

**NAME**

`get_thread_area` – Get a Thread Local Storage (TLS) area

**SYNOPSIS**

```
#include <linux/unistd.h>
#include <asm/ldt.h>
```

```
int get_thread_area(struct user_desc *u_info);
```

**DESCRIPTION**

`get_thread_area()` returns an entry in the current thread's Thread Local Storage (TLS) array. The index of the entry corresponds to the value of `u_info->entry_number`, passed in by the user. If the value is in bounds, `get_thread_area()` copies the corresponding TLS entry into the area pointed to by `u_info`.

**RETURN VALUE**

`get_thread_area()` returns 0 on success. Otherwise, it returns -1 and sets *errno* appropriately.

**ERRORS****EFAULT**

`u_info` is an invalid pointer.

**EINVAL**

`u_info->entry_number` is out of bounds.

**VERSIONS**

A version of `get_thread_area()` first appeared in Linux 2.5.32.

**CONFORMING TO**

`get_thread_area()` is Linux-specific and should not be used in programs that are intended to be portable.

**NOTES**

Glibc does not provide a wrapper for this function; call it using `syscall(2)`.

**SEE ALSO**

`modify_ldt(2)`, `set_thread_area(2)`

**COLOPHON**

This page is part of release 3.22 of the Linux *man-pages* project. A description of the project, and information about reporting bugs, can be found at <http://www.kernel.org/doc/man-pages/>.