

**NAME**

**fegetround**, **fesetround** - floating-point rounding control

**LIBRARY**

Math Library (libm, -lm)

**SYNOPSIS**

```
#include <fenv.h>
```

```
#pragma STDC FENV_ACCESS ON
```

```
int
```

```
fegetround(void);
```

```
int
```

```
fesetround(int round);
```

**DESCRIPTION**

The **fegetround()** function determines the current floating-point rounding mode, and the **fesetround()** function sets the current rounding mode to *round*. The rounding mode is one of FE\_TONEAREST, FE\_DOWNWARD, FE\_UPWARD, or FE\_TOWARDZERO, as described in fenv(3).

**RETURN VALUES**

The **fegetround()** routine returns the current rounding mode. The **fesetround()** function returns 0 on success and non-zero otherwise; however, the present implementation always succeeds.

**SEE ALSO**

fenv(3), fpgetround(3), fpsetround(3)

**STANDARDS**

The **fegetround()** and **fesetround()** functions conform to ISO/IEC 9899:1999 ("ISO C99").

**HISTORY**

These routines first appeared in FreeBSD 5.3. They supersede the non-standard fpgetround(3) and fpsetround(3) functions.