptor mqdes, and places it in the buffer pointed to by msg\_ptr. The msg\_len argument specifies the size of the buffer pointed to by msg\_ptr; this must be greater than or equal to the mq\_msgsize attribute of the queue (see mq\_getattr(3)). If msg\_prio is not NULL, then the buffer to

which it points is used to return the priority associated with the received message.

If the queue is empty, then, by default, `mq_receive()` blocks until a message becomes available, or the call is interrupted by a signal handler. If the `O_NONBLOCK` flag is enabled for the message queue description, then the call instead fails immediately with the error `EAGAIN`.

`mq_timedreceive()` behaves just like `mq_receive()`, except that if the queue is empty and the `O_NONBLOCK` flag is not enabled for the message queue description, then `abs_timeout` points to a structure which specifies how long the call will block.

This value is an absolute timeout in seconds and nanoseconds since the Epoch, 1970-01-01 00:00:00 +0000 (UTC), specified in the following structure:

```
struct timespec {
    time_t tv_sec;    /* seconds */
    long tv_nsec;    /* nanoseconds */
};
```

If no message is available, and the timeout has already expired by the time of the call, `mq_timedreceive()` returns immediately.

## RETURN VALUE

On success, `mq_receive()` and `mq_timedreceive()` return the number of bytes in the received message; on error, -1 is returned, with `errno` set to indicate the error.

## ERRORS

**EAGAIN** The queue was empty, and the `O_NONBLOCK` flag was set for the message queue description referred to by `mqdes`.

**EBADF** The descriptor specified in `mqdes` was invalid or not opened for reading.

**EINTR** The call was interrupted by a signal handler; see `signal(7)`.

**EINVAL** The call would have blocked, and `abs_timeout` was invalid, either because `tv_sec` was less than zero, or because `tv_nsec` was less than zero or greater than 1000 million.

## EMSGSIZE

`msg_len` was less than the `mq_msgsize` attribute of the message queue.

## ETIMEDOUT

The call timed out before a message could be transferred.

## ATTRIBUTES

For an explanation of the terms used in this section, see attributes(7).

??

?Interface                   ? Attribute   ? Value   ?

??

?mq\_receive(), mq\_timedreceive() ? Thread safety ? MT-Safe ?

??

CONFORMING TO

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

NOTES

On Linux, mq\_timedreceive() is a system call, and mq\_receive() is a library function layered on top of that system call.

SEE ALSO

mq\_close(3), mq\_getattr(3), mq\_notify(3), mq\_open(3), mq\_send(3), mq\_unlink(3), mq\_overview(7), time(7)

COLOPHON

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