

NAME

raise – send a signal to the caller

SYNOPSIS

```
#include <signal.h>
```

```
int raise(int sig);
```

DESCRIPTION

The **raise()** function sends a signal to the calling process or thread. In a single-threaded program it is equivalent to

```
kill(getpid(), sig);
```

In a multithreaded program it is equivalent to

```
pthread_kill(pthread_self(), sig);
```

If the signal causes a handler to be called, **raise()** will return only after the signal handler has returned.

RETURN VALUE

raise() returns 0 on success, and nonzero for failure.

ATTRIBUTES

For an explanation of the terms used in this section, see [attributes\(7\)](#).

Interface	Attribute	Value
raise()	Thread safety	MT-Safe

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, C89, C99.

NOTES

Since version 2.3.3, glibc implements **raise()** by calling [tgkill\(2\)](#), if the kernel supports that system call. Older glibc versions implemented **raise()** using [kill\(2\)](#).

SEE ALSO

[getpid\(2\)](#), [kill\(2\)](#), [sigaction\(2\)](#), [signal\(2\)](#), [pthread_kill\(3\)](#), [signal\(7\)](#)

COLOPHON

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