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# Rocky Enterprise Linux 9.2 Manual Pages on command 'getcontext.3'

## \$ man getcontext.3

GETCONTEXT(3)

Linux Programmer's Manual

**GETCONTEXT(3)** 

NAME

getcontext, setcontext - get or set the user context

#### **SYNOPSIS**

#include <ucontext.h>

int getcontext(ucontext\_t \*ucp);

int setcontext(const ucontext\_t \*ucp);

# **DESCRIPTION**

In a System V-like environment, one has the two types mcontext\_t and ucontext\_t defined in <ucontext.h> and the four functions getcontext(), setcontext(), makecontext(3), and swapcontext(3) that allow user-level context switching between multiple threads of control within a process.

The mcontext\_t type is machine-dependent and opaque. The ucontext\_t type is a structure that has at least the following fields:

typedef struct ucontext\_t {

struct ucontext\_t \*uc\_link;

sigset\_t

uc\_sigmask;

stack\_t

uc\_stack;

mcontext t uc mcontext;

...

} ucontext\_t;

with sigset\_t and stack\_t defined in <signal.h>. Here uc\_link points to the context that will be resumed when the current context terminates (in case the current context was created using makecontext(3)), uc\_sig? mask is the set of signals blocked in this context (see sigproc? mask(2)), uc\_stack is the stack used by this context (see sigalt? stack(2)), and uc\_mcontext is the machine-specific representation of the saved context, that includes the calling thread's machine regis? ters.

The function getcontext() initializes the structure pointed to by ucp to the currently active context.

The function setcontext() restores the user context pointed to by ucp.

A successful call does not return. The context should have been ob? tained by a call of getcontext(), or makecontext(3), or received as the third argument to a signal handler (see the discussion of the SA\_SIG? INFO flag in sigaction(2)).

If the context was obtained by a call of getcontext(), program execu? tion continues as if this call just returned.

If the context was obtained by a call of makecontext(3), program execu? tion continues by a call to the function func specified as the second argument of that call to makecontext(3). When the function func re? turns, we continue with the uc\_link member of the structure ucp speci? fied as the first argument of that call to makecontext(3). When this member is NULL, the thread exits.

If the context was obtained by a call to a signal handler, then old standard text says that "program execution continues with the program instruction following the instruction interrupted by the signal". How? ever, this sentence was removed in SUSv2, and the present verdict is "the result is unspecified".

### **RETURN VALUE**

turn. On error, both return -1 and set errno appropriately.

#### **ERRORS**

None defined.

#### **ATTRIBUTES**

For an explanation of the terms used in this section, see at? tributes(7).

?Interface ? Attribute ? Value ?

?getcontext(), setcontext() ? Thread safety ? MT-Safe race:ucp ?

#### **CONFORMING TO**

SUSv2, POSIX.1-2001. POSIX.1-2008 removes the specification of getcon? text(), citing portability issues, and recommending that applications be rewritten to use POSIX threads instead.

#### **NOTES**

The earliest incarnation of this mechanism was the setjmp(3)/longjmp(3) mechanism. Since that does not define the handling of the signal con? text, the next stage was the sigsetjmp(3)/siglongjmp(3) pair. The present mechanism gives much more control. On the other hand, there is no easy way to detect whether a return from getcontext() is from the first call, or via a setcontext() call. The user has to invent their own bookkeeping device, and a register variable won't do since regis? ters are restored.

When a signal occurs, the current user context is saved and a new con? text is created by the kernel for the signal handler. Do not leave the handler using longjmp(3): it is undefined what would happen with con? texts. Use siglongjmp(3) or setcontext() instead.

### SEE ALSO

sigaction(2), sigaltstack(2), sigprocmask(2), longjmp(3), makecon? text(3), sigsetjmp(3), signal(7)

# **COLOPHON**

description of the project, information about reporting bugs, and the latest version of this page, can be found at https://www.kernel.org/doc/man-pages/.

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