

**NAME**

**fegetenv**, **feholdexcept**, **fesetenv**, **feupdateenv** - floating-point environment save and restore

**LIBRARY**

Math Library (libm, -lm)

**SYNOPSIS**

```
#include <fenv.h>
```

```
#pragma STDC FENV_ACCESS ON
```

```
int
```

```
fegetenv(fenv_t *envp);
```

```
int
```

```
feholdexcept(fenv_t *envp);
```

```
int
```

```
fesetenv(const fenv_t *envp);
```

```
int
```

```
feupdateenv(const fenv_t *envp);
```

**DESCRIPTION**

The floating-point environment includes exception flags and masks, the current rounding mode, and other architecture-specific settings. However, it does not include the floating-point register file.

The **fegetenv**() function stores the current floating-point environment in the object pointed to by *envp*, whereas **feholdexcept**() saves the current environment, then clears all exception flags and masks all floating-point exceptions.

The **fesetenv**() function restores a previously saved environment. The **feupdateenv**() function restores a saved environment as well, but it also raises any exceptions that were set in the environment it replaces.

The **feholdexcept**() function is often used with **feupdateenv**() or **fesetenv**() to suppress spurious exceptions that occur as a result of intermediate computations. An example in `fenv(3)` demonstrates how to do this.

**RETURN VALUES**

The **fegetenv**(), **feholdexcept**(), **fesetenv**(), and **feupdateenv**() functions return 0 if they succeed, and

non-zero otherwise.

### SEE ALSO

feclearexcept(3), fenv(3), feraiseexcept(3), fesetenv(3), fetestexcept(3), fpgetmask(3), fpgetprec(3), fpsetmask(3), fpsetprec(3)

### STANDARDS

The **fesetenv()**, **fehldexcept()**, **fesetenv()**, and **feupdateenv()** functions conform to ISO/IEC 9899:1999 ("ISO C99").

### HISTORY

These routines first appeared in FreeBSD 5.3.