



Linux Ubuntu 26.04 Manual Pages on command 'sigprocmask.2'

\$ man sigprocmask.2

sigprocmask(2) System Calls Manual sigprocmask(2)

NAME

sigprocmask, rt_sigprocmask - examine and change blocked signals

LIBRARY

Standard C library (libc, -lc)

SYNOPSIS

```
#include <signal.h>

/* Prototype for the glibc wrapper function */

int sigprocmask(int how, const sigset_t *_Nullable restrict set,
                sigset_t *_Nullable restrict oldset);

#include <signal.h>      /* Definition of SIG_* constants */
#include <sys/syscall.h>  /* Definition of SYS_* constants */
#include <unistd.h>

/* Prototype for the underlying system call */

int syscall(SYS_rt_sigprocmask, int how,
            const kernel_sigset_t *_Nullable set,
            kernel_sigset_t *_Nullable oldset,
            size_t sigsetsize);

/* Prototype for the legacy system call */

[[deprecated]] int syscall(SYS_sigprocmask, int how,
                            const old_kernel_sigset_t *_Nullable set,
                            old_kernel_sigset_t *_Nullable oldset);
```

Feature Test Macro Requirements for glibc (see feature_test_macros(7)):

sigprocmask():

`_POSIX_C_SOURCE`

DESCRIPTION

`sigprocmask()` is used to fetch and/or change the signal mask of the calling thread. The signal mask is the set of signals whose delivery is currently blocked for the caller (see also `signal(7)` for more details).

The behavior of the call is dependent on the value of `how`, as follows.

`SIG_BLOCK`

The set of blocked signals is the union of the current set and the set argument.

`SIG_UNBLOCK`

The signals in set are removed from the current set of blocked signals. It is permissible to attempt to unblock a signal which is not blocked.

`SIG_SETMASK`

The set of blocked signals is set to the argument set.

If `oldset` is non-NULL, the previous value of the signal mask is stored in `oldset`.

If `set` is NULL, then the signal mask is unchanged (i.e., `how` is ignored), but the current value of the signal mask is nevertheless returned in `oldset` (if it is not NULL).

A set of functions for modifying and inspecting variables of type `sigset_t` ("signal sets") is described in `sigsetops(3)`.

The use of `sigprocmask()` is unspecified in a multithreaded process; see `pthread_sigmask(3)`.

RETURN VALUE

`sigprocmask()` returns 0 on success. On failure, -1 is returned and `errno` is set to indicate the error.

ERRORS

EFAULT The set or `oldset` argument points outside the process's allocated address space.

EINVAL Either the value specified in `how` was invalid or the kernel does not support the size passed in `sigsetsize`.

VERSIONS

C library/kernel differences

The kernel's definition of `sigset_t` differs in size from that used by the C library. In this manual page, the former is referred to as `kernel_sigset_t` (it is nevertheless named `sigset_t` in the kernel sources).

The glibc wrapper function for `sigprocmask()` silently ignores attempts to block the two

real-time signals that are used internally by the NPTL threading implementation. See `nptl(7)` for details.

The original Linux system call was named `sigprocmask()`. However, with the addition of real-time signals in Linux 2.2, the fixed-size, 32-bit `sigset_t` (referred to as `old_sigset_t` in this manual page) type supported by that system call was no longer fit for purpose. Consequently, a new system call, `rt_sigprocmask()`, was added to support an enlarged `sigset_t` type (referred to as `kernel_sigset_t` in this manual page). The new system call takes a fourth argument, `size_t sigsetsize`, which specifies the size in bytes of the signal sets in `set` and `oldset`. This argument is currently required to have a fixed architecture specific value (equal to `sizeof(kernel_sigset_t)`).

The glibc `sigprocmask()` wrapper function hides these details from us, transparently calling `rt_sigprocmask()` when the kernel provides it.

STANDARDS

POSIX.1-2024.

HISTORY

POSIX.1-2001.

NOTES

It is not possible to block `SIGKILL` or `SIGSTOP`. Attempts to do so are silently ignored.

Each of the threads in a process has its own signal mask.

A child created via `fork(2)` inherits a copy of its parent's signal mask; the signal mask is preserved across `execve(2)`.

If `SIGBUS`, `SIGFPE`, `SIGILL`, or `SIGSEGV` are generated while they are blocked, the result is undefined, unless the signal was generated by `kill(2)`, `sigqueue(3)`, or `raise(3)`.

See `sigsetops(3)` for details on manipulating signal sets.

Note that it is permissible (although not very useful) to specify both `set` and `oldset` as `NULL`.

SEE ALSO

`kill(2)`, `pause(2)`, `sigaction(2)`, `signal(2)`, `sigpending(2)`, `sigsuspend(2)`, `pthread_sigmask(3)`, `sigqueue(3)`, `sigsetops(3)`, `signal(7)`