## NAME

siginterrupt − allow signals to interrupt system calls

## SYNOPSIS

**#include <signal.h>**

**int siginterrupt(int** *sig*, **int** *flag*);

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

**siginterrupt**():
_XOPEN_SOURCE >= 500
|| /* Since glibc 2.12: */ _POSIX_C_SOURCE >= 200809L
|| /* Glibc versions <= 2.19: */ _BSD_SOURCE

## DESCRIPTION

The **siginterrupt**() function changes the restart behavior when a system call is interrupted by the signal *sig*. If the *flag* argument is false (0), then system calls will be restarted if interrupted by the specified signal *sig*. This is the default behavior in Linux.

If the *flag* argument is true (1) and no data has been transferred, then a system call interrupted by the signal *sig* will return −1 and *errno* will be set to **EINTR**.

If the *flag* argument is true (1) and data transfer has started, then the system call will be interrupted and will return the actual amount of data transferred.

## RETURN VALUE

The **siginterrupt**() function returns 0 on success. It returns −1 if the signal number *sig* is invalid, with *errno* set to indicate the cause of the error.

## ERRORS

**EINVAL**
The specified signal number is invalid.

## ATTRIBUTES

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

| Interface | Attribute | Value |
|---|---|---|
| **siginterrupt**() | Thread safety | MT-Unsafe const:sigintr |

## CONFORMING TO

4.3BSD, POSIX.1-2001. POSIX.1-2008 marks **siginterrupt**() as obsolete, recommending the use of **sigaction**(2) with the **SA_RESTART** flag instead.

## SEE ALSO

**signal**(2)

## COLOPHON

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