

**NAME**

**sysdecode\_syscallnames** - lookup name of system calls

**LIBRARY**

System Argument Decoding Library (libsysdecode, -lsysdecode)

**SYNOPSIS**

```
#include <sysdecode.h>
```

```
const char *
```

```
sysdecode_syscallnames(enum sysdecode_abi abi, unsigned int code);
```

**DESCRIPTION**

This function returns a pointer to the name of a system call identified by *code* for the process ABI *abi*.

If *code* specifies an unknown system call or *abi* is an unsupported ABI, **sysdecode\_syscallnames** returns NULL.

For the list of supported ABIs, see `sysdecode(3)`.

**RETURN VALUES**

The **sysdecode\_syscallnames** function returns a pointer to a string on success or NULL if either *code* or *ABI* is invalid .

**SEE ALSO**

`sysdecode(3)`, `sysdecode_abi_to_freebsd_errno(3)`