

**NAME**

**ualarm** - schedule signal after specified time

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

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

```
useconds_t
```

```
ualarm(useconds_t microseconds, useconds_t interval);
```

**DESCRIPTION**

**This is a simplified interface to setitimer(2).**

The **ualarm()** function waits a count of *microseconds* before asserting the terminating signal SIGALRM. System activity or time used in processing the call may cause a slight delay.

If the *interval* argument is non-zero, the SIGALRM signal will be sent to the process every *interval* microseconds after the timer expires (e.g. after *microseconds* number of microseconds have passed).

Due to setitimer(2) restriction the maximum number of *microseconds* and *interval* is limited to 1000000000000000 (in case this value fits in the unsigned integer).

**RETURN VALUES**

When the signal has successfully been caught, **ualarm()** returns the amount of time left on the clock.

**NOTES**

A microsecond is 0.000001 seconds.

**SEE ALSO**

getitimer(2), setitimer(2), sigaction(2), sigsuspend(2), alarm(3), signal(3), sleep(3), usleep(3)

**HISTORY**

The **ualarm()** function appeared in 4.3BSD.