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Red Hat Enterprise Linux Release 9.2 Manual Pages on 'aio_suspend.3p' command

$ man aio_suspend.3p

AIO_SUSPEND(3P) POSIX Programmer's Manual AIO_SUSPEND(3P)

PROLOG

This manual page is part of the POSIX Programmer's Manual. The Linux implementation of this interface may differ (consult the corresponding Linux manual page for details of Linux behavior), or the interface may not be implemented on Linux.

NAME

aio_suspend ? wait for an asynchronous I/O request

SYNOPSIS

```
#include <aio.h>
int aio_suspend(const struct aiocb *const list[], int nent,
    const struct timespec *timeout);
```

DESCRIPTION

The aio_suspend() function shall suspend the calling thread until at least one of the asynchronous I/O operations referenced by the list ar? gument has completed, until a signal interrupts the function, or, if timeout is not NULL, until the time interval specified by timeout has passed. If any of the aiocb structures in the list correspond to com? pleted asynchronous I/O operations (that is, the error status for the operation is not equal to [EINPROGRESS]) at the time of the call, the function shall return without suspending the calling thread. The list argument is an array of pointers to asynchronous I/O control blocks. The nent argument indicates the number of elements in the array. Each

aiocb structure pointed to has been used in initiating an asynchronous I/O request via aio_read(), aio_write(), or lio_listio(). This array may contain null pointers, which are ignored. If this array contains pointers that refer to aiocb structures that have not been used in sub? mitting asynchronous I/O, the effect is undefined.

If the time interval indicated in the timespec structure pointed to by timeout passes before any of the I/O operations referenced by list are completed, then aio_suspend() shall return with an error. If the Mono? tonic Clock option is supported, the clock that shall be used to mea? sure this time interval shall be the CLOCK_MONOTONIC clock.

RETURN VALUE

If the aio_suspend() function returns after one or more asynchronous I/O operations have completed, the function shall return zero. Other? wise, the function shall return a value of -1 and set errno to indicate the error.

The application may determine which asynchronous I/O completed by scan? ning the associated error and return status using aio_error() and aio_return(), respectively.

ERRORS

The aio_suspend() function shall fail if:

EAGAIN No asynchronous I/O indicated in the list referenced by list completed in the time interval indicated by timeout.

EINTR A signal interrupted the aio_suspend() function. Note that, since each asynchronous I/O operation may possibly provoke a signal when it completes, this error return may be caused by the completion of one (or more) of the very I/O operations being awaited.

The following sections are informative.

EXAMPLES

None.

APPLICATION USAGE

None.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

aio_read(), aio_write(), lio_listio()

The Base Definitions volume of POSIX.1?2017, <aio.h>

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