

**NAME**

unw\_regname -- get register name

**SYNOPSIS**

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

```
const char *unw_regname(unw_regnum_t regnum);
```

**DESCRIPTION**

The `unw_regname()` routine returns a printable name for register `regnum`. If `regnum` is an invalid or otherwise unrecognized register number, a string consisting of three question marks is returned. The returned string is statically allocated and therefore guaranteed to remain valid until the application terminates.

**RETURN VALUE**

The `unw_regname()` routine cannot fail and always returns a valid (non-NULL) string.

**THREAD AND SIGNAL SAFETY**

The `unw_regname()` routine is thread safe as well as safe to use from a signal handler.

**SEE ALSO**

libunwind(3libunwind)

**AUTHOR**

David Mosberger-Tang

Email: [dmosberger@gmail.com](mailto:dmosberger@gmail.com)

WWW: <http://www.nongnu.org/libunwind/>.