

**NAME**

**thrd\_detach** - detach thread

**SYNOPSIS**

library "threads"

**#include** <threads.h>

*int*

**thrd\_detach**(*thrd\_t* *thrd*);

**DESCRIPTION**

The function **thrd\_detach**() will detach the given thread *thrd* from the execution environment. Detached threads cannot be joined again with **thrd\_join**(3). The application will not terminate until all detached threads have been exited. If the main thread of the application is exited, the application will wait until all detached threads have exited.

**RETURN VALUES**

The function **thrd\_detach**() returns *thrd\_success* if the thread has been detached or *thrd\_error* if an error has occurred.

**SEE ALSO**

**thrd\_create**(3) **thrd\_exit**(3) **thrd\_yield**(3) **thrd\_equal**(3) **thrd\_join**(3) **thrd\_current**(3) **thrd\_sleep**(3)

**HISTORY**

The **thrd\_equal**() function first appeared in the C11 standard ISO/IEC 9899:2011.

**AUTHORS**

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