

explain_raise_or_die(3)

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NAME

explain_raise_or_die – send a signal to the caller and report errors

SYNOPSIS

```
#include <libexplain/raise.h>

void explain_raise_or_die(int sig);
int explain_raise_on_error(int sig);
```

DESCRIPTION

The **explain_raise_or_die** function is used to call the *raise*(3) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain_raise*(3) function, and then the process terminates by calling `exit(EXIT_FAILURE)`.

The **explain_raise_on_error** function is used to call the *raise*(3) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain_raise*(3) function, but still returns to the caller.

sig The sig, exactly as to be passed to the *raise*(3) system call.

RETURN VALUE

The **explain_raise_or_die** function only returns on success, see *raise*(3) for more information. On failure, prints an explanation and exits, it does not return.

The **explain_raise_on_error** function always returns the value return by the wrapped *raise*(3) system call.

EXAMPLE

The **explain_raise_or_die** function is intended to be used in a fashion similar to the following example:

```
explain_raise_or_die(sig);
```

SEE ALSO

raise(3) send a signal to the caller
explain_raise(3)
 explain *raise*(3) errors
exit(2) terminate the calling process

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