NAME

clock_gettime, **clock_settime**, **clock_getres** - get/set/calibrate date and time

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <time.h>

int
clock_gettime(*clockid_t clock_id, struct timespec *tp*);

int
clock_settime(*clockid_t clock_id, const struct timespec *tp*);

int
clock_getres(*clockid_t clock_id, struct timespec *tp*);

DESCRIPTION

The **clock_gettime**() and **clock_settime**() system calls allow the calling process to retrieve or set the value used by a clock which is specified by *clock_id*.

The *clock_id* argument can be a value obtained from clock_getcpuclockid(3) or pthread_getcpuclockid(3) as well as the following values:

CLOCK_REALTIME
CLOCK_REALTIME_PRECISE
CLOCK_REALTIME_FAST
CLOCK_REALTIME_COARSE
: Increments as a wall clock should.

CLOCK_MONOTONIC
CLOCK_MONOTONIC_PRECISE
CLOCK_MONOTONIC_FAST
CLOCK_MONOTONIC_COARSE
: Increments in SI seconds.

CLOCK_UPTIME
CLOCK_UPTIME_PRECISE
CLOCK_UPTIME_FAST
CLOCK_BOOTTIME
: Starts at zero when the kernel boots and increments monotonically in SI seconds while the

machine is running.

CLOCK_VIRTUAL
: Increments only when the CPU is running in user mode on behalf of the calling process.

CLOCK_PROF
: Increments when the CPU is running in user or kernel mode.

CLOCK_SECOND
: Returns the current second without performing a full time counter query, using an in-kernel cached value of the current second.

CLOCK_PROCESS_CPUTIME_ID
: Returns the execution time of the calling process.

CLOCK_THREAD_CPUTIME_ID
: Returns the execution time of the calling thread.

The clock IDs *CLOCK_REALTIME*, *CLOCK_MONOTONIC*, and *CLOCK_UPTIME* perform a full time counter query. The clock IDs with the _FAST suffix, i.e., *CLOCK_REALTIME_FAST*, *CLOCK_MONOTONIC_FAST*, and *CLOCK_UPTIME_FAST*, do not perform a full time counter query, so their accuracy is one timer tick. Similarly, *CLOCK_REALTIME_PRECISE*, *CLOCK_MONOTONIC_PRECISE*, and *CLOCK_UPTIME_PRECISE* are used to get the most exact value as possible, at the expense of execution time. The clock IDs *CLOCK_REALTIME_COARSE* and *CLOCK_MONOTONIC_COARSE* are aliases of corresponding IDs with _FAST suffix for compatibility with other systems. Finally, CLOCK_BOOTTIME is an alias for CLOCK_UPTIME for compatibility with other systems.

The structure pointed to by *tp* is defined in <*sys/timespec.h*> as:

```
struct timespec {
        time_t  tv_sec;         /* seconds */
        long    tv_nsec;   /* and nanoseconds */
};
```

Only the super-user may set the time of day, using only *CLOCK_REALTIME*. If the system securelevel(7) is greater than 1 (see init(8)), the time may only be advanced. This limitation is imposed to prevent a malicious super-user from setting arbitrary time stamps on files. The system time can still be adjusted backwards using the adjtime(2) system call even when the system is secure.

The resolution (granularity) of a clock is returned by the **clock_getres**() system call. This value is placed in a (non-NULL) **tp*.

RETURN VALUES

Upon successful completion, the value 0 is returned; otherwise the value -1 is returned and the global

variable *errno* is set to indicate the error.

ERRORS

The following error codes may be set in *errno*:

[EINVAL] The *clock_id* or *timespec* argument was not a valid value.

[EPERM] A user other than the super-user attempted to set the time.

SEE ALSO

date(1), adjtime(2), clock_getcpuclockid(3), ctime(3), pthread_getcpuclockid(3)

STANDARDS

The **clock_gettime**(), **clock_settime**(), and **clock_getres**() system calls conform to IEEE Std 1003.1b-1993 ("POSIX.1b"). The clock IDs *CLOCK_REALTIME_FAST*, *CLOCK_REALTIME_PRECISE*, *CLOCK_MONOTONIC_FAST*, *CLOCK_MONOTONIC_PRECISE*, *CLOCK_UPTIME*, *CLOCK_UPTIME_FAST*, *CLOCK_UPTIME_PRECISE*, *CLOCK_SECOND* are FreeBSD extensions to the POSIX interface.

HISTORY

The **clock_gettime**(), **clock_settime**(), and **clock_getres**() system calls first appeared in FreeBSD 3.0.