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Red Hat Enterprise Linux Release 9.2 Manual Pages on 'setjmp.3p' command

$ man setjmp.3p

SETJMP(3P) POSIX Programmer's Manual SETJMP(3P)

PROLOG

This manual page is part of the POSIX Programmer's Manual. The Linux implementation of this interface may differ (consult the corresponding Linux manual page for details of Linux behavior), or the interface may not be implemented on Linux.

NAME

setjmp ? set jump point for a non-local goto

SYNOPSIS

#include <setjmp.h>

int setjmp(jmp_buf env);

DESCRIPTION

The functionality described on this reference page is aligned with the ISO C standard. Any conflict between the requirements described here and the ISO C standard is unintentional. This volume of POSIX.1?2017 defers to the ISO C standard.

A call to setjmp() shall save the calling environment in its env argu? ment for later use by longjmp().

It is unspecified whether setjmp() is a macro or a function. If a macro definition is suppressed in order to access an actual function, or a program defines an external identifier with the name setjmp, the behav? ior is undefined.

An application shall ensure that an invocation of setjmp() appears in

one of the following contexts only:

* The entire controlling expression of a selection or iteration statement
* One operand of a relational or equality operator with the other op? erand an integral constant expression, with the resulting expres? sion being the entire controlling expression of a selection or it? eration statement
* The operand of a unary '!' operator with the resulting expression being the entire controlling expression of a selection or iteration
* The entire expression of an expression statement (possibly cast to void)

If the invocation appears in any other context, the behavior is unde? fined.

RETURN VALUE

If the return is from a direct invocation, setjmp() shall return 0. If the return is from a call to longjmp(), setjmp() shall return a non-zero value.

ERRORS

No errors are defined.

The following sections are informative.

EXAMPLES

None.

APPLICATION USAGE

In general, sigsetjmp() is more useful in dealing with errors and in? terrupts encountered in a low-level subroutine of a program.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

longjmp(), sigsetjmp()

The Base Definitions volume of POSIX.1?2017, <setjmp.h>

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