

## NAME

POSIX - Perl interface to IEEE Std 1003.1

## SYNOPSIS

```
use POSIX ();
use POSIX qw(setsid);
use POSIX qw(:errno_h :fcntl_h);

printf "EINTR is %d\n", EINTR;

$sess_id = POSIX::setsid();

$fd = POSIX::open($path, O_CREAT|O_EXCL|O_WRONLY, 0644);
# note: that's a filedescriptor, *NOT* a filehandle
```

## DESCRIPTION

The POSIX module permits you to access all (or nearly all) the standard POSIX 1003.1 identifiers. Many of these identifiers have been given Perl-ish interfaces.

This document gives a condensed list of the features available in the POSIX module. Consult your operating system's manpages for general information on most features. Consult *perlfunc* for functions which are noted as being identical to Perl's builtin functions.

The first section describes POSIX functions from the 1003.1 specification. The second section describes some classes for signal objects, TTY objects, and other miscellaneous objects. The remaining sections list various constants and macros in an organization which roughly follows IEEE Std 1003.1b-1993.

## CAVEATS

*Everything is exported by default* (with a handful of exceptions). This is an unfortunate backwards compatibility feature and its use is **strongly discouraged**. You should either prevent the exporting (by saying `use POSIX ();`, as usual) and then use fully qualified names (e.g. `POSIX::SEEK_END`), or give an explicit import list. If you do neither and opt for the default (as in `use POSIX;`), you will import *hundreds and hundreds* of symbols into your namespace.

A few functions are not implemented because they are C specific. If you attempt to call these, they will print a message telling you that they aren't implemented, and suggest using the Perl equivalent, should one exist. For example, trying to access the `setjmp()` call will elicit the message "`setjmp()` is C-specific: use `eval {}` instead".

Furthermore, some evil vendors will claim 1003.1 compliance, but in fact are not so: they will not pass the PCTS (POSIX Compliance Test Suites). For example, one vendor may not define `EDEADLK`, or the semantics of the `errno` values set by `open(2)` might not be quite right. Perl does not attempt to verify POSIX compliance. That means you can currently successfully say "use POSIX", and then later in your program you find that your vendor has been lax and there's no usable `ICANON` macro after all. This could be construed to be a bug.

## FUNCTIONS

`_exit`

This is identical to the C function `_exit()`. It exits the program immediately which means among other things buffered I/O is **not** flushed.

Note that when using threads and in Linux this is **not** a good way to exit a thread because in Linux processes and threads are kind of the same thing (Note: while this is the situation in early 2003 there are projects under way to have threads with more POSIXly semantics in Linux). If you want not to return from a thread, detach the

abort	<p>thread.</p> <p>This is identical to the C function <code>abort()</code>. It terminates the process with a <code>SIGABRT</code> signal unless caught by a signal handler or if the handler does not return normally (it e.g. does a <code>longjmp</code>).</p>
abs	<p>This is identical to Perl's builtin <code>abs()</code> function, returning the absolute value of its numerical argument.</p>
access	<p>Determines the accessibility of a file.</p> <pre>if( POSIX::access( "/", &amp;POSIX::R_OK ) ){     print "have read permission\n"; }</pre> <p>Returns <code>undef</code> on failure. Note: do not use <code>access()</code> for security purposes. Between the <code>access()</code> call and the operation you are preparing for the permissions might change: a classic <i>race condition</i>.</p>
acos	<p>This is identical to the C function <code>acos()</code>, returning the arcus cosine of its numerical argument. See also <i>Math::Trig</i>.</p>
acosh	<p>This is identical to the C function <code>acosh()</code>, returning the hyperbolic arcus cosine of its numerical argument [C99]. See also <i>Math::Trig</i>.</p>
alarm	<p>This is identical to Perl's builtin <code>alarm()</code> function, either for arming or disarming the <code>SIGALRM</code> timer.</p>
asctime	<p>This is identical to the C function <code>asctime()</code>. It returns a string of the form</p> <pre>"Fri Jun  2 18:22:13 2000\n\0"</pre> <p>and it is called thusly</p> <pre>\$asctime = asctime(\$sec, \$min, \$hour, \$mday, \$mon,                   \$year, \$yday, \$yday, \$isdst);</pre> <p>The <code>\$mon</code> is zero-based: January equals 0. The <code>\$year</code> is 1900-based: 2001 equals 101. <code>\$yday</code> and <code>\$yday</code> default to zero (and are usually ignored anyway), and <code>\$isdst</code> defaults to -1.</p>
asin	<p>This is identical to the C function <code>asin()</code>, returning the arcus sine of its numerical argument. See also <i>Math::Trig</i>.</p>
asinh	<p>This is identical to the C function <code>asinh()</code>, returning the hyperbolic arcus sine of its numerical argument [C99]. See also <i>Math::Trig</i>.</p>
assert	<p>Unimplemented, but you can use <i>"die" in perlfunc</i> and the <i>Carp</i> module to achieve similar things.</p>

`atan`

This is identical to the C function `atan()`, returning the arcus tangent of its numerical argument. See also *Math::Trig*.

`atanh`

This is identical to the C function `atanh()`, returning the hyperbolic arcus tangent of its numerical argument [C99]. See also *Math::Trig*.

`atan2`

This is identical to Perl's builtin `atan2()` function, returning the arcus tangent defined by its two numerical arguments, the *y* coordinate and the *x* coordinate. See also *Math::Trig*.

`atexit`

Not implemented. `atexit()` is C-specific: use `END {}` instead, see *perlmod*.

`atof`

Not implemented. `atof()` is C-specific. Perl converts strings to numbers transparently. If you need to force a scalar to a number, add a zero to it.

`atoi`

Not implemented. `atoi()` is C-specific. Perl converts strings to numbers transparently. If you need to force a scalar to a number, add a zero to it. If you need to have just the integer part, see *"int" in perlfunc*.

`atol`

Not implemented. `atol()` is C-specific. Perl converts strings to numbers transparently. If you need to force a scalar to a number, add a zero to it. If you need to have just the integer part, see *"int" in perlfunc*.

`bsearch`

`bsearch()` not supplied. For doing binary search on wordlists, see *Search::Dict*.

`calloc`

Not implemented. `calloc()` is C-specific. Perl does memory management transparently.

`cbrt`

The cube root [C99].

`ceil`

This is identical to the C function `ceil()`, returning the smallest integer value greater than or equal to the given numerical argument.

`chdir`

This is identical to Perl's builtin `chdir()` function, allowing one to change the working (default) directory, see *"chdir" in perlfunc*.

`chmod`

This is identical to Perl's builtin `chmod()` function, allowing one to change file and directory permissions, see *"chmod" in perlfunc*.

`chown`

This is identical to Perl's builtin `chown()` function, allowing one to change file and directory owners and groups, see *"chown" in perlfunc*.

**clearerr**

Not implemented. Use the method `IO::Handle::clearerr()` instead, to reset the error state (if any) and EOF state (if any) of the given stream.

**clock**

This is identical to the C function `clock()`, returning the amount of spent processor time in microseconds.

**close**

Close the file. This uses file descriptors such as those obtained by calling `POSIX::open`.

```
$fd = POSIX::open( "foo", &POSIX::O_RDONLY );
POSIX::close( $fd );
```

Returns `undef` on failure.

See also *"close" in perlfunc*.

**closedir**

This is identical to Perl's builtin `closedir()` function for closing a directory handle, see *"closedir" in perlfunc*.

**cos**

This is identical to Perl's builtin `cos()` function, for returning the cosine of its numerical argument, see *"cos" in perlfunc*. See also *Math::Trig*.

**cosh**

This is identical to the C function `cosh()`, for returning the hyperbolic cosine of its numeric argument. See also *Math::Trig*.

**copysign**

Returns `x` but with the sign of `y` [C99].

```
$x_with_sign_of_y = POSIX::copysign($x, $y);
```

See also *signbit*.

**creat**

Create a new file. This returns a file descriptor like the ones returned by `POSIX::open`. Use `POSIX::close` to close the file.

```
$fd = POSIX::creat( "foo", 0611 );
POSIX::close( $fd );
```

See also *"sysopen" in perlfunc* and its `O_CREAT` flag.

**ctermid**

Generates the path name for the controlling terminal.

```
$path = POSIX::ctermid();
```

**ctime**

This is identical to the C function `ctime()` and equivalent to `asctime(localtime(...))`, see *asctime* and *localtime*.

**cuserid**

Get the login name of the owner of the current process.

```
$name = POSIX::cuserid();
```

#### `difftime`

This is identical to the C function `difftime()`, for returning the time difference (in seconds) between two times (as returned by `time()`), see *time*.

#### `div`

Not implemented. `div()` is C-specific, use *"int" in perlfunc* on the usual / division and the modulus %.

#### `dup`

This is similar to the C function `dup()`, for duplicating a file descriptor.

This uses file descriptors such as those obtained by calling `POSIX::open`.

Returns `undef` on failure.

#### `dup2`

This is similar to the C function `dup2()`, for duplicating a file descriptor to an another known file descriptor.

This uses file descriptors such as those obtained by calling `POSIX::open`.

Returns `undef` on failure.

#### `erf`

The error function [C99].

#### `erfc`

The complementary error function [C99].

#### `errno`

Returns the value of `errno`.

```
$errno = POSIX::errno();
```

This identical to the numerical values of the `$!`, see *"\$ERRNO" in perlvar*.

#### `execl`

Not implemented. `execl()` is C-specific, see *"exec" in perlfunc*.

#### `execle`

Not implemented. `execle()` is C-specific, see *"exec" in perlfunc*.

#### `execlp`

Not implemented. `execlp()` is C-specific, see *"exec" in perlfunc*.

#### `execv`

Not implemented. `execv()` is C-specific, see *"exec" in perlfunc*.

#### `execve`

Not implemented. `execve()` is C-specific, see *"exec" in perlfunc*.

#### `execvp`

Not implemented. `execvp()` is C-specific, see *"exec" in perlfunc*.

#### `exit`

This is identical to Perl's builtin `exit()` function for exiting the program, see *"exit" in perlfunc*.

<code>exp</code>	This is identical to Perl's builtin <code>exp()</code> function for returning the exponent (e-based) of the numerical argument, see " <i>exp</i> " in <i>perlfunc</i> .
<code>expm1</code>	Equivalent to <code>exp(x) - 1</code> , but more precise for small argument values [C99]. See also <i>log1p</i> .
<code>fabs</code>	This is identical to Perl's builtin <code>abs()</code> function for returning the absolute value of the numerical argument, see " <i>abs</i> " in <i>perlfunc</i> .
<code>fclose</code>	Not implemented. Use method <code>IO::Handle::close()</code> instead, or see " <i>close</i> " in <i>perlfunc</i> .
<code>fcntl</code>	This is identical to Perl's builtin <code>fcntl()</code> function, see " <i>fcntl</i> " in <i>perlfunc</i> .
<code>fdopen</code>	Not implemented. Use method <code>IO::Handle::new_from_fd()</code> instead, or see " <i>open</i> " in <i>perlfunc</i> .
<code>feof</code>	Not implemented. Use method <code>IO::Handle::eof()</code> instead, or see " <i>eof</i> " in <i>perlfunc</i> .
<code>ferror</code>	Not implemented. Use method <code>IO::Handle::error()</code> instead.
<code>fflush</code>	Not implemented. Use method <code>IO::Handle::flush()</code> instead. See also " <i>\$OUTPUT_AUTOFLUSH</i> " in <i>perlvar</i> .
<code>fgetc</code>	Not implemented. Use method <code>IO::Handle::getc()</code> instead, or see " <i>read</i> " in <i>perlfunc</i> .
<code>fgetpos</code>	Not implemented. Use method <code>IO::Seekable::getpos()</code> instead, or see " <i>seek</i> " in <i>perlfunc</i> .
<code>fgets</code>	Not implemented. Use method <code>IO::Handle::gets()</code> instead. Similar to <code>&lt;&gt;</code> , also known as " <i>readline</i> " in <i>perlfunc</i> .
<code>fileno</code>	Not implemented. Use method <code>IO::Handle::fileno()</code> instead, or see " <i>fileno</i> " in <i>perlfunc</i> .
<code>floor</code>	This is identical to the C function <code>floor()</code> , returning the largest integer value less than or equal to the numerical argument.
<code>fdim</code>	"Positive difference", $x - y$ if $x > y$ , zero otherwise [C99].

**fegetround**

Returns the current floating point rounding mode, one of

`FE_TONEAREST FE_TOWARDZERO FE_UPWARD FE_DOWNWARD`

`FE_TONEAREST` is like *round*, `FE_TOWARDZERO` is like *trunc* [C99].

**fesetround**

Sets the floating point rounding mode, see *fegetround* [C99].

**fma**

"Fused multiply-add",  $x * y + z$ , possibly faster (and less lossy) than the explicit two operations [C99].

```
my $fused = POSIX::fma($x, $y, $z);
```

**fmax**

Maximum of  $x$  and  $y$ , except when either is NaN, returns the other [C99].

```
my $min = POSIX::fmax($x, $y);
```

**fmin**

Minimum of  $x$  and  $y$ , except when either is NaN, returns the other [C99].

```
my $min = POSIX::fmin($x, $y);
```

**fmod**

This is identical to the C function `fmod()`.

```
$r = fmod($x, $y);
```

It returns the remainder  $\$r = \$x - \$n * \$y$ , where  $\$n = \text{trunc}(\$x / \$y)$ . The  $\$r$  has the same sign as  $\$x$  and magnitude (absolute value) less than the magnitude of  $\$y$ .

**fopen**

Not implemented. Use method `IO::File::open()` instead, or see "*open*" in *perlfunc*.

**fork**

This is identical to Perl's builtin `fork()` function for duplicating the current process, see "*fork*" in *perlfunc* and *perlfork* if you are in Windows.

**fpathconf**

Retrieves the value of a configurable limit on a file or directory. This uses file descriptors such as those obtained by calling `POSIX::open`.

The following will determine the maximum length of the longest allowable pathname on the filesystem which holds */var/foo*.

```
$fd = POSIX::open( "/var/foo", &POSIX::O_RDONLY );
$path_max = POSIX::fpathconf($fd, &POSIX::_PC_PATH_MAX);
```

Returns `undef` on failure.

**fpclassify**

Returns one of

`FP_NORMAL FP_ZERO FP_SUBNORMAL FP_INFINITE FP_NAN`

telling the class of the argument [C99]. `FP_INFINITE` is positive or negative infinity, `FP_NAN` is not-a-number. `FP_SUBNORMAL` means subnormal numbers (also known as denormals), very small numbers with low precision. `FP_ZERO` is zero. `FP_NORMAL` is all the rest.

`fprintf`

Not implemented. `fprintf()` is C-specific, see *"printf" in perlfunc* instead.

`fputc`

Not implemented. `fputc()` is C-specific, see *"print" in perlfunc* instead.

`fputs`

Not implemented. `fputs()` is C-specific, see *"print" in perlfunc* instead.

`fread`

Not implemented. `fread()` is C-specific, see *"read" in perlfunc* instead.

`free`

Not implemented. `free()` is C-specific. Perl does memory management transparently.

`freopen`

Not implemented. `freopen()` is C-specific, see *"open" in perlfunc* instead.

`frexp`

Return the mantissa and exponent of a floating-point number.

```
($mantissa, $exponent) = POSIX::frexp( 1.234e56 );
```

`fscanf`

Not implemented. `fscanf()` is C-specific, use `<>` and regular expressions instead.

`fseek`

Not implemented. Use method `IO::Seekable::seek()` instead, or see *"seek" in perlfunc*.

`fsetpos`

Not implemented. Use method `IO::Seekable::setpos()` instead, or see *"seek" in perlfunc*.

`fstat`

Get file status. This uses file descriptors such as those obtained by calling `POSIX::open`. The data returned is identical to the data from Perl's builtin `stat` function.

```
$fd = POSIX::open( "foo", &POSIX::O_RDONLY );  
@stats = POSIX::fstat( $fd );
```

`fsync`

Not implemented. Use method `IO::Handle::sync()` instead.

`ftell`

Not implemented. Use method `IO::Seekable::tell()` instead, or see *"tell" in perlfunc*.

`fwrite`



Not implemented. `fwrite()` is C-specific, see *"print" in perlfunc* instead.

`getc`

This is identical to Perl's builtin `getc()` function, see *"getc" in perlfunc*.

`getchar`

Returns one character from STDIN. Identical to Perl's `getc()`, see *"getc" in perlfunc*.

`getcwd`

Returns the name of the current working directory. See also *Cwd*.

`getegid`

Returns the effective group identifier. Similar to Perl's builtin variable `$`, see *"\$EGID" in perlvar*.

`getenv`

Returns the value of the specified environment variable. The same information is available through the `%ENV` array.

`geteuid`

Returns the effective user identifier. Identical to Perl's builtin `$>` variable, see *"\$EUID" in perlvar*.

`getgid`

Returns the user's real group identifier. Similar to Perl's builtin variable `$`, see *"\$GID" in perlvar*.

`getgrgid`

This is identical to Perl's builtin `getgrgid()` function for returning group entries by group identifiers, see *"getgrgid" in perlfunc*.

`getgrnam`

This is identical to Perl's builtin `getgrnam()` function for returning group entries by group names, see *"getgrnam" in perlfunc*.

`getgroups`

Returns the ids of the user's supplementary groups. Similar to Perl's builtin variable `$`, see *"\$GID" in perlvar*.

`getlogin`

This is identical to Perl's builtin `getlogin()` function for returning the user name associated with the current session, see *"getlogin" in perlfunc*.

`getpayload`

```
use POSIX ':nan_payload';  
getpayload($var)
```

Returns the NaN payload.

Note the API instability warning in *setpayload*.

See *nan* for more discussion about NaN.

`getpgrp`

This is identical to Perl's builtin `getpgrp()` function for returning the process group identifier of the current process, see *"getpgrp" in perlfunc*.

`getpid`

	Returns the process identifier. Identical to Perl's builtin variable <code>\$\$</code> , see " <i>\$PID</i> " in <i>perlvar</i> .
<code>getppid</code>	This is identical to Perl's builtin <code>getppid()</code> function for returning the process identifier of the parent process of the current process, see " <i>getppid</i> " in <i>perlfunc</i> .
<code>getpwnam</code>	This is identical to Perl's builtin <code>getpwnam()</code> function for returning user entries by user names, see " <i>getpwnam</i> " in <i>perlfunc</i> .
<code>getpwuid</code>	This is identical to Perl's builtin <code>getpwuid()</code> function for returning user entries by user identifiers, see " <i>getpwuid</i> " in <i>perlfunc</i> .
<code>gets</code>	<p>Returns one line from <code>STDIN</code>, similar to <code>&lt;&gt;</code>, also known as the <code>readline()</code> function, see "<i>readline</i>" in <i>perlfunc</i>.</p> <p><b>NOTE:</b> if you have C programs that still use <code>gets()</code>, be very afraid. The <code>gets()</code> function is a source of endless grief because it has no buffer overrun checks. It should <b>never</b> be used. The <code>fgets()</code> function should be preferred instead.</p>
<code>getuid</code>	Returns the user's identifier. Identical to Perl's builtin <code>\$&lt;</code> variable, see " <i>\$UID</i> " in <i>perlvar</i> .
<code>gmtime</code>	This is identical to Perl's builtin <code>gmtime()</code> function for converting seconds since the epoch to a date in Greenwich Mean Time, see " <i>gmtime</i> " in <i>perlfunc</i> .
<code>hypot</code>	Equivalent to <code>sqrt(x * x + y * y)</code> except more stable on very large or very small arguments [C99].
<code>ilogb</code>	<p>Integer binary logarithm [C99]</p> <p>For example <code>ilogb(20)</code> is 4, as an integer.</p> <p>See also <i>logb</i>.</p>
<code>Inf</code>	<p>The infinity as a constant:</p> <pre>use POSIX qw(Inf); my \$pos_inf = +Inf; # Or just Inf. my \$neg_inf = -Inf;</pre> <p>See also <i>isinf</i>, and <i>fpclassify</i>.</p>
<code>isalnum</code>	This function has been removed as of v5.24. It was very similar to matching against <code>qr/ ^ [[:alnum:]]+ \$ /x</code> , which you should convert to use instead. See " <i>POSIX Character Classes</i> " in <i>perlrecharclass</i> .
<code>isalpha</code>	This function has been removed as of v5.24. It was very similar to matching against <code>qr/ ^ [[:alpha:]]+ \$ /x</code> , which you should convert to use instead. See " <i>POSIX</i>

*Character Classes" in perlrecharclass.*

`isatty`

Returns a boolean indicating whether the specified filehandle is connected to a tty. Similar to the `-t` operator, see *"-X" in perlfunc*.

`iscntrl`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:cntrl:]]+ $ /x`, which you should convert to use instead. See *"POSIX Character Classes" in perlrecharclass*.

`isdigit`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:digit:]]+ $ /x`, which you should convert to use instead. See *"POSIX Character Classes" in perlrecharclass*.

`isfinite`

Returns true if the argument is a finite number (that is, not an infinity, or the not-a-number) [C99].

See also *isinf*, *isnan*, and *fpclassify*.

`isgraph`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:graph:]]+ $ /x`, which you should convert to use instead. See *"POSIX Character Classes" in perlrecharclass*.

`isgreater`

(Also *isgreaterequal*, *isless*, *islessequal*, *islessgreater*, *isunordered*) Floating point comparisons which handle the NaN [C99].

`isinf`

Returns true if the argument is an infinity (positive or negative) [C99].

See also *Inf*, *isnan*, *isfinite*, and *fpclassify*.

`islower`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:lower:]]+ $ /x`, which you should convert to use instead. See *"POSIX Character Classes" in perlrecharclass*.

`isnan`

Returns true if the argument is NaN (not-a-number) [C99].

Note that you cannot test for "NaN-ness" with

```
$x == $x
```

since the NaN is not equivalent to anything, **including itself**.

See also *nan*, *NaN*, *isinf*, and *fpclassify*.

`isnormal`

Returns true if the argument is normal (that is, not a subnormal/denormal, and not an infinity, or a not-a-number) [C99].

See also *isfinite*, and *fpclassify*.

`isprint`

This function has been removed as of v5.24. It was very similar to matching against

`qr/ ^ [[:print:]]+ $ /x`, which you should convert to use instead. See "*POSIX Character Classes*" in *perlrecharclass*.

#### `ispunct`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:punct:]]+ $ /x`, which you should convert to use instead. See "*POSIX Character Classes*" in *perlrecharclass*.

#### `issignaling`

```
use POSIX ':nan_payload';
issignaling($var, $payload)
```

Return true if the argument is a *signaling* NaN.

Note the API instability warning in *setpayload*.

See *nan* for more discussion about NaN.

#### `isspace`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:space:]]+ $ /x`, which you should convert to use instead. See "*POSIX Character Classes*" in *perlrecharclass*.

#### `isupper`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:upper:]]+ $ /x`, which you should convert to use instead. See "*POSIX Character Classes*" in *perlrecharclass*.

#### `isxdigit`

This function has been removed as of v5.24. It was very similar to matching against `qr/ ^ [[:xdigit:]]+ $ /x`, which you should convert to use instead. See "*POSIX Character Classes*" in *perlrecharclass*.

#### `j0`

#### `j1`

#### `jn`

#### `y0`

#### `y1`

#### `yn`

The Bessel function of the first kind of the order zero.

#### `kill`

This is identical to Perl's builtin `kill()` function for sending signals to processes (often to terminate them), see "*kill*" in *perlfunc*.

#### `labs`

Not implemented. (For returning absolute values of long integers.) `labs()` is C-specific, see "*abs*" in *perlfunc* instead.

#### `lchown`

This is identical to the C function, except the order of arguments is consistent with Perl's builtin `chown()` with the added restriction of only one path, not a list of paths. Does the same thing as the `chown()` function but changes the owner of a symbolic link instead of the file the symbolic link points to.

```
POSIX::lchown($uid, $gid, $file_path);
```

`ldexp`

This is identical to the C function `ldexp()` for multiplying floating point numbers with powers of two.

```
$x_quadrupled = POSIX::ldexp($x, 2);
```

`ldiv`

Not implemented. (For computing dividends of long integers.) `ldiv()` is C-specific, use `/` and `int()` instead.

`lgamma`

The logarithm of the Gamma function [C99].

See also *tgamma*.

`log1p`

Equivalent to  $\log(1 + x)$ , but more stable results for small argument values [C99].

`log2`

Logarithm base two [C99].

See also *expm1*.

`logb`

Integer binary logarithm [C99].

For example `logb(20)` is 4, as a floating point number.

See also *ilogb*.

`link`

This is identical to Perl's builtin `link()` function for creating hard links into files, see *"link" in perlfunc*.

`localeconv`

Get numeric formatting information. Returns a reference to a hash containing the current underlying locale's formatting values. Users of this function should also read *perllocale*, which provides a comprehensive discussion of Perl locale handling, including *a section devoted to this function*.

Here is how to query the database for the **de** (Deutsch or German) locale.

```
my $loc = POSIX::setlocale( &POSIX::LC_ALL, "de" );
print "Locale: \"$loc\"\n";
my $lconv = POSIX::localeconv();
foreach my $property (qw(
    decimal_point
    thousands_sep
    grouping
    int_curr_symbol
    currency_symbol
    mon_decimal_point
    mon_thousands_sep
    mon_grouping
    positive_sign
    negative_sign
    int_frac_digits
    frac_digits
    p_cs_precedes
    p_sep_by_space
```

```

n_cs_precedes
n_sep_by_space
p_sign_posn
n_sign_posn
int_p_cs_precedes
int_p_sep_by_space
int_n_cs_precedes
int_n_sep_by_space
int_p_sign_posn
int_n_sign_posn
))
{
    printf qq(%s: "%s",\n),
        $property, $lconv->{$property};
}

```

The members whose names begin with `int_p_` and `int_n_` were added by POSIX.1-2008 and are only available on systems that support them.

`localtime`

This is identical to Perl's builtin `localtime()` function for converting seconds since the epoch to a date see "*localtime*" in *perlfunc*.

`log`

This is identical to Perl's builtin `log()` function, returning the natural (*e*-based) logarithm of the numerical argument, see "*log*" in *perlfunc*.

`log10`

This is identical to the C function `log10()`, returning the 10-base logarithm of the numerical argument. You can also use

```
sub log10 { log($_[0]) / log(10) }
```

or

```
sub log10 { log($_[0]) / 2.30258509299405 }
```

or

```
sub log10 { log($_[0]) * 0.434294481903252 }
```

`longjmp`

Not implemented. `longjmp()` is C-specific: use "*die*" in *perlfunc* instead.

`lseek`

Move the file's read/write position. This uses file descriptors such as those obtained by calling `POSIX::open`.

```

$fd = POSIX::open( "foo", &POSIX::O_RDONLY );
$off_t = POSIX::lseek( $fd, 0, &POSIX::SEEK_SET );

```

Returns `undef` on failure.

`lrint`

Depending on the current floating point rounding mode, rounds the argument either toward nearest (like *round*), toward zero (like *trunc*), downward (toward negative infinity), or upward (toward positive infinity) [C99].

For the rounding mode, see *fegetround*.

**lround**

Like *round*, but as integer, as opposed to floating point [C99].

See also *ceil*, *floor*, *trunc*.

Owing to an oversight, this is not currently exported by default, or as part of the `:math_h_c99` export tag; importing it must therefore be done by explicit name. This will be changed in Perl 5.26.

**malloc**

Not implemented. `malloc()` is C-specific. Perl does memory management transparently.

**mblen**

This is identical to the C function `mblen()`.

Core Perl does not have any support for the wide and multibyte characters of the C standards, except under UTF-8 locales, so this might be a rather useless function.

However, Perl supports Unicode, see *perluniintro*.

**mbstowcs**

This is identical to the C function `mbstowcs()`.

See *mblen*.

**mbtowc**

This is identical to the C function `mbtowc()`.

See *mblen*.

**memchr**

Not implemented. `memchr()` is C-specific, see "*index*" in *perlfunc* instead.

**memcmp**

Not implemented. `memcmp()` is C-specific, use `eq` instead, see *perlop*.

**memcpy**

Not implemented. `memcpy()` is C-specific, use `=`, see *perlop*, or see "*substr*" in *perlfunc*.

**memmove**

Not implemented. `memmove()` is C-specific, use `=`, see *perlop*, or see "*substr*" in *perlfunc*.

**memset**

Not implemented. `memset()` is C-specific, use `x` instead, see *perlop*.

**mkdir**

This is identical to Perl's builtin `mkdir()` function for creating directories, see "*mkdir*" in *perlfunc*.

**mkfifo**

This is similar to the C function `mkfifo()` for creating FIFO special files.

```
if (mkfifo($path, $mode)) { ....
```

Returns `undef` on failure. The `$mode` is similar to the mode of `mkdir()`, see "*mkdir*" in *perlfunc*, though for `mkfifo` you **must** specify the `$mode`.

**mktime**

Convert date/time info to a calendar time.

Synopsis:

```
mktime(sec, min, hour, mday, mon, year, wday = 0,
        yday = 0, isdst = -1)
```

The month (`mon`), weekday (`wday`), and yearday (`yday`) begin at zero, *i.e.*, January is 0, not 1; Sunday is 0, not 1; January 1st is 0, not 1. The year (`year`) is given in years since 1900; *i.e.*, the year 1995 is 95; the year 2001 is 101. Consult your system's `mktime()` manpage for details about these and the other arguments.

Calendar time for December 12, 1995, at 10:30 am.

```
$time_t = POSIX::mktime( 0, 30, 10, 12, 11, 95 );
print "Date = ", POSIX::ctime($time_t);
```

Returns `undef` on failure.

`modf`

Return the integral and fractional parts of a floating-point number.

```
($fractional, $integral) = POSIX::modf( 3.14 );
```

See also *round*.

`NaN`

The not-a-number as a constant:

```
use POSIX qw(NaN);
my $nan = NaN;
```

See also *nan*, *isnan*, and *fpclassify*.

`nan`

```
my $nan = nan();
```

Returns `NaN`, not-a-number [C99].

The returned `NaN` is always a *quiet* `NaN`, as opposed to *signaling*.

With an argument, can be used to generate a `NaN` with *payload*. The argument is first interpreted as a floating point number, but then any fractional parts are truncated (towards zero), and the value is interpreted as an unsigned integer. The bits of this integer are stored in the unused bits of the `NaN`.

The result has a dual nature: it is a `NaN`, but it also carries the integer inside it. The integer can be retrieved with *getpayload*. Note, though, that the payload is not propagated, not even on copies, and definitely not in arithmetic operations.

How many bits fit in the `NaN` depends on what kind of floating points are being used, but on the most common platforms (64-bit IEEE 754, or the x86 80-bit long doubles) there are 51 and 61 bits available, respectively. (There would be 52 and 62, but the quiet/signaling bit of `NaN`s takes away one.) However, because of the floating-point-to-integer-and-back conversions, please test carefully whether you get back what you put in. If your integers are only 32 bits wide, you probably should not rely on more than 32 bits of payload.

Whether a "signaling" `NaN` is in any way different from a "quiet" `NaN`, depends on the platform. Also note that the payload of the default `NaN` (no argument to `nan()`) is not necessarily zero, use *setpayload* to explicitly set the payload. On some platforms like the 32-bit x86, (unless using the 80-bit long doubles) the signaling bit is not supported at all.



See also *isnan*, *NaN*, *setpayload* and *issignaling*.

#### `nearbyint`

Returns the nearest integer to the argument, according to the current rounding mode (see *fegetround*) [C99].

#### `nextafter`

Returns the next representable floating point number after *x* in the direction of *y* [C99].

```
my $nextafter = POSIX::nextafter($x, $y);
```

Like *nexttoward*, but potentially less accurate.

#### `nexttoward`

Returns the next representable floating point number after *x* in the direction of *y* [C99].

```
my $nexttoward = POSIX::nexttoward($x, $y);
```

Like *nextafter*, but potentially more accurate.

#### `nice`

This is similar to the C function `nice()`, for changing the scheduling preference of the current process. Positive arguments mean a more polite process, negative values a more needy process. Normal (non-root) user processes can only change towards being more polite.

Returns `undef` on failure.

#### `offsetof`

Not implemented. `offsetof()` is C-specific, you probably want to see "*pack*" in *perlfunc* instead.

#### `open`

Open a file for reading or writing. This returns file descriptors, not Perl filehandles. Use `POSIX::close` to close the file.

Open a file read-only with mode 0666.

```
$fd = POSIX::open( "foo" );
```

Open a file for read and write.

```
$fd = POSIX::open( "foo", &POSIX::O_RDWR );
```

Open a file for write, with truncation.

```
$fd = POSIX::open(
    "foo", &POSIX::O_WRONLY | &POSIX::O_TRUNC
);
```

Create a new file with mode 0640. Set up the file for writing.

```
$fd = POSIX::open(
    "foo", &POSIX::O_CREAT | &POSIX::O_WRONLY, 0640
);
```

Returns `undef` on failure.

See also "*sysopen*" in *perlfunc*.

#### `opendir`

Open a directory for reading.

```
$dir = POSIX::opendir( "/var" );
@files = POSIX::readdir( $dir );
POSIX::closedir( $dir );
```

Returns undef on failure.

#### pathconf

Retrieves the value of a configurable limit on a file or directory.

The following will determine the maximum length of the longest allowable pathname on the filesystem which holds /var.

```
$path_max = POSIX::pathconf( "/var",
                             &POSIX::_PC_PATH_MAX );
```

Returns undef on failure.

#### pause

This is similar to the C function `pause()`, which suspends the execution of the current process until a signal is received.

Returns undef on failure.

#### perror

This is identical to the C function `perror()`, which outputs to the standard error stream the specified message followed by ": " and the current error string. Use the `warn()` function and the `$!` variable instead, see *"warn" in perlfunc* and *"\$ERRNO" in perlvar*.

#### pipe

Create an interprocess channel. This returns file descriptors like those returned by `POSIX::open`.

```
my ($read, $write) = POSIX::pipe();
POSIX::write( $write, "hello", 5 );
POSIX::read( $read, $buf, 5 );
```

See also *"pipe" in perlfunc*.

#### pow

Computes `$x` raised to the power `$exponent`.

```
$ret = POSIX::pow( $x, $exponent );
```

You can also use the `**` operator, see *perlop*.

#### printf

Formats and prints the specified arguments to `STDOUT`. See also *"printf" in perlfunc*.

#### putc

Not implemented. `putc()` is C-specific, see *"print" in perlfunc* instead.

#### putchar

Not implemented. `putchar()` is C-specific, see *"print" in perlfunc* instead.

#### puts

Not implemented. `puts()` is C-specific, see *"print" in perlfunc* instead.

#### qsort

	Not implemented. <code>qsort()</code> is C-specific, see <i>"sort" in perlfunc</i> instead.
<code>raise</code>	Sends the specified signal to the current process. See also <i>"kill" in perlfunc</i> and the <code>\$\$</code> in <i>"\$PID" in perlvar</i> .
<code>rand</code>	Not implemented. <code>rand()</code> is non-portable, see <i>"rand" in perlfunc</i> instead.
<code>read</code>	<p>Read from a file. This uses file descriptors such as those obtained by calling <code>POSIX::open</code>. If the buffer <code>\$buf</code> is not large enough for the read then Perl will extend it to make room for the request.</p> <pre>\$fd = POSIX::open( "foo", &amp;POSIX::O_RDONLY ); \$bytes = POSIX::read( \$fd, \$buf, 3 );</pre> <p>Returns <code>undef</code> on failure. See also <i>"sysread" in perlfunc</i>.</p>
<code>readdir</code>	This is identical to Perl's builtin <code>readdir()</code> function for reading directory entries, see <i>"readdir" in perlfunc</i> .
<code>realloc</code>	Not implemented. <code>realloc()</code> is C-specific. Perl does memory management transparently.
<code>remainder</code>	<p>Given <code>x</code> and <code>y</code>, returns the value <code>x - n*y</code>, where <code>n</code> is the integer closest to <code>x/y</code>. [C99]</p> <pre>my \$remainder = POSIX::remainder(\$x, \$y)</pre> <p>See also <i>remquo</i>.</p>
<code>remove</code>	This is identical to Perl's builtin <code>unlink()</code> function for removing files, see <i>"unlink" in perlfunc</i> .
<code>remquo</code>	Like <i>remainder</i> but also returns the low-order bits of the quotient ( <code>n</code> ) [C99] (This is quite esoteric interface, mainly used to implement numerical algorithms.)
<code>rename</code>	This is identical to Perl's builtin <code>rename()</code> function for renaming files, see <i>"rename" in perlfunc</i> .
<code>rewind</code>	Seeks to the beginning of the file.
<code>rewinddir</code>	This is identical to Perl's builtin <code>rewinddir()</code> function for rewinding directory entry streams, see <i>"rewinddir" in perlfunc</i> .
<code>rint</code>	Identical to <i>lrint</i> .

**rmdir**

This is identical to Perl's builtin `rmdir()` function for removing (empty) directories, see "*rmdir*" in *perlfunc*.

**round**

Returns the integer (but still as floating point) nearest to the argument [C99].

See also *ceil*, *floor*, *lround*, *modf*, and *trunc*.

**scalbn**

Returns  $x * 2^{**y}$  [C99].

See also *frexp* and *ldexp*.

**scanf**

Not implemented. `scanf()` is C-specific, use `<>` and regular expressions instead, see *perlre*.

**setgid**

Sets the real group identifier and the effective group identifier for this process. Similar to assigning a value to the Perl's builtin `$)` variable, see "*\$EGID*" in *perlvar*, except that the latter will change only the real user identifier, and that the `setgid()` uses only a single numeric argument, as opposed to a space-separated list of numbers.

**setjmp**

Not implemented. `setjmp()` is C-specific: use `eval {}` instead, see "*eval*" in *perlfunc*.

**setlocale**

WARNING! Do NOT use this function in a *thread*. The locale will change in all other threads at the same time, and should your thread get paused by the operating system, and another started, that thread will not have the locale it is expecting. On some platforms, there can be a race leading to segfaults if two threads call this function nearly simultaneously.

Modifies and queries the program's underlying locale. Users of this function should read *perllocale*, which provides a comprehensive discussion of Perl locale handling, knowledge of which is necessary to properly use this function. It contains a *section devoted to this function*. The discussion here is merely a summary reference for `setlocale()`. Note that Perl itself is almost entirely unaffected by the locale except within the scope of "*use locale*". (Exceptions are listed in "*Not within the scope of 'use locale'*" in *perllocale*.)

The following examples assume

```
use POSIX qw(setlocale LC_ALL LC_CTYPE);
```

has been issued.

The following will set the traditional UNIX system locale behavior (the second argument "*C*").

```
$loc = setlocale( LC_ALL, "C" );
```

The following will query the current `LC_CTYPE` category. (No second argument means 'query'.)

```
$loc = setlocale( LC_CTYPE );
```

The following will set the `LC_CTYPE` behaviour according to the locale environment variables (the second argument "*''*"). Please see your system's `setlocale(3)`

documentation for the locale environment variables' meaning or consult *perllocale*.

```
$loc = setlocale( LC_CTYPE, "" );
```

The following will set the `LC_COLLATE` behaviour to Argentinian Spanish. **NOTE:** The naming and availability of locales depends on your operating system. Please consult *perllocale* for how to find out which locales are available in your system.

```
$loc = setlocale( LC_COLLATE, "es_AR.ISO8859-1" );
```

#### setpayload

```
use POSIX ':nan_payload';
setpayload($var, $payload);
```

Sets the NaN payload of `var`.

NOTE: the NaN payload APIs are based on the latest (as of June 2015) proposed ISO C interfaces, but they are not yet a standard. Things may change.

See *nan* for more discussion about NaN.

See also *setpayloadsig*, *isnan*, *getpayload*, and *issignaling*.

#### setpayloadsig

```
use POSIX ':nan_payload';
setpayloadsig($var, $payload);
```

Like *setpayload* but also makes the NaN *signaling*.

Depending on the platform the NaN may or may not behave differently.

Note the API instability warning in *setpayload*.

Note that because how the floating point formats work out, on the most common platforms signaling payload of zero is best avoided, since it might end up being identical to `+Inf`.

See also *nan*, *isnan*, *getpayload*, and *issignaling*.

#### setpgid

This is similar to the C function `setpgid()` for setting the process group identifier of the current process.

Returns `undef` on failure.

#### setsid

This is identical to the C function `setsid()` for setting the session identifier of the current process.

#### setuid

Sets the real user identifier and the effective user identifier for this process. Similar to assigning a value to the Perl's builtin `$<` variable, see *"\$UID" in perlvar*, except that the latter will change only the real user identifier.

#### sigaction

Detailed signal management. This uses `POSIX::SigAction` objects for the `action` and `oldaction` arguments (the `oldaction` can also be just a hash reference). Consult your system's *sigaction* manpage for details, see also `POSIX::SigRt`.

Synopsis:

```
sigaction(signal, action, oldaction = 0)
```

Returns `undef` on failure. The `signal` must be a number (like `SIGHUP`), not a string (like `"SIGHUP"`), though Perl does try hard to understand you.

If you use the `SA_SIGINFO` flag, the signal handler will in addition to the first argument, the signal name, also receive a second argument, a hash reference, inside which are the following keys with the following semantics, as defined by POSIX/SUSv3:

<code>signo</code>	the signal number
<code>errno</code>	the error number
<code>code</code>	if this is zero or less, the signal was sent by a user process and the <code>uid</code> and <code>pid</code> make sense, otherwise the signal was sent by the kernel

The constants for specific `code` values can be imported individually or using the `:signal_h_si_code` tag.

The following are also defined by POSIX/SUSv3, but unfortunately not very widely implemented:

<code>pid</code>	the process id generating the signal
<code>uid</code>	the uid of the process id generating the signal
<code>status</code>	exit value or signal for <code>SIGCHLD</code>
<code>band</code>	band event for <code>SIGPOLL</code>
<code>addr</code>	address of faulting instruction or memory reference for <code>SIGILL</code> , <code>SIGFPE</code> , <code>SIGSEGV</code> or <code>SIGBUS</code>

A third argument is also passed to the handler, which contains a copy of the raw binary contents of the `siginfo` structure: if a system has some non-POSIX fields, this third argument is where to `unpack()` them from.

Note that not all `siginfo` values make sense simultaneously (some are valid only for certain signals, for example), and not all values make sense from Perl perspective, you should consult your system's `sigaction` and possibly also `siginfo` documentation.

`siglongjmp`

Not implemented. `siglongjmp()` is C-specific: use *"die"* in *perlfunc* instead.

`signbit`

Returns zero for positive arguments, non-zero for negative arguments [C99].

`sigpending`

Examine signals that are blocked and pending. This uses `POSIX::SigSet` objects for the `sigset` argument. Consult your system's `sigpending` manpage for details.

Synopsis:

```
sigpending(sigset)
```

Returns `undef` on failure.

`sigprocmask`

Change and/or examine calling process's signal mask. This uses `POSIX::SigSet` objects for the `sigset` and `oldsigset` arguments. Consult your system's `sigprocmask` manpage for details.

Synopsis:

```
sigprocmask(how, sigset, oldsigset = 0)
```

Returns `undef` on failure.

Note that you can't reliably block or unblock a signal from its own signal handler if you're using safe signals. Other signals can be blocked or unblocked reliably.

`sigsetjmp`

Not implemented. `sigsetjmp()` is C-specific: use `eval {}` instead, see "*eval*" in *perlfunc*.

`sigsuspend`

Install a signal mask and suspend process until signal arrives. This uses `POSIX::SigSet` objects for the `signal_mask` argument. Consult your system's `sigsuspend` manpage for details.

Synopsis:

```
sigsuspend(signal_mask)
```

Returns `undef` on failure.

`sin`

This is identical to Perl's builtin `sin()` function for returning the sine of the numerical argument, see "*sin*" in *perlfunc*. See also *Math::Trig*.

`sinh`

This is identical to the C function `sinh()` for returning the hyperbolic sine of the numerical argument. See also *Math::Trig*.

`sleep`

This is functionally identical to Perl's builtin `sleep()` function for suspending the execution of the current process for certain number of seconds, see "*sleep*" in *perlfunc*. There is one significant difference, however: `POSIX::sleep()` returns the number of **unslept** seconds, while the `CORE::sleep()` returns the number of slept seconds.

`sprintf`

This is similar to Perl's builtin `sprintf()` function for returning a string that has the arguments formatted as requested, see "*sprintf*" in *perlfunc*.

`sqrt`

This is identical to Perl's builtin `sqrt()` function. for returning the square root of the numerical argument, see "*sqrt*" in *perlfunc*.

`srand`

Give a seed the pseudorandom number generator, see "*srand*" in *perlfunc*.

`sscanf`

Not implemented. `sscanf()` is C-specific, use regular expressions instead, see *perlre*.

`stat`

This is identical to Perl's builtin `stat()` function for returning information about files and directories.

`strcat`

Not implemented. `strcat()` is C-specific, use `. =` instead, see *perlop*.

`strchr`

Not implemented. `strchr()` is C-specific, see "*index*" in *perlfunc* instead.

**strcmp**

Not implemented. `strcmp()` is C-specific, use `eq` or `cmp` instead, see *perlop*.

**strcoll**

This is identical to the C function `strcoll()` for collating (comparing) strings transformed using the `strxfrm()` function. Not really needed since Perl can do this transparently, see *perllocale*.

**strcpy**

Not implemented. `strcpy()` is C-specific, use `=` instead, see *perlop*.

**strcspn**

Not implemented. `strcspn()` is C-specific, use regular expressions instead, see *perlre*.

**strerror**

Returns the error string for the specified `errno`. Identical to the string form of `$!`, see *"\$ERRNO" in perlvar*.

**strftime**

Convert date and time information to string. Returns the string.

Synopsis:

```
strftime(fmt, sec, min, hour, mday, mon, year,  
        wday = -1, yday = -1, isdst = -1)
```

The month (`mon`), weekday (`wday`), and yearday (`yday`) begin at zero, *i.e.*, January is 0, not 1; Sunday is 0, not 1; January 1st is 0, not 1. The year (`year`) is given in years since 1900, *i.e.*, the year 1995 is 95; the year 2001 is 101. Consult your system's `strftime()` manpage for details about these and the other arguments.

If you want your code to be portable, your format (`fmt`) argument should use only the conversion specifiers defined by the ANSI C standard (C89, to play safe). These are `aAbBcdHIjmMpSUwXyYZ%`. But even then, the **results** of some of the conversion specifiers are non-portable. For example, the specifiers `aAbBcpZ` change according to the locale settings of the user, and both how to set locales (the locale names) and what output to expect are non-standard. The specifier `c` changes according to the timezone settings of the user and the timezone computation rules of the operating system. The `Z` specifier is notoriously unportable since the names of timezones are non-standard. Sticking to the numeric specifiers is the safest route.

The given arguments are made consistent as though by calling `mktime()` before calling your system's `strftime()` function, except that the `isdst` value is not affected.

The string for Tuesday, December 12, 1995.

```
$str = POSIX::strftime( "%A, %B %d, %Y",  
    0, 0, 0, 12, 11, 95, 2 );  
print "$str\n";
```

**strlen**

Not implemented. `strlen()` is C-specific, use `length()` instead, see *"length" in perlfunc*.

**strncat**

Not implemented. `strncat()` is C-specific, use `.=` instead, see *perlop*.



`strncmp`

Not implemented. `strncmp()` is C-specific, use `eq` instead, see *perlop*.

`strncpy`

Not implemented. `strncpy()` is C-specific, use `=` instead, see *perlop*.

`strpbrk`

Not implemented. `strpbrk()` is C-specific, use regular expressions instead, see *perlre*.

`strrchr`

Not implemented. `strrchr()` is C-specific, see "*rindex*" in *perlfunc* instead.

`strspn`

Not implemented. `strspn()` is C-specific, use regular expressions instead, see *perlre*.

`strstr`

This is identical to Perl's builtin `index()` function, see "*index*" in *perlfunc*.

`strtod`

String to double translation. Returns the parsed number and the number of characters in the unparsed portion of the string. Truly POSIX-compliant systems set `$!` (`$ERRNO`) to indicate a translation error, so clear `$!` before calling `strtod`. However, non-POSIX systems may not check for overflow, and therefore will never set `$!`.

`strtod` respects any POSIX `setlocale()` `LC_TIME` settings, regardless of whether or not it is called from Perl code that is within the scope of `use locale`.

To parse a string `$str` as a floating point number use

```
$! = 0;
($num, $n_unparsed) = POSIX::strtod($str);
```

The second returned item and `$!` can be used to check for valid input:

```
if (($str eq '') || ($n_unparsed != 0) || $!) {
    die "Non-numeric input $str" . ($! ? ": $!\n" : "\n");
}
```

When called in a scalar context `strtod` returns the parsed number.

`strtok`

Not implemented. `strtok()` is C-specific, use regular expressions instead, see *perlre*, or "*split*" in *perlfunc*.

`strtol`

String to (long) integer translation. Returns the parsed number and the number of characters in the unparsed portion of the string. Truly POSIX-compliant systems set `$!` (`$ERRNO`) to indicate a translation error, so clear `$!` before calling `strtol`. However, non-POSIX systems may not check for overflow, and therefore will never set `$!`.

`strtol` should respect any POSIX `setlocale()` settings.

To parse a string `$str` as a number in some base `$base` use

```
$! = 0;
($num, $n_unparsed) = POSIX::strtol($str, $base);
```

The base should be zero or between 2 and 36, inclusive. When the base is zero or omitted `strtol` will use the string itself to determine the base: a leading "0x" or "0X" means hexadecimal; a leading "0" means octal; any other leading characters mean decimal. Thus, "1234" is parsed as a decimal number, "01234" as an octal number, and "0x1234" as a hexadecimal number.

The second returned item and `$!` can be used to check for valid input:

```
if (($str eq '') || ($n_unparsed != 0) || !$!) {
    die "Non-numeric input $str" . $! ? ": $!\n" : "\n";
}
```

When called in a scalar context `strtol` returns the parsed number.

`strtold`

Like `strtod` but for long doubles. Defined only if the system supports long doubles.

`strtoul`

String to unsigned (long) integer translation. `strtoul()` is identical to `strtol()` except that `strtoul()` only parses unsigned integers. See *strtol* for details.

Note: Some vendors supply `strtod()` and `strtol()` but not `strtoul()`. Other vendors that do supply `strtoul()` parse "-1" as a valid value.

`strxfrm`

String transformation. Returns the transformed string.

```
$dst = POSIX::strxfrm( $src );
```

Used in conjunction with the `strcoll()` function, see *strcoll*.

Not really needed since Perl can do this transparently, see *perllocale*.

`sysconf`

Retrieves values of system configurable variables.

The following will get the machine's clock speed.

```
$clock_ticks = POSIX::sysconf( &POSIX::_SC_CLK_TCK );
```

Returns `undef` on failure.

`system`

This is identical to Perl's builtin `system()` function, see *"system" in perlfunc*.

`tan`

This is identical to the C function `tan()`, returning the tangent of the numerical argument. See also *Math::Trig*.

`tanh`

This is identical to the C function `tanh()`, returning the hyperbolic tangent of the numerical argument. See also *Math::Trig*.

`tcdrain`

This is similar to the C function `tcdrain()` for draining the output queue of its argument stream.

Returns `undef` on failure.

`tcflow`

This is similar to the C function `tcflow()` for controlling the flow of its argument

stream. Returns `undef` on failure.

`tcflush`

This is similar to the C function `tcflush()` for flushing the I/O buffers of its argument stream.

Returns `undef` on failure.

`tcgetpgrp`

This is identical to the C function `tcgetpgrp()` for returning the process group identifier of the foreground process group of the controlling terminal.

`tcsendbreak`

This is similar to the C function `tcsendbreak()` for sending a break on its argument stream.

Returns `undef` on failure.

`tcsetpgrp`

This is similar to the C function `tcsetpgrp()` for setting the process group identifier of the foreground process group of the controlling terminal.

Returns `undef` on failure.

`tgamma`

The Gamma function [C99].

See also *lgamma*.

`time`

This is identical to Perl's builtin `time()` function for returning the number of seconds since the epoch (whatever it is for the system), see *"time" in perlfunc*.

`times`

The `times()` function returns elapsed realtime since some point in the past (such as system startup), user and system times for this process, and user and system times used by child processes. All times are returned in clock ticks.

```
($realtime, $user, $system, $cuser, $csystem)
= POSIX::times();
```

Note: Perl's builtin `times()` function returns four values, measured in seconds.

`tmpfile`

Not implemented. Use method `IO::File::new_tmpfile()` instead, or see *File::Temp*.

`tmpnam`

Returns a name for a temporary file.

```
$tmpfile = POSIX::tmpnam();
```

For security reasons, which are probably detailed in your system's documentation for the C library `tmpnam()` function, this interface should not be used; instead see *File::Temp*.

`tolower`

This is identical to the C function, except that it can apply to a single character or to a whole string, and currently operates as if the locale always is "C". Consider using the `lc()` function, see *"lc" in perlfunc*, see *"lc" in perlfunc*, or the equivalent `\L` operator

inside doublequotish strings.

`toupper`

This is similar to the C function, except that it can apply to a single character or to a whole string, and currently operates as if the locale always is "C". Consider using the `uc()` function, see "*uc*" in *perlfunc*, or the equivalent `\U` operator inside doublequotish strings.

`trunc`

Returns the integer toward zero from the argument [C99].

See also *ceil*, *floor*, and *round*.

`ttyname`

This is identical to the C function `ttyname()` for returning the name of the current terminal.

`tzname`

Retrieves the time conversion information from the `tzname` variable.

```
POSIX::tzset();  
($std, $dst) = POSIX::tzname();
```

`tzset`

This is identical to the C function `tzset()` for setting the current timezone based on the environment variable `TZ`, to be used by `ctime()`, `localtime()`, `mktime()`, and `strftime()` functions.

`umask`

This is identical to Perl's builtin `umask()` function for setting (and querying) the file creation permission mask, see "*umask*" in *perlfunc*.

`uname`

Get name of current operating system.

```
($sysname, $nodename, $release, $version, $machine)  
= POSIX::uname();
```

Note that the actual meanings of the various fields are not that well standardized, do not expect any great portability. The `$sysname` might be the name of the operating system, the `$nodename` might be the name of the host, the `$release` might be the (major) release number of the operating system, the `$version` might be the (minor) release number of the operating system, and the `$machine` might be a hardware identifier. Maybe.

`ungetc`

Not implemented. Use method `IO::Handle::ungetc()` instead.

`unlink`

This is identical to Perl's builtin `unlink()` function for removing files, see "*unlink*" in *perlfunc*.

`utime`

This is identical to Perl's builtin `utime()` function for changing the time stamps of files and directories, see "*utime*" in *perlfunc*.

`vfprintf`

Not implemented. `vfprintf()` is C-specific, see *"printf" in perlfunc* instead.

`vprintf`

Not implemented. `vprintf()` is C-specific, see *"printf" in perlfunc* instead.

`vsprintf`

Not implemented. `vsprintf()` is C-specific, see *"sprintf" in perlfunc* instead.

`wait`

This is identical to Perl's builtin `wait()` function, see *"wait" in perlfunc*.

`waitpid`

Wait for a child process to change state. This is identical to Perl's builtin `waitpid()` function, see *"waitpid" in perlfunc*.

```
$pid = POSIX::waitpid( -1, POSIX::WNOHANG );
print "status = ", ($? / 256), "\n";
```

`wcstombs`

This is identical to the C function `wcstombs()`.

See *mblen*.

`wctomb`

This is identical to the C function `wctomb()`.

See *mblen*.

`write`

Write to a file. This uses file descriptors such as those obtained by calling `POSIX::open`.

```
$fd = POSIX::open( "foo", &POSIX::O_WRONLY );
$buf = "hello";
$bytes = POSIX::write( $fd, $buf, 5 );
```

Returns `undef` on failure.

See also *"syswrite" in perlfunc*.

## CLASSES

### POSIX::SigAction

`new`

Creates a new `POSIX::SigAction` object which corresponds to the C `struct sigaction`. This object will be destroyed automatically when it is no longer needed. The first parameter is the handler, a sub reference. The second parameter is a `POSIX::SigSet` object, it defaults to the empty set. The third parameter contains the `sa_flags`, it defaults to 0.

```
$sigset = POSIX::SigSet->new(SIGINT, SIGQUIT);
$sigaction = POSIX::SigAction->new(
    \&handler, $sigset, &POSIX::SA_NOCLDSTOP
);
```

This `POSIX::SigAction` object is intended for use with the `POSIX::sigaction()` function.

`handler`

`mask`

## flags

accessor functions to get/set the values of a SigAction object.

```
$sigset = $sigaction->mask;
$sigaction->flags(&POSIX::SA_RESTART);
```

## safe

accessor function for the "safe signals" flag of a SigAction object; see *perlipc* for general information on safe (a.k.a. "deferred") signals. If you wish to handle a signal safely, use this accessor to set the "safe" flag in the `POSIX::SigAction` object:

```
$sigaction->safe(1);
```

You may also examine the "safe" flag on the output action object which is filled in when given as the third parameter to `POSIX::sigaction()`:

```
sigaction(SIGINT, $new_action, $old_action);
if ($old_action->safe) {
    # previous SIGINT handler used safe signals
}
```

## POSIX::SigRt

### %SIGRT

A hash of the POSIX realtime signal handlers. It is an extension of the standard `%SIG`, the `$POSIX::SIGRT{SIGRTMIN}` is roughly equivalent to `$SIG{SIGRTMIN}`, but the right POSIX moves (see below) are made with the `POSIX::SigSet` and `POSIX::sigaction` instead of accessing the `%SIG`.

You can set the `%POSIX::SIGRT` elements to set the POSIX realtime signal handlers, use `delete` and `exists` on the elements, and use `scalar` on the `%POSIX::SIGRT` to find out how many POSIX realtime signals there are available (`SIGRTMAX - SIGRTMIN + 1`, the `SIGRTMAX` is a valid POSIX realtime signal).

Setting the `%SIGRT` elements is equivalent to calling this:

```
sub new {
    my ($rtsig, $handler, $flags) = @_;
    my $sigset = POSIX::SigSet($rtsig);
    my $sigact = POSIX::SigAction->new($handler,$sigset,$flags);
    sigaction($rtsig, $sigact);
}
```

The flags default to zero, if you want something different you can either use `local` on `$POSIX::SigRt::SIGACTION_FLAGS`, or you can derive from `POSIX::SigRt` and define your own `new()` (the tied hash `STORE` method of the `%SIGRT` calls `new($rtsig, $handler, $SIGACTION_FLAGS)`, where the `$rtsig` ranges from zero to `SIGRTMAX - SIGRTMIN + 1`).

Just as with any signal, you can use `sigaction($rtsig, undef, $oa)` to retrieve the installed signal handler (or, rather, the signal action).

**NOTE:** whether POSIX realtime signals really work in your system, or whether Perl has been compiled so that it works with them, is outside of this discussion.

### SIGRTMIN

Return the minimum POSIX realtime signal number available, or `undef` if no POSIX realtime signals are available.

### SIGRTMAX

Return the maximum POSIX realtime signal number available, or `undef` if no POSIX realtime signals are available.

## POSIX::SigSet

### `new`

Create a new `SigSet` object. This object will be destroyed automatically when it is no longer needed. Arguments may be supplied to initialize the set.

Create an empty set.

```
$sigset = POSIX::SigSet->new;
```

Create a set with `SIGUSR1`.

```
$sigset = POSIX::SigSet->new( &POSIX::SIGUSR1 );
```

### `addset`

Add a signal to a `SigSet` object.

```
$sigset->addset( &POSIX::SIGUSR2 );
```

Returns `undef` on failure.

### `delset`

Remove a signal from the `SigSet` object.

```
$sigset->delset( &POSIX::SIGUSR2 );
```

Returns `undef` on failure.

### `emptyset`

Initialize the `SigSet` object to be empty.

```
$sigset->emptyset();
```

Returns `undef` on failure.

### `fillset`

Initialize the `SigSet` object to include all signals.

```
$sigset->fillset();
```

Returns `undef` on failure.

### `ismember`

Tests the `SigSet` object to see if it contains a specific signal.

```
if( $sigset->ismember( &POSIX::SIGUSR1 ) ){  
    print "contains SIGUSR1\n";  
}
```

## POSIX::Termios

### `new`

Create a new `Termios` object. This object will be destroyed automatically when it is no longer needed. A `Termios` object corresponds to the `termios` C struct. `new()` allocates a new one, `getattr()` fills it from a file descriptor, and `setattr()` sets a file descriptor's parameters to match `Termios`' contents.

```
$termios = POSIX::Termios->new;
```

**getattr**

Get terminal control attributes.

Obtain the attributes for stdin.

```
$termios->getattr( 0 ) # Recommended for clarity.  
$termios->getattr()
```

Obtain the attributes for stdout.

```
$termios->getattr( 1 )
```

Returns undef on failure.

**getcc**

Retrieve a value from the `c_cc` field of a `termios` object. The `c_cc` field is an array so an index must be specified.

```
$c_cc[1] = $termios->getcc(1);
```

**getcflag**

Retrieve the `c_cflag` field of a `termios` object.

```
$c_cflag = $termios->getcflag;
```

**getiflag**

Retrieve the `c_iflag` field of a `termios` object.

```
$c_iflag = $termios->getiflag;
```

**getispeed**

Retrieve the input baud rate.

```
$ispeed = $termios->getispeed;
```

**getlflag**

Retrieve the `c_lflag` field of a `termios` object.

```
$c_lflag = $termios->getlflag;
```

**getoflag**

Retrieve the `c_oflag` field of a `termios` object.

```
$c_oflag = $termios->getoflag;
```

**getospeed**

Retrieve the output baud rate.

```
$ospeed = $termios->getospeed;
```

**setattr**

Set terminal control attributes.

Set attributes immediately for stdout.

```
$termios->setattr( 1, &POSIX::TCSANOW );
```

Returns undef on failure.



**setcc**

Set a value in the `c_cc` field of a `termios` object. The `c_cc` field is an array so an index must be specified.

```
$termios->setcc( &POSIX::VEOF, 1 );
```

**setcflag**

Set the `c_cflag` field of a `termios` object.

```
$termios->setcflag( $c_cflag | &POSIX::CLOCAL );
```

**setiflag**

Set the `c_iflag` field of a `termios` object.

```
$termios->setiflag( $c_iflag | &POSIX::BRKINT );
```

**setispeed**

Set the input baud rate.

```
$termios->setispeed( &POSIX::B9600 );
```

Returns undef on failure.

**setlflag**

Set the `c_lflag` field of a `termios` object.

```
$termios->setlflag( $c_lflag | &POSIX::ECHO );
```

**setoflag**

Set the `c_oflag` field of a `termios` object.

```
$termios->setoflag( $c_oflag | &POSIX::OPOST );
```

**setospeed**

Set the output baud rate.

```
$termios->setospeed( &POSIX::B9600 );
```

Returns undef on failure.

**Baud rate values**

B38400 B75 B200 B134 B300 B1800 B150 B0 B19200 B1200 B9600 B600 B4800  
B50 B2400 B110

**Terminal interface values**

TCSADRAIN TCSANOW TCOON TCIOFLUSH TCOFLUSH TCION TCIFLUSH TCSAFLUSH  
TCIOFF TCOOFF

**c\_cc field values**

VEOF VEOL VERASE VINTR VKILL VQUIT VSUSP VSTART VSTOP VMIN VTIME NCCS

**c\_cflag field values**

CLOCAL CREAD CSIZE CS5 CS6 CS7 CS8 CSTOPB HUPCL PARENB PARODD

**c\_iflag field values**

BRKINT ICRNL IGNBRK IGNCR IGNPAR INLCR INPCK ISTRIP IXOFF IXON PARMRK

**c\_lflag field values**

ECHO ECHOE ECHOK ECHONL ICANON IEXTEN ISIG NOFLSH TOSTOP

**c\_oflag field values**

OPOST

**PATHNAME CONSTANTS****Constants**

\_PC\_CHOWN\_RESTRICTED \_PC\_LINK\_MAX \_PC\_MAX\_CANON \_PC\_MAX\_INPUT  
\_PC\_NAME\_MAX \_PC\_NO\_TRUNC \_PC\_PATH\_MAX \_PC\_PIPE\_BUF \_PC\_VDISABLE

**POSIX CONSTANTS****Constants**

\_POSIX\_ARG\_MAX \_POSIX\_CHILD\_MAX \_POSIX\_CHOWN\_RESTRICTED  
\_POSIX\_JOB\_CONTROL \_POSIX\_LINK\_MAX \_POSIX\_MAX\_CANON  
\_POSIX\_MAX\_INPUT \_POSIX\_NAME\_MAX \_POSIX\_NGROUPS\_MAX  
\_POSIX\_NO\_TRUNC \_POSIX\_OPEN\_MAX \_POSIX\_PATH\_MAX \_POSIX\_PIPE\_BUF  
\_POSIX\_SAVED\_IDS \_POSIX\_SSIZE\_MAX \_POSIX\_STREAM\_MAX  
\_POSIX\_TZNAME\_MAX \_POSIX\_VDISABLE \_POSIX\_VERSION

**SYSTEM CONFIGURATION****Constants**

\_SC\_ARG\_MAX \_SC\_CHILD\_MAX \_SC\_CLK\_TCK \_SC\_JOB\_CONTROL  
\_SC\_NGROUPS\_MAX \_SC\_OPEN\_MAX \_SC\_PAGESIZE \_SC\_SAVED\_IDS  
\_SC\_STREAM\_MAX \_SC\_TZNAME\_MAX \_SC\_VERSION

**ERRNO****Constants**

E2BIG EACCES EADDRINUSE EADDRNOTAVAIL EAFNOSUPPORT EAGAIN EALREADY  
EBADF EBADMSG EBUSY ECANCELED ECHILD ECONNABORTED ECONNREFUSED  
ECONNRESET EDEADLK EDESTADDRREQ EDOM EDQUOT EEXIST EFAULT EFBIG  
EHOSTDOWN EHOSTUNREACH EIDRM EILSEQ EINPROGRESS EINTR EINVAL EIO  
EISCONN EISDIR ELOOP EMFILE EMLINK EMSGSIZE ENAMETOOLONG ENETDOWN  
ENETRESET ENETUNREACH ENFILE ENOBUFS ENODATA ENODEV ENOENT ENOEXEC  
ENOLCK ENOLINK ENOMEM ENOMSG ENOPROTOPT ENOSPC ENOSR ENOSTR ENOSYS  
ENOTBLK ENOTCONN ENOTDIR ENOTEMPTY ENOTRECOVERABLE ENOTSOCK ENOTSUP  
ENOTTY ENXIO EOPNOTSUPP EOTHER EOVERFLOW EOWNERDEAD EPERM  
EPFNOSUPPORT EPIPE EPROCLIM EPROTO EPROTONOSUPPORT EPROTOTYPE  
ERANGE EREMOTE ERESTART EROFS ESHUTDOWN ESOCKTNOSUPPORT EPIPE  
ESRCH ESTALE ETIME ETIMEDOUT ETOOMANYREFS ETXTBSY EUSERS  
EWOULDBLOCK EXDEV

**FCNTL****Constants**

FD\_CLOEXEC F\_DUPFD F\_GETFD F\_GETFL F\_GETLK F\_OK F\_RDLCK F\_SETFD  
F\_SETFL F\_SETLK F\_SETLKW F\_UNLCK F\_WRLCK O\_ACCMODE O\_APPEND O\_CREAT  
O\_EXCL O\_NOCTTY O\_NONBLOCK O\_RDONLY O\_RDWR O\_TRUNC O\_WRONLY

**FLOAT****Constants**

DBL\_DIG DBL\_EPSILON DBL\_MANT\_DIG DBL\_MAX DBL\_MAX\_10\_EXP  
DBL\_MAX\_EXP DBL\_MIN DBL\_MIN\_10\_EXP DBL\_MIN\_EXP FLT\_DIG FLT\_EPSILON  
FLT\_MANT\_DIG FLT\_MAX FLT\_MAX\_10\_EXP FLT\_MAX\_EXP FLT\_MIN  
FLT\_MIN\_10\_EXP FLT\_MIN\_EXP FLT\_RADIX FLT\_ROUNDS LDBL\_DIG

LDBL\_EPSILON LDBL\_MANT\_DIG LDBL\_MAX LDBL\_MAX\_10\_EXP LDBL\_MAX\_EXP  
LDBL\_MIN LDBL\_MIN\_10\_EXP LDBL\_MIN\_EXP

## FLOATING-POINT ENVIRONMENT

### Constants

FE\_DOWNWARD FE\_TONEAREST FE\_TOWARDZERO FE\_UPWARD on systems that support them.

## LIMITS

### Constants

ARG\_MAX CHAR\_BIT CHAR\_MAX CHAR\_MIN CHILD\_MAX INT\_MAX INT\_MIN  
LINK\_MAX LONG\_MAX LONG\_MIN MAX\_CANON MAX\_INPUT MB\_LEN\_MAX NAME\_MAX  
NGROUPS\_MAX OPEN\_MAX PATH\_MAX PIPE\_BUF SCHAR\_MAX SCHAR\_MIN SHRT\_MAX  
SHRT\_MIN SSIZE\_MAX STREAM\_MAX TZNAME\_MAX UCHAR\_MAX UINT\_MAX  
ULONG\_MAX USHRT\_MAX

## LOCALE

### Constants

LC\_ALL LC\_COLLATE LC\_CTYPE LC\_MONETARY LC\_NUMERIC LC\_TIME  
LC\_MESSAGES on systems that support them.

## MATH

### Constants

HUGE\_VAL  
FP\_ILOGB0 FP\_ILOGBNAN FP\_INFINITE FP\_NAN FP\_NORMAL FP\_SUBNORMAL  
FP\_ZERO INFINITY NAN Inf NaN M\_1\_PI M\_2\_PI M\_2\_SQRTPI M\_E M\_LN10  
M\_LN2 M\_LOG10E M\_LOG2E M\_PI M\_PI\_2 M\_PI\_4 M\_SQRT1\_2 M\_SQRT2 on  
systems with C99 support.

## SIGNAL

### Constants

SA\_NOCLDSTOP SA\_NOCLDWAIT SA\_NODEFER SA\_ONSTACK SA\_RESETHAND  
SA\_RESTART SA\_SIGINFO SIGABRT SIGALRM SIGCHLD SIGCONT SIGFPE SIGHUP  
SIGILL SIGINT SIGKILL SIGPIPE SIGQUIT SIGSEGV SIGSTOP SIGTERM  
SIGTSTP SIGTTIN SIGTTOU SIGUSR1 SIGUSR2 SIG\_BLOCK SIG\_DFL SIG\_ERR  
SIG\_IGN SIG\_SETMASK SIG\_UNBLOCK ILL\_ILLOPC ILL\_ILLOPN ILL\_ILLADR  
ILL\_ILLTRP ILL\_PRVOPC ILL\_PRVREG ILL\_COPROC ILL\_BADSTK FPE\_INTDIV  
FPE\_INTOVF FPE\_FLTDIV FPE\_FLTOVF FPE\_FLTUND FPE\_FLTRES FPE\_FLTINV  
FPE\_FLTSUB SEGV\_MAPERR SEGV\_ACCERR BUS\_ADRALN BUS\_ADRERR  
BUS\_OBJERR TRAP\_BRKPT TRAP\_TRACE CLD\_EXITED CLD\_KILLED CLD\_DUMPED  
CLD\_TRAPPED CLD\_STOPPED CLD\_CONTINUED POLL\_IN POLL\_OUT POLL\_MSG  
POLL\_ERR POLL\_PRI POLL\_HUP SI\_USER SI\_QUEUE SI\_TIMER SI\_ASYNCIO  
SI\_MESGQ

## STAT

### Constants

S\_IRGRP S\_IROTH S\_IRUSR S\_IRWXG S\_IRWXO S\_IRWXU S\_ISGID S\_ISUID  
S\_IWGRP S\_IWOTH S\_IWUSR S\_IXGRP S\_IXOTH S\_IXUSR

### Macros

S\_ISBLK S\_ISCHR S\_ISDIR S\_ISFIFO S\_ISREG

## STDLIB

### Constants

EXIT\_FAILURE EXIT\_SUCCESS MB\_CUR\_MAX RAND\_MAX

## STDIO

### Constants

BUFSIZ EOF FILENAME\_MAX L\_ctermid L\_cuserid L\_tmpname TMP\_MAX

## TIME

### Constants

CLK\_TCK CLOCKS\_PER\_SEC

## UNISTD

### Constants

R\_OK SEEK\_CUR SEEK\_END SEEK\_SET STDIN\_FILENO STDOUT\_FILENO  
STDERR\_FILENO W\_OK X\_OK

## WAIT

### Constants

WNOHANG WUNTRACED  
WNOHANG

Do not suspend the calling process until a child process changes state but instead return immediately.

WUNTRACED

Catch stopped child processes.

### Macros

WIFEXITED WEXITSTATUS WIFSIGNALED WTERMSIG WIFSTOPPED WSTOPSIG  
WIFEXITED

WIFEXITED( \${^CHILD\_ERROR\_NATIVE} ) returns true if the child process exited normally (exit() or by falling off the end of main())

WEXITSTATUS

WEXITSTATUS( \${^CHILD\_ERROR\_NATIVE} ) returns the normal exit status of the child process (only meaningful if WIFEXITED( \${^CHILD\_ERROR\_NATIVE} ) is true)

WIFSIGNALED

WIFSIGNALED( \${^CHILD\_ERROR\_NATIVE} ) returns true if the child process terminated because of a signal

WTERMSIG

WTERMSIG( \${^CHILD\_ERROR\_NATIVE} ) returns the signal the child process terminated for (only meaningful if WIFSIGNALED( \${^CHILD\_ERROR\_NATIVE} ) is true)

WIFSTOPPED

WIFSTOPPED( \${^CHILD\_ERROR\_NATIVE} ) returns

true if the child process is currently stopped (can happen only if you specified the WUNTRACED flag to `waitpid()`)

WSTOPSIG

`WSTOPSIG( ${^CHILD_ERROR_NATIVE} )` returns the signal the child process was stopped for (only meaningful if `WIFSTOPPED( ${^CHILD_ERROR_NATIVE} )` is true)

## WINSOCK

(Windows only.)

Constants

WSAEINTR WSAEBADF WSAEACCES WSAEFAULT WSAEINVAL WSAEMFILE  
WSAEWOULDBLOCK WSAEINPROGRESS WSAEALREADY WSAENOTSOCK  
WSAEDSTADDRREQ WSAEMSGSIZE WSAEPROTOTYPE WSAENOPROTOOPT  
WSAEPROTONOSUPPORT WSAESOCKTNOSUPPORT WSAEOPNOTSUPP  
WSAEPFNOSUPPORT WSAEAFNOSUPPORT WSAEADDRINUSE WSAEADDRNOTAVAIL  
WSAENETDOWN WSAENETUNREACH WSAENETRESET WSAECONNABORTED  
WSAECONNRESET WSAENOBUFS WSAEISCONN WSAENOTCONN WSAESHUTDOWN  
WSAETOOMANYREFS WSAETIMEDOUT WSAECONNREFUSED WSAELOOP  
WSAENAMETOOLONG WSAEHOSTDOWN WSAEHOSTUNREACH WSAENOTEMPTY  
WSAEPROCLIM WSAEUSERS WSAEDQUOT WSAESTALE WSAEREMOTE WSAEDISCON  
WSAENOMORE WSAECANCELLED WSAEINVALIDPROCTABLE WSAEINVALIDPROVIDER  
WSAEPROVIDERFAILEDINIT WSAEREFUSED