

**NAME**

**store**, **subyte**, **suword** - store data to user-space

**SYNOPSIS**

```
#include <sys/types.h>
```

```
#include <sys/time.h>
```

```
#include <sys/system.h>
```

*int*

```
subyte(volatile void *base, int byte);
```

*int*

```
suword(volatile void *base, long word);
```

*int*

```
suword16(volatile void *base, int word);
```

*int*

```
suword32(volatile void *base, int32_t word);
```

*int*

```
suword64(volatile void *base, int64_t word);
```

**DESCRIPTION**

The **store** functions are designed to copy small amounts of data to user-space. If the user address is naturally aligned, then the operation will be performed atomically. Otherwise it may fail or be performed non-atomically, depending on the platform.

The **store** routines provide the following functionality:

**subyte()** Stores a byte of data to the user-space address *base*.

**suword()** Stores a word of data to the user-space address *base*.

**suword16()** Stores 16 bits of data to the user-space address *base*.

**suword32()** Stores 32 bits of data to the user-space address *base*.

**suword64()** Stores 64 bits of data to the user-space address *base*.

**RETURN VALUES**

The **store** functions return 0 on success or -1 on failure.

**SEE ALSO**

copy(9), fetch(9)