NAME

alarm − set an alarm clock for delivery of a signal

SYNOPSIS

#include <unistd.h>

unsigned int alarm(unsigned int *seconds***);**

DESCRIPTION

alarm() arranges for a **SIGALRM** signal to be delivered to the calling process in *seconds* seconds.

If *seconds* is zero, any pending alarm is canceled.

In any event any previously set **alarm**() is canceled.

RETURN VALUE

alarm() returns the number of seconds remaining until any previously scheduled alarm was due to be delivered, or zero if there was no previously scheduled alarm.

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, SVr4, 4.3BSD.

NOTES

alarm() and **setitimer**(2) share the same timer; calls to one will interfere with use of the other.

Alarms created by **alarm**() are preserved across **execve**(2) and are not inherited by children created via **fork**(2).

sleep(3) may be implemented using **SIGALRM**; mixing calls to **alarm**() and **sleep**(3) is a bad idea.

Scheduling delays can, as ever, cause the execution of the process to be delayed by an arbitrary amount of time.

SEE ALSO

gettimeofday(2), **pause**(2), **select**(2), **setitimer**(2), **sigaction**(2), **signal**(2), **timer_create**(2), **timerfd_create**(2), **sleep**(3), **time**(7)

COLOPHON

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