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Red Hat Enterprise Linux Release 9.2 Manual Pages on 'ssetmask.2' command

\$ man ssetmask.2

SGETMASK(2) Linux Programmer's Manual SGETMASK(2)

NAME

sgetmask, ssetmask - manipulation of signal mask (obsolete)

SYNOPSIS

long sgetmask(void);

long ssetmask(long newmask);

Note: There are no glibc wrappers for these system calls; see NOTES.

DESCRIPTION

These system calls are obsolete. Do not use them; use sigprocmask(2) instead.

sgetmask() returns the signal mask of the calling process.

ssetmask() sets the signal mask of the calling process to the value given in newmask. The previous signal mask is returned.

The signal masks dealt with by these two system calls are plain bit masks (unlike the sigset_t used by sigprocmask(2)); use sigmask(3) to create and inspect these masks.

RETURN VALUE

sgetmask() always successfully returns the signal mask. ssetmask() always succeeds, and returns the previous signal mask.

ERRORS

These system calls always succeed.

VERSIONS

Since Linux 3.16, support for these system calls is optional, depending

on whether the kernel was built with the CONFIG_SGETMASK_SYSCALL option.

CONFORMING TO

These system calls are Linux-specific.

NOTES

Glibc does not provide wrappers for these obsolete system calls; in the unlikely event that you want to call them, use `syscall(2)`.

These system calls are unaware of signal numbers greater than 31 (i.e., real-time signals).

These system calls do not exist on x86-64.

It is not possible to block SIGSTOP or SIGKILL.

SEE ALSO

`sigprocmask(2)`, `signal(7)`

COLOPHON

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