

explain\_stime\_or\_die(3)

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**NAME**

explain\_stime\_or\_die – set system time and report errors

**SYNOPSIS**

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

void explain_stime_or_die(time_t *t);
int explain_stime_on_error(time_t *t);
```

**DESCRIPTION**

The **explain\_stime\_or\_die** function is used to call the *stime*(2) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain\_stime*(3) function, and then the process terminates by calling `exit(EXIT_FAILURE)`.

The **explain\_stime\_on\_error** function is used to call the *stime*(2) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain\_stime*(3) function, but still returns to the caller.

*t*           The *t*, exactly as to be passed to the *stime*(2) system call.

**RETURN VALUE**

The **explain\_stime\_or\_die** function only returns on success, see *stime*(2) for more information. On failure, prints an explanation and exits, it does not return.

The **explain\_stime\_on\_error** function always returns the value return by the wrapped *stime*(2) system call.

**EXAMPLE**

The **explain\_stime\_or\_die** function is intended to be used in a fashion similar to the following example:

```
explain_stime_or_die(t);
```

**SEE ALSO**

*stime*(2)   set system time  
*explain\_stime*(3)  
          explain *stime*(2) errors  
*exit*(2)   terminate the calling process

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