

**NAME**

*setjmp*, *longjmp* — non-local goto

**SYNOPSIS**

```
#include <setjmp.h>
int setjmp (env)
jmp_buf env;
longjmp (env, val)
jmp_buf env;
```

**DESCRIPTION**

These routines are useful for dealing with errors and interrupts encountered in a low-level subroutine of a program.

*Setjmp* saves its stack environment in *env* for later use by *longjmp*. It returns value 0.

*Longjmp* restores the environment saved by the last call of *setjmp*. It then returns in such a way that execution continues as if the call of *setjmp* had just returned the value *val* to the function that invoked *setjmp*, which must not itself have returned in the interim. All accessible data have values as of the time *longjmp* was called.

**SEE ALSO**

signal(2)