

**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.