NAME

pthread_detach − put a running thread in the detached state

SYNOPSIS

#include <pthread.h>

int pthread_detach(pthread_t *th***);**

DESCRIPTION

pthread_detach put the thread *th* in the detached state. This guarantees that the memory resources consumed by *th* will be freed immediately when *th* terminates. However, this prevents other threads from synchronizing on the termination of *th* using **pthread_join**.

A thread can be created initially in the detached state, using the **detachstate** attribute to **pthread_create**(3). In contrast, **pthread_detach** applies to threads created in the joinable state, and which need to be put in the detached state later.

After **pthread_detach** completes, subsequent attempts to perform **pthread_join** on *th* will fail. If another thread is already joining the thread *th* at the time **pthread_detach** is called, **pthread_detach** does nothing and leaves *th* in the joinable state.

RETURN VALUE

On success, 0 is returned. On error, a non-zero error code is returned.

ERRORS

ESRCH
: No thread could be found corresponding to that specified by *th*

EINVAL
: the thread *th* is already in the detached state

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SEE ALSO

pthread_create(3), **pthread_join**(3), **pthread_attr_setdetachstate**(3)