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# Rocky Enterprise Linux 9.2 Manual Pages on command 'malloc\_set\_state.3'

## \$ man malloc\_set\_state.3

MALLOC\_GET\_STATE(3)

Linux Programmer's Manual

MALLOC\_GET\_STATE(3)

### NAME

malloc\_get\_state, malloc\_set\_state - record and restore state of malloc implementation

### **SYNOPSIS**

#include <malloc.h>
void \*malloc\_get\_state(void);
int malloc\_set\_state(void \*state);

#### **DESCRIPTION**

Note: these function are removed in glibc version 2.25.

The malloc\_get\_state() function records the current state of all mal? loc(3) internal bookkeeping variables (but not the actual contents of the heap or the state of malloc\_hook(3) functions pointers). The state is recorded in a system-dependent opaque data structure dynamically al? located via malloc(3), and a pointer to that data structure is returned as the function result. (It is the caller's responsibility to free(3) this memory.)

The malloc\_set\_state() function restores the state of all malloc(3) in?

ternal bookkeeping variables to the values recorded in the opaque data structure pointed to by state.

#### **RETURN VALUE**

On success, malloc\_get\_state() returns a pointer to a newly allocated opaque data structure. On error (for example, memory could not be al? located for the data structure), malloc\_get\_state() returns NULL.

On success, malloc\_set\_state() returns 0. If the implementation de? tects that state does not point to a correctly formed data structure, malloc\_set\_state() returns -1. If the implementation detects that the version of the data structure referred to by state is a more recent version than this implementation knows about, malloc\_set\_state() re? turns -2.

### **ATTRIBUTES**

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

?Interface ? Attribute ? Value ?

?malloc\_get\_state(), ? Thread safety ? MT-Safe ?

?malloc\_set\_state() ? ? ?

#### **CONFORMING TO**

These functions are GNU extensions.

#### **NOTES**

These functions are useful when using this malloc(3) implementation as part of a shared library, and the heap contents are saved/restored via some other method. This technique is used by GNU Emacs to implement its "dumping" function.

Hook function pointers are never saved or restored by these functions, with two exceptions: if malloc checking (see mallopt(3)) was in use when malloc\_get\_state() was called, then malloc\_set\_state() resets mal? loc checking hooks if possible; if malloc checking was not in use in the recorded state, but the caller has requested malloc checking, then

the hooks are reset to 0.

# SEE ALSO

malloc(3), mallopt(3)

# COLOPHON

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