

```

1: #ifndef _PROC_UCONTEXT_H      /* wrapper symbol for kernel use */
2: #define _PROC_UCONTEXT_H      /* subject to change without notice */
3:
4: #ident      "@(#)kern-i386:proc/ucontext.h      1.1"
5: #ident      "$Header: $"
6:
7: #if defined(__cplusplus)
8: extern "C" {
9:
10: #endif
11:
12: #ifdef _KERNEL_HEADERS
13:
14: #include <util/types.h>      /* REQUIRED */
15: #include <proc/regset.h>    /* REQUIRED */
16: #include <proc/signal.h>    /* REQUIRED */
17:
18: #elif defined(_KERNEL) || defined(_KMEMUSER)
19:
20: #include <sys/types.h>      /* REQUIRED */
21: #include <sys/regset.h>    /* REQUIRED */
22: #include <sys/signal.h>    /* REQUIRED */
23:
24: #else
25:
26: #include <sys/types.h> /* SVR4.0COMPAT */
27: #include <sys/regset.h> /* SVR4.0COMPAT */
28: #include <sys/signal.h> /* SVR4.0COMPAT */
29:
30: #endif /* _KERNEL_HEADERS */
31:
32: typedef struct {
33:     gregset_t    gregs;      /* general register set */
34:     fpregset_t   fregs;      /* floating point register set */
35: } mcontext_t;
36:
37: typedef struct ucontext {
38:     u_long        uc_flags;
39:     struct ucontext *uc_link;
40:     sigset_t      uc_sigmask;
41:     stack_t       uc_stack;
42:     mcontext_t    uc_mcontext;
43:     void          *uc_privatedatap;
44:     long          uc_filler[4]; /* pad the structure to 512 bytes */
45: } ucontext_t;
46:
47: #define GETCONTEXT      0
48: #define SETCONTEXT      1
49:
50: /*
51:  * values for uc_flags
52:  * these are implementation dependent flags, that should be hidden
53:  * from the user interface, defining which elements of ucontext
54:  * are valid, and should be restored on call to setcontext
55:  */
56:
57: ...
58: #endif /* _PROC_UCONTEXT_H */

```

```

1: #ifndef _ASMi386_UCONTEXT_H
2: #define _ASMi386_UCONTEXT_H
3:
4: struct ucontext {
5:     unsigned long    uc_flags;
6:     struct ucontext *uc_link;
7:     stack_t          uc_stack;
8:     struct sigcontext uc_mcontext;
9:     sigset_t         uc_sigmask; /* mask last for extensibility */
10: };
11:
12: #endif /* !_ASMi386_UCONTEXT_H */

```