

NAME

aio_suspend - suspend until asynchronous I/O operations or timeout complete (REALTIME)

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <aio.h>

int

aio_suspend(*const struct aiocb *const iocbs[], int niocb, const struct timespec *timeout*);

DESCRIPTION

The **aio_suspend()** system call suspends the calling process until at least one of the specified asynchronous I/O requests have completed, a signal is delivered, or the *timeout* has passed.

The *iocbs* argument is an array of *niocb* pointers to asynchronous I/O requests. Array members containing null pointers will be silently ignored.

If *timeout* is not a null pointer, it specifies a maximum interval to suspend. If *timeout* is a null pointer, the suspend blocks indefinitely. To effect a poll, the *timeout* should point to a zero-value timespec structure.

RETURN VALUES

If one or more of the specified asynchronous I/O requests have completed, **aio_suspend()** returns 0. Otherwise it returns -1 and sets *errno* to indicate the error, as enumerated below.

ERRORS

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

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|----------|--|
| [EAGAIN] | the <i>timeout</i> expired before any I/O requests completed. |
| [EINVAL] | The <i>iocbs</i> argument contains more asynchronous I/O requests than the <i>vfs.aio.max_aio_queue_per_proc</i> sysctl(8) variable, or at least one of the requests is not valid. |
| [EINTR] | the suspend was interrupted by a signal. |

SEE ALSO

aio_cancel(2), aio_error(2), aio_return(2), aio_waitcomplete(2), aio_write(2), aio(4)

STANDARDS

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

HISTORY

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

AUTHORS

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