

Personality Routine

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

Multiple Phases

```
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
```

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Deal with found frame

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