

NAME

unw_regname -- get register name

SYNOPSIS

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

```
const char *unw_regname(unw_regnum_t regnum);
```

DESCRIPTION

The `unw_regname()` routine returns a printable name for register `regnum`. If `regnum` is an invalid or otherwise unrecognized register number, a string consisting of three question marks is returned. The returned string is statically allocated and therefore guaranteed to remain valid until the application terminates.

RETURN VALUE

The `unw_regname()` routine cannot fail and always returns a valid (non-NULL) string.

THREAD AND SIGNAL SAFETY

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

SEE ALSO

libunwind(3)

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