



## ***Red Hat Enterprise Linux Release 9.2 Manual Pages on 'sigsetmask.3' command***

### ***\$ man sigsetmask.3***

SIGVEC(3)                      Linux Programmer's Manual                      SIGVEC(3)

#### NAME

sigvec, sigblock, sigsetmask, siggetmask, sigmask - BSD signal API

#### SYNOPSIS

```
#include <signal.h>

int sigvec(int sig, const struct sigvec *vec, struct sigvec *ovec);

int sigmask(int signum);

int sigblock(int mask);

int sigsetmask(int mask);

int siggetmask(void);
```

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

All functions shown above:

Since glibc 2.19:

    \_DEFAULT\_SOURCE

Glibc 2.19 and earlier:

    \_BSD\_SOURCE

#### DESCRIPTION

These functions are provided in glibc as a compatibility interface for programs that make use of the historical BSD signal API. This API is obsolete: new applications should use the POSIX signal API (sigaction(2), sigprocmask(2), etc.).

The sigvec() function sets and/or gets the disposition of the signal sig (like the POSIX sigaction(2)). If vec is not NULL, it points to a

sigvec structure that defines the new disposition for sig. If ovec is not NULL, it points to a sigvec structure that is used to return the previous disposition of sig. To obtain the current disposition of sig without changing it, specify NULL for vec, and a non-null pointer for ovec.

The dispositions for SIGKILL and SIGSTOP cannot be changed.

The sigvec structure has the following form:

```
struct sigvec {  
    void (*sv_handler)(int); /* Signal disposition */  
    int sv_mask; /* Signals to be blocked in handler */  
    int sv_flags; /* Flags */  
};
```

The sv\_handler field specifies the disposition of the signal, and is either: the address of a signal handler function; SIG\_DFL, meaning the default disposition applies for the signal; or SIG\_IGN, meaning that the signal is ignored.

If sv\_handler specifies the address of a signal handler, then sv\_mask specifies a mask of signals that are to be blocked while the handler is executing. In addition, the signal for which the handler is invoked is also blocked. Attempts to block SIGKILL or SIGSTOP are silently ignored.

If sv\_handler specifies the address of a signal handler, then the sv\_flags field specifies flags controlling what happens when the handler is called. This field may contain zero or more of the following flags:

#### SV\_INTERRUPT

If the signal handler interrupts a blocking system call, then upon return from the handler the system call is not restarted; instead it fails with the error EINTR. If this flag is not specified, then system calls are restarted by default.

#### SV\_RESETHAND

Reset the disposition of the signal to the default before calling the signal handler. If this flag is not specified, then the

handler remains established until explicitly removed by a later call to `sigvec()` or until the process performs an `execve(2)`.

## SV\_ONSTACK

Handle the signal on the alternate signal stack (historically established under BSD using the obsolete `sigstack()` function; the POSIX replacement is `sigaltstack(2)`).

The `sigmask()` macro constructs and returns a "signal mask" for `signum`. For example, we can initialize the `vec.sv_mask` field given to `sigvec()` using code such as the following:

```
vec.sv_mask = sigmask(SIGQUIT) | sigmask(SIGABRT);  
  
/* Block SIGQUIT and SIGABRT during  
   handler execution */
```

The `sigblock()` function adds the signals in `mask` to the process's signal mask (like POSIX `sigprocmask(SIG_BLOCK)`), and returns the process's previous signal mask. Attempts to block `SIGKILL` or `SIGSTOP` are silently ignored.

The `sigsetmask()` function sets the process's signal mask to the value given in `mask` (like POSIX `sigprocmask(SIG_SETMASK)`), and returns the process's previous signal mask.

The `siggetmask()` function returns the process's current signal mask. This call is equivalent to `sigblock(0)`.

## RETURN VALUE

The `sigvec()` function returns 0 on success; on error, it returns -1 and sets `errno` to indicate the error.

The `sigblock()` and `sigsetmask()` functions return the previous signal mask.

The `sigmask()` macro returns the signal mask for `signum`.

## ERRORS

See the ERRORS under `sigaction(2)` and `sigprocmask(2)`.

## VERSIONS

Starting with version 2.21, the GNU C library no longer exports the `sigvec()` function as part of the ABI. (To ensure backward compatibility, the glibc symbol versioning scheme continues to export the `__inter?`

face to binaries linked against older versions of the library.)

## ATTRIBUTES

For an explanation of the terms used in this section, see at?

tributes(7).

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?Interface                      ? Attribute    ? Value    ?

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?sigvec(), sigmask(), sigblock(), ? Thread safety ? MT-Safe ?

?sigsetmask(), siggetmask()    ?                      ?                      ?

??

## CONFORMING TO

All of these functions were in 4.3BSD, except siggetmask(), whose origin is unclear. These functions are obsolete: do not use them in new programs.

## NOTES

On 4.3BSD, the signal() function provided reliable semantics (as when calling sigvec() with vec.sv\_mask equal to 0). On System V, signal() provides unreliable semantics. POSIX.1 leaves these aspects of signal() unspecified. See signal(2) for further details.

In order to wait for a signal, BSD and System V both provided a function named sigpause(3), but this function has a different argument on the two systems. See sigpause(3) for details.

## SEE ALSO

kill(2), pause(2), sigaction(2), signal(2), sigprocmask(2), raise(3), sigpause(3), sigset(3), signal(7)

## COLOPHON

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