

Personality Routine

```
Unwind Reason Code (* personality routine)
 (int version,
  Unwind Action actions,
  uint64 exceptionClass,
  struct Unwind Exception *exceptionObject,
  struct Unwind Context *context);
```

Let's look at c++/libacc

gxx personality v0



Personality Routine

```
___gxx_personality_v0
_Unwind_Reason_Code (*__personality_routine)
  (int version,
    __Unwind_Action actions,
    uint64 exceptionClass,
    struct _Unwind_Exception *exceptionObject,
    struct _Unwind_Context *context);
```

Let's look at c++/libgcc

Personality Routine

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

```
typedef enum
  URC NO REASON = 0,
 URC_FOREIGN_EXCEPTION_CAUGHT = 1,
  URC FATAL PHASE2 ERROR = 2,
  URC FATAL PHASE1 ERROR = 3,
  URC NORMAL STOP = 4,
  URC END OF STACK = 5,
  URC HANDLER FOUND = 6,
  _URC_INSTALL_CONTEXT = 7,
  _URC_CONTINUE_UNWIND = 8
} Unwind Reason Code;
```