

`explain_usleep_or_die(3)``explain_usleep_or_die(3)`

## NAME

`explain_usleep_or_die` – suspend execution for ms intervals and report errors

## SYNOPSIS

```
#include <libexplain/usleep.h>
void explain_usleep_or_die(long long usec);
int explain_usleep_on_error(long long usec);
```

## DESCRIPTION

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

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

*usec*      The usec, exactly as to be passed to the *usleep(3)* system call.

## RETURN VALUE

The **explain\_usleep\_or\_die** function only returns on success, see *usleep(3)* for more information. On failure, prints an explanation and exits, it does not return.

The **explain\_usleep\_on\_error** function always returns the value return by the wrapped *usleep(3)* system call.

## EXAMPLE

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

```
explain_usleep_or_die(usec);
```

## SEE ALSO

*usleep(3)*  
suspend execution for microsecond intervals  
*explain\_usleep(3)*  
explain *usleep(3)* errors  
*exit(2)*   terminate the calling process

## COPYRIGHT

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