Personality Routine

```
_Unwind_Reason_Code (*__gxx_personality_v0)
 (int version,
  _Unwind_Action actions,
  uint64 exceptionClass,
  struct _Unwind_Exception *exceptionObject,
  struct _Unwind_Context *context);
```

Always 1

Personality Routine

```c
_Unwind_Reason_Code (*__gxx_personality_v0)
  (int version,
   _Unwind_Action actions,
   uint64 exceptionClass,
   struct _Unwind_Exception *exceptionObject,
   struct _Unwind_Context *context);
```

```c
typedef int _Unwind_Action;
#define _UA_SEARCH_PHASE     1
#define _UA_CLEANUP_PHASE    2
#define _UA_HANDLER_FRAME    4
#define _UA_FORCE_UNWIND     8
#define _UA_END_OF_STACK    16
```