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)

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