

NAME

pause — stop until signal

SYNOPSIS

pause ()

DESCRIPTION

Pause is used to give up control while waiting for a signal from *kill(2)* or *alarm(2)*. It only returns control if a signal is raised and not ignored, and control returns from the signal action routine.

A pause without an alarm having previously been set will return immediately with a zero value.

SEE ALSO

kill(1), kill(2), alarm(2), signal(2), setjmp(3C)

ASSEMBLER

(pause = 29.)

sys pause