

NAME

`unw_get_fpreg` -- get contents of floating-point register

SYNOPSIS

```
#include <libunwind.h>
```

```
int unw_get_fpreg(unw_cursor_t *cp, unw_regnum_t reg, unw_fpreg_t *valp);
```

DESCRIPTION

The `unw_get_fpreg()` routine reads the value of floating-point register `reg` in the stack frame identified by cursor `cp` and stores the value in the variable pointed to by `valp`.

The register numbering is target-dependent and described in separate manual pages (e.g., `libunwind-ia64(3)` for the IA-64 target). Furthermore, the exact set of accessible registers may depend on the type of frame that `cp` is referring to. For ordinary stack frames, it is normally possible to access only the preserved (“callee-saved”) registers and frame-related registers (such as the stack-pointer). However, for signal frames (see `unw_is_signal_frame(3)`), it is usually possible to access all registers.

Note that `unw_get_fpreg()` can only read the contents of floating-point registers. See `unw_get_fpreg(3)` for a way to read registers which fit in a single word.

RETURN VALUE

On successful completion, `unw_get_fpreg()` returns 0. Otherwise the negative value of one of the error-codes below is returned.

THREAD AND SIGNAL SAFETY

`unw_get_fpreg()` is thread-safe as well as safe to use from a signal handler.

ERRORS

`UNW_EUNSPEC`

An unspecified error occurred.

`UNW_EBADREG`

An attempt was made to read a register that is either invalid or not accessible in the current frame.

In addition, `unw_get_fpreg()` may return any error returned by the `access_mem()`, `access_reg()`, and `access_fpreg()` call-backs (see `unw_create_addr_space(3)`).

SEE ALSO

`libunwind(3)`, `libunwind-ia64(3)`, `unw_get_reg(3)`, `unw_is_fpreg(3)`, `unw_is_signal_frame(3)`,

unw_set_fpreg(3)

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