NAME

aio_return - retrieve return status of asynchronous I/O operation (REALTIME)

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <aio.h>

ssize_t
aio_return(*struct aiocb *iocb*);

DESCRIPTION

The **aio_return**() system call returns the final status of the asynchronous I/O request associated with the structure pointed to by *iocb*.

The **aio_return**() system call should only be called once, to obtain the final status of an asynchronous I/O operation once it has completed (aio_error(2) returns something other than EINPROGRESS).

RETURN VALUES

If the asynchronous I/O request has completed, the status is returned as described in read(2), readv(2), write(2), writev(2), or fsync(2). Otherwise, **aio_return**() returns -1 and sets *errno* to indicate the error condition.

ERRORS

The **aio_return**() system call will fail if:

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

[EINVAL] The I/O operation was submitted with **lio_listio**(), and the value of the *aio_lio_opcode* is invalid.

SEE ALSO

aio_cancel(2), aio_error(2), aio_suspend(2), aio_waitcomplete(2), aio_write(2), fsync(2), read(2), write(2), aio(4)

STANDARDS

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

HISTORY

The **aio_return**() system call first appeared in FreeBSD 3.0.

AUTHORS

This manual page was written by Wes Peters <*wes@softweyr.com*>.