

NAME

addseverity – introduce new severity classes

LIBRARY

Standard C library (*libc*, *-lc*)

SYNOPSIS

```
#include <fmtmsg.h>
```

```
int addseverity(int severity, const char *s);
```

Feature Test Macro Requirements for glibc (see **feature_test_macros(7)**):

addseverity():

Since glibc 2.19:

 _DEFAULT_SOURCE

glibc 2.19 and earlier:

 _SVID_SOURCE

DESCRIPTION

This function allows the introduction of new severity classes which can be addressed by the *severity* argument of the **fmtmsg(3)** function. By default, that function knows only how to print messages for severity 0-4 (with strings (none), HALT, ERROR, WARNING, INFO). This call attaches the given string *s* to the given value *severity*. If *s* is NULL, the severity class with the numeric value *severity* is removed. It is not possible to overwrite or remove one of the default severity classes. The severity value must be nonnegative.

RETURN VALUE

Upon success, the value **MM_OK** is returned. Upon error, the return value is **MM_NOTOK**. Possible errors include: out of memory, attempt to remove a nonexistent or default severity class.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes(7)**.

Interface	Attribute	Value
addseverity()	Thread safety	MT-Safe

STANDARDS

GNU.

HISTORY

glibc 2.1. System V.

NOTES

New severity classes can also be added by setting the environment variable **SEV_LEVEL**.

SEE ALSO

fmtmsg(3)