

NAME

usleep - suspend thread execution for an interval measured in microseconds

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

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

int

```
usleep(useconds_t microseconds);
```

DESCRIPTION

The **usleep()** function suspends execution of the calling thread until either *microseconds* microseconds have elapsed or a signal is delivered to the thread and its action is to invoke a signal-catching function or to terminate the process. System activity may lengthen the sleep by an indeterminate amount.

This function is implemented using `nanosleep(2)` by pausing for *microseconds* microseconds or until a signal occurs. Consequently, in this implementation, sleeping has no effect on the state of process timers, and there is no special handling for SIGALRM.

RETURN VALUES

The **usleep()** function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

The **usleep()** function will fail if:

[EINTR]	A signal was delivered to the calling thread and its action was to invoke a signal-catching function.
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SEE ALSO

`nanosleep(2)`, `sleep(3)`

HISTORY

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