

NAME

sigsetmask, **sigblock** - manipulate current signal mask

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

```
#include <signal.h>
```

int

```
sigsetmask(int mask);
```

int

```
sigblock(int mask);
```

int

```
sigmask(int signum);
```

DESCRIPTION

This interface is made obsolete by: sigprocmask(2).

The **sigsetmask()** function sets the current signal mask to the specified *mask*. Signals are blocked from delivery if the corresponding bit in *mask* is a 1. The **sigblock()** function adds the signals in the specified *mask* to the current signal mask, rather than overwriting it as **sigsetmask()** does. The macro **sigmask()** is provided to construct the mask for a given *signum*.

The system quietly disallows SIGKILL or SIGSTOP to be blocked.

RETURN VALUES

The **sigblock()** and **sigsetmask()** functions return the previous set of masked signals.

SEE ALSO

kill(2), sigaction(2), sigprocmask(2), sigsuspend(2), sigvec(2), sigsetops(3)

HISTORY

The **sigsetmask()** and **sigblock()** functions first appeared in 4.2BSD and have been deprecated.