

NAME

pause – wait for signal

SYNOPSIS

```
#include <unistd.h>
```

```
int pause(void);
```

DESCRIPTION

pause() causes the calling process (or thread) to sleep until a signal is delivered that either terminates the process or causes the invocation of a signal-catching function.

RETURN VALUE

pause() returns only when a signal was caught and the signal-catching function returned. In this case, **pause()** returns `-1`, and *errno* is set to **EINTR**.

ERRORS

EINTR

a signal was caught and the signal-catching function returned.

CONFORMING TO

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

SEE ALSO

kill(2), **select(2)**, **signal(2)**, **sigsuspend(2)**

COLOPHON

This page is part of release 5.05 of the Linux *man-pages* project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.