

NAME

`aiio_suspend` – wait for asynchronous I/O operation or timeout

SYNOPSIS

```
#include <aiio.h>
```

```
int aiio_suspend(const struct aiioob * const aiioob_list[],
                int nitems, const struct timespec *timeout);
```

Link with `-lrt`.

DESCRIPTION

The `aiio_suspend()` function suspends the calling thread until one of the following occurs:

- * One or more of the asynchronous I/O requests in the list `aiioob_list` has completed.
- * A signal is delivered.
- * `timeout` is not NULL and the specified time interval has passed. (For details of the `timespec` structure, see `nanosleep(2)`.)

The `nitems` argument specifies the number of items in `aiioob_list`. Each item in the list pointed to by `aiioob_list` must be either NULL (and then is ignored), or a pointer to a control block on which I/O was initiated using `aiio_read(3)`, `aiio_write(3)`, or `lio_listio(3)`. (See `aiio(7)` for a description of the `aiioob` structure.)

If `CLOCK_MONOTONIC` is supported, this clock is used to measure the timeout interval (see `clock_gettime(3)`).

RETURN VALUE

If this function returns after completion of one of the I/O requests specified in `aiioob_list`, 0 is returned. Otherwise, -1 is returned, and `errno` is set to indicate the error.

ERRORS**EAGAIN**

The call timed out before any of the indicated operations had completed.

EINTR

The call was ended by signal (possibly the completion signal of one of the operations we were waiting for); see `signal(7)`.

ENOSYS

`aiio_suspend()` is not implemented.

VERSIONS

The `aiio_suspend()` function is available since glibc 2.1.

ATTRIBUTES

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

Interface	Attribute	Value
<code>aiio_suspend()</code>	Thread safety	MT-Safe

CONFORMING TO

POSIX.1-2001, POSIX.1-2008.

NOTES

One can achieve polling by using a non-NULL `timeout` that specifies a zero time interval.

If one or more of the asynchronous I/O operations specified in `aiioob_list` has already completed at the time of the call to `aiio_suspend()`, then the call returns immediately.

To determine which I/O operations have completed after a successful return from `aiio_suspend()`, use `aiio_error(3)` to scan the list of `aiioob` structures pointed to by `aiioob_list`.

BUGS

The glibc implementation of **aio_suspend()** is not async-signal-safe, in violation of the requirements of POSIX.1.

SEE ALSO

aio_cancel(3), **aio_error(3)**, **aio_fsync(3)**, **aio_read(3)**, **aio_return(3)**, **aio_write(3)**, **lio_listio(3)**, **aio(7)**, **time(7)**

COLOPHON

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