NAME

pthread_tryjoin_np, pthread_timedjoin_np - try to join with a terminated thread

SYNOPSIS

#define _GNU_SOURCE /* See feature_test_macros(7) */
#include <pthread.h>

int pthread_tryjoin_np(pthread_t thread, void **retval);

Compile and link with -pthread.

DESCRIPTION

These functions operate in the same way as **pthread_join**(3), except for the differences described on this page.

The **pthread_tryjoin_np**() function performs a nonblocking join with the thread *thread*, returning the exit status of the thread in **retval*. If *thread* has not yet terminated, then instead of blocking, as is done by **pthread_join**(3), the call returns an error.

The **pthread_timedjoin_np**() function performs a join-with-timeout. If *thread* has not yet terminated, then the call blocks until a maximum time, specified in *abstime*. If the timeout expires before *thread* terminates, the call returns an error. The *abstime* argument is a structure of the following form, specifying an absolute time measured since the Epoch (see **time**(2)):

```
struct timespec {
    time_t tv_sec; /* seconds */
    long tv_nsec; /* nanoseconds */
};
```

RETURN VALUE

On success, these functions return 0; on error, they return an error number.

ERRORS

These functions can fail with the same errors as **pthread_join**(3). **pthread_tryjoin_np**() can in addition fail with the following error:

EBUSY

thread had not yet terminated at the time of the call.

pthread_timedjoin_np() can in addition fail with the following errors:

ETIMEDOUT

The call timed out before *thread* terminated.

EINVAL

abstime value is invalid (*tv_sec* is less than 0 or *tv_nsec* is greater than 1e9).

pthread_timedjoin_np() never returns the error EINTR.

VERSIONS

These functions first appeared in glibc in version 2.3.3.

ATTRIBUTES

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

Interface	Attribute	Value
pthread_tryjoin_np(),	Thread safety	MT-Safe
pthread_timedjoin_np()		

CONFORMING TO

These functions are nonstandard GNU extensions; hence the suffix "_np" (nonportable) in the names.

EXAMPLE

The following code waits to join for up to 5 seconds:

```
struct timespec ts;
int s;
...
if (clock_gettime(CLOCK_REALTIME, &ts) == -1) {
    /* Handle error */
}
ts.tv_sec += 5;
s = pthread_timedjoin_np(thread, NULL, &ts);
if (s != 0) {
    /* Handle error */
}
```

SEE ALSO

clock_gettime(2), pthread_exit(3), pthread_join(3), pthreads(7)

COLOPHON

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