

**NAME**

**aio\_error** - retrieve error status of asynchronous I/O operation (REALTIME)

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <aioc.h>
```

```
int  
aio_error(const struct aiocb *iocb);
```

**DESCRIPTION**

The **aio\_error()** system call returns the error status of the asynchronous I/O request associated with the structure pointed to by *iocb*.

**RETURN VALUES**

If the asynchronous I/O request has completed successfully, **aio\_error()** returns 0. If the request has not yet completed, EINPROGRESS is returned. If the request has completed unsuccessfully the error status is returned as described in **read(2)**, **readv(2)**, **write(2)**, **writev(2)**, or **fsync(2)**. On failure, **aio\_error()** returns -1 and sets **errno** to indicate the error condition.

**ERRORS**

The **aio\_error()** system call will fail if:

[EINVAL] The *iocb* argument does not reference an outstanding asynchronous I/O request.

**SEE ALSO**

**aio\_cancel(2)**, **aio\_read(2)**, **aio\_ready(2)**, **aio\_return(2)**, **aio\_suspend(2)**, **aio\_write(2)**, **aio\_writev(2)**, **fsync(2)**, **read(2)**, **write(2)**, **aio(4)**

**STANDARDS**

The **aio\_error()** system call is expected to conform to the IEEE Std 1003.1 ("POSIX.1") standard.

**HISTORY**

The **aio\_error()** system call first appeared in FreeBSD 3.0.

**AUTHORS**

This manual page was written by Wes Peters <[wes@softweyr.com](mailto:wes@softweyr.com)>.