NAME

store, **subyte**, **suword** - store data to user-space

SYNOPSIS

#include <sys/types.h>
#include <sys/time.h>
#include <sys/systm.h>

int
subyte(*volatile void *base*, *int byte*);

int
suword(*volatile void *base*, *long word*);

int
suword16(*volatile void *base*, *int word*);

int
suword32(*volatile void *base*, *int32_t word*);

int
suword64(*volatile void *base*, *int64_t word*);

DESCRIPTION

The **store** functions are designed to copy small amounts of data to user-space. If the user address is naturally aligned, then the operation will be performed atomically. Otherwise it may fail or be performed non-atomically, depending on the platform.

The **store** routines provide the following functionality:

subyte()   Stores a byte of data to the user-space address *base*.

suword()   Stores a word of data to the user-space address *base*.

suword16() Stores 16 bits of data to the user-space address *base*.

suword32() Stores 32 bits of data to the user-space address *base*.

suword64() Stores 64 bits of data to the user-space address *base*.

RETURN VALUES

The **store** functions return 0 on success or -1 on failure.

SEE ALSO

copy(9), fetch(9)