## **NAME**

thrd\_sleep - high-resolution thread sleep

### **SYNOPSIS**

```
library "threads"
#include <threads.h>
int
thrd sleep(const struct timespec *ts);
```

# **DESCRIPTION**

The function **thrd\_sleep()** will suspend the execution of the current thread for a specified time interval *ts*. The time interval specified by *ts* might be rounded up, depending upon the system time resolution, as such a thread may sleep longer than requested.

The thread may be woken up by a signal regardless of the interval specified.

### **RETURN VALUES**

The function **thrd\_sleep()** will return 0 if the thread has been sleeping for at least the requested time. If an error occurs -1 will be returned, *errno* may be set but this cannot be relied upon, as it is not part of the standard behavior.

### **SEE ALSO**

```
thrd_create(3) thrd_exit(3) thrd_yield(3) thrd_equal(3) thrd_detach(3) thrd_current(3) thrd_join(3)
```

#### **HISTORY**

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

### **AUTHORS**

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