


```
_Unwind_Reason_Code (*__gxx_personality_v0)  
    (int version,  
     _Unwind_Action actions,  
     uint64_t exceptionClass,  
     struct _Unwind_Exception *exceptionObject,  
     struct _Unwind_Context *context);
```



UJA_CLEANUP_PHASE | UJA_HANDLER_FRAME

Unwinding-Phase2

`_UA_HANDLER_FRAME`







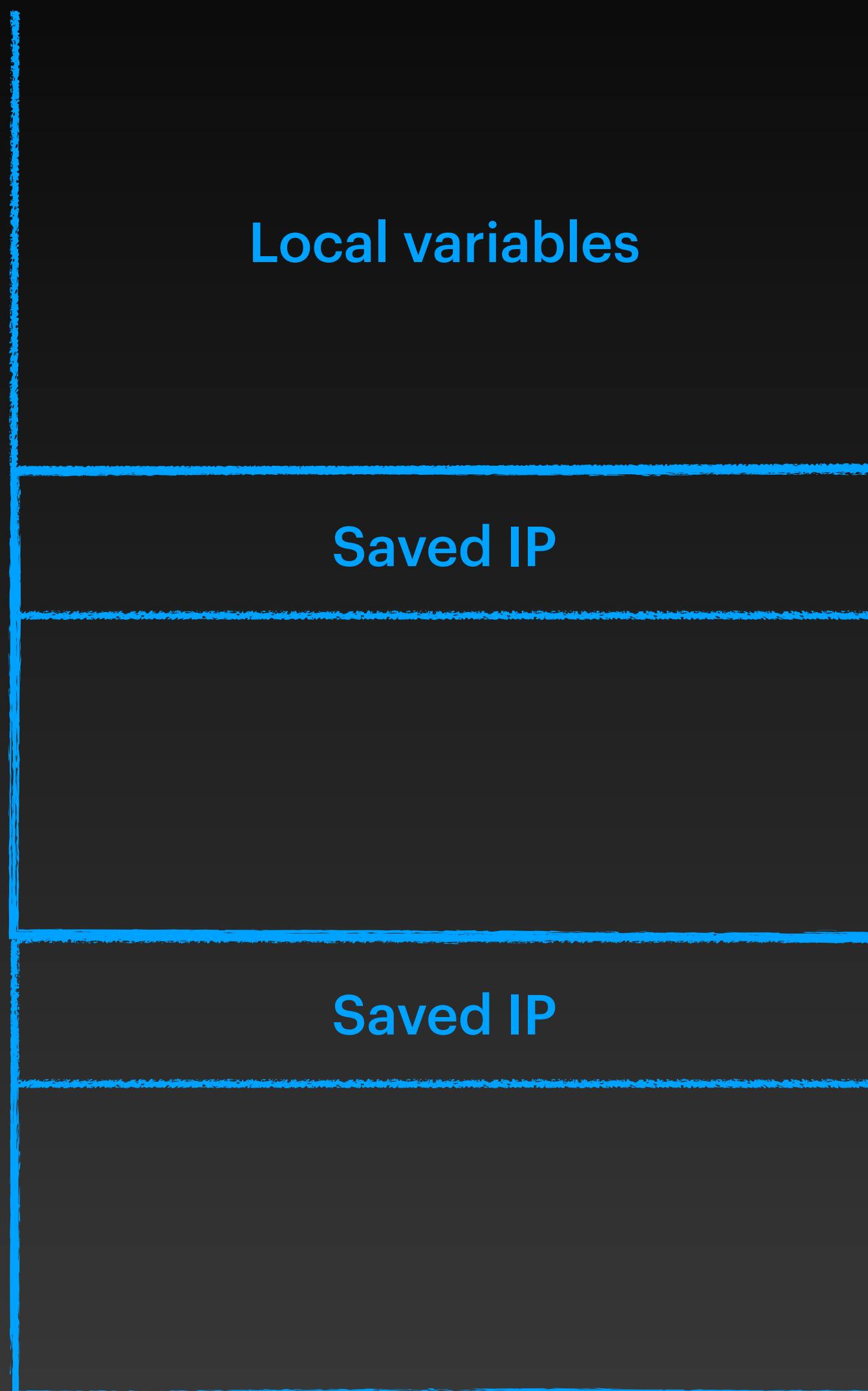
Local variables



Saved IP

Saved IP

Unwinding - Phase2



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

`_UA_CLEANUP_PHASE` | `_UA_HANDLER_FRAME`

- `_UA_HANDLER_FRAME` to indicate found handler frame
- Will install context of landing pad

Landing Pads

```
catch (...) {  
    cout << "is what we're talking about!"  
    << endl;  
}
```