

ADDSEVERITY(3)

ADDSEVERITY(3) Linux Programmer's Manual ADDSEVERITY(3)

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(): `_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 latter function only knows 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.

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 3.54 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/>.

2008-06-14 GNU
