

**NAME**

unw\_is\_fpreg -- check if a register is a floating-point register

**SYNOPSIS**

```
#include <libunwind.h>
```

```
int unw_is_fpreg(unw_regnum_t reg);
```

**DESCRIPTION**

The `unw_is_fpreg()` routine checks whether register number `reg` is a floating-point register.

This routine is normally implemented as a macro and applications should not attempt to take its address.

**RETURN VALUE**

The `unw_is_fpreg()` routine returns a non-zero value if `reg` is a floating-point register. Otherwise, it returns a value of 0.

**THREAD AND SIGNAL SAFETY**

`unw_is_fpreg()` is thread safe as well as safe to use from a signal handler.

**SEE ALSO**

`libunwind(3libunwind)`, `unw_get_reg(3libunwind)`, `unw_set_reg(3libunwind)`,  
`unw_get_fpreg(3libunwind)`, `unw_set_fpreg(3libunwind)`

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