NAME

set_thread_area − Set a Thread Local Storage (TLS) area

SYNOPSIS

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

int set_thread_area(struct user_desc ****u_info*);**

DESCRIPTION

set_thread_area() sets an entry in the current thread's Thread Local Storage (TLS) array. The TLS array entry set by **set_thread_area**() corresponds to the value of *u_info−>entry_number* passed in by the user. If this value is in bounds, **set_thread_area**() copies the TLS descriptor pointed to by *u_info* into the thread's TLS array.

When **set_thread_area**() is passed an *entry_number* of −1, it uses a free TLS entry. If **set_thread_area**() finds a free TLS entry, the value of *u_info−>entry_number* is set upon return to show which entry was changed.

RETURN VALUE

set_thread_area() returns 0 on success, and −1 on failure, with *errno* set appropriately.

ERRORS

EINVAL
u_info−>entry_number is out of bounds.

EFAULT
u_info is an invalid pointer.

ESRCH
A free TLS entry could not be located.

VERSIONS

A version of **set_thread_area**() first appeared in Linux 2.5.29.

CONFORMING TO

set_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

get_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/.