



Encodings

0

x

1

4

0: absolute

1: relative (PC)

3: relative (.eh\_frame\_hdr)

2: uint16\_t  
3: uint32\_t  
4: uint64\_t

A: int16\_t  
B: int32\_t  
C: int64\_t

1: uleb128\_t

9: sleb128\_t

0x

Omit

# Encodings

0x14

0: absolute

1: relative (PC)

3: relative (.eh\_frame\_hdr)

1: uleb128\_t

2: uint16\_t

3: uint32\_t

4: uint64\_t

9: sleb128\_t

A: int16\_t

B: int32\_t

C: int64\_t

0xFF

Omit



# Summary: Personality Routine

- Invoked multiple times during unwinding
- LSDA & Exception object provide data
- Action defines what to do
  - Multiple Phases