# NAME

thrd\_join - detach thread

# SYNOPSIS

library "threads"
#include <threads.h>

int

thrd\_join(thrd\_t thrd, int \*res);

# DESCRIPTION

The function **thrd\_join**() will suspend the execution of the current thread and will wait for the given thread *thrd* to finish executing. The exit status of the given thread as set by thrd\_exit(3) can then be retrieved by the *res* argument if it is not NULL.

The given thread must not have been detached by thrd\_detach(3) and must be a member of the current process.

If the given thread has already been terminated and **thrd\_join**() has not yet been called for the given thread before, the exit status can be retrieved without the function blocking.

If multiple threads call **thrd\_join**() for the same thread they all will wait for execution of the given thread, however only one of the threads will retrieve the exit status.

### **RETURN VALUES**

The function **thrd\_join**() returns *thrd\_success* on success. If the *res* argument is not NULL it will populate the integer pointed to by the argument with the exit status of the joining thread. In case of an error *thrd\_error* if an error has occurred.

### SEE ALSO

thrd\_create(3) thrd\_exit(3) thrd\_yield(3) thrd\_equal(3) thrd\_detach(3) thrd\_current(3) thrd\_sleep(3)

### HISTORY

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

### AUTHORS

Jan Adelsbach <jan@jadelsbach.de>