NAME

addseverity − introduce new severity classes

SYNOPSIS

#include <fmtmsg.h>

int addseverity(int *severity***, const char ****s***);**

Feature Test Macro Requirements for glibc (see **feature_test_macros**(7)):

addseverity():
Since glibc 2.19:
_DEFAULT_SOURCE
Glibc 2.19 and earlier:
_SVID_SOURCE

DESCRIPTION

This function allows the introduction of new severity classes which can be addressed by the *severity* argument of the **fmtmsg**(3) function. By default, that function knows only how to print messages for severity 0-4 (with strings (none), HALT, ERROR, WARNING, INFO). This call attaches the given string *s* to the given value *severity*. If *s* is NULL, the severity class with the numeric value *severity* is removed. It is not possible to overwrite or remove one of the default severity classes. The severity value must be nonnegative.

RETURN VALUE

Upon success, the value **MM_OK** is returned. Upon error, the return value is **MM_NOTOK**. Possible errors include: out of memory, attempt to remove a nonexistent or default severity class.

VERSIONS

addseverity() is provided in glibc since version 2.1.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
addseverity()	Thread safety	MT-Safe

CONFORMING TO

This function is not specified in the X/Open Portability Guide although the **fmtmsg**(3) function is. It is available on System V systems.

NOTES

New severity classes can also be added by setting the environment variable **SEV_LEVEL**.

SEE ALSO

fmtmsg(3)

COLOPHON

This page is part of release 5.02 of the Linux *man-pages* project. A 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/.