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
struct _Unwind_Exception {
  uint64                    exception_class;
  _Unwind_Exception_Cleanup_Fn exception_cleanup;
  uint64                    private_1;
  uint64                    private_2;
};
```

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

cleanup after exception handling

```c
struct _Unwind_Exception {
  uint64       exception_class;
  _Unwind_Exception_Cleanup_Fn exception_cleanup;
  uint64       private_1;
  uint64       private_2;
};
```