

**NAME**

**sync** - schedule file system updates

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <unistd.h>
```

*void*

```
sync(void);
```

**DESCRIPTION**

The **sync()** system call forces a write of dirty (modified) buffers in the block buffer cache out to disk. The kernel keeps this information in core to reduce the number of disk I/O transfers required by the system. As information in the cache is lost after a system crash, a **sync()** system call is issued frequently by the kernel process syncer(4) (about every 30 seconds).

The fsync(2) system call may be used to synchronize individual file descriptor attributes.

**SEE ALSO**

fsync(2), syncer(4), sync(8)

**HISTORY**

The **sync()** function appeared in Version 3 AT&T UNIX.

**BUGS**

The **sync()** system call may return before the buffers are completely flushed.