

**NAME**

`error`, `error_at_line`, `error_message_count`, `error_one_per_line`, `error_print_progname` – glibc error reporting functions

**SYNOPSIS**

```
#include <error.h>

void error(int status, int errnum, const char *format, ...);
void error_at_line(int status, int errnum, const char *filename,
                  unsigned int linenum, const char *format, ...);

extern unsigned int error_message_count;
extern int error_one_per_line;
extern void (*error_print_progname) (void);
```

**DESCRIPTION**

**error()** is a general error-reporting function. It flushes *stdout*, and then outputs to *stderr* the program name, a colon and a space, the message specified by the [printf\(3\)](#)-style format string *format*, and, if *errnum* is nonzero, a second colon and a space followed by the string given by *strerror(errnum)*. Any arguments required for *format* should follow *format* in the argument list. The output is terminated by a newline character.

The program name printed by **error()** is the value of the global variable [program\\_invocation\\_name\(3\)](#). *program\_invocation\_name* initially has the same value as *main()*'s *argv[0]*. The value of this variable can be modified to change the output of **error()**.

If *status* has a nonzero value, then **error()** calls [exit\(3\)](#) to terminate the program using the given value as the exit status.

The **error\_at\_line()** function is exactly the same as **error()**, except for the addition of the arguments *filename* and *linenum*. The output produced is as for **error()**, except that after the program name are written: a colon, the value of *filename*, a colon, and the value of *linenum*. The preprocessor values `__LINE__` and `__FILE__` may be useful when calling **error\_at\_line()**, but other values can also be used. For example, these arguments could refer to a location in an input file.

If the global variable *error\_one\_per\_line* is set nonzero, a sequence of **error\_at\_line()** calls with the same value of *filename* and *linenum* will result in only one message (the first) being output.

The global variable *error\_message\_count* counts the number of messages that have been output by **error()** and **error\_at\_line()**.

If the global variable *error\_print\_progname* is assigned the address of a function (i.e., is not NULL), then that function is called instead of prefixing the message with the program name and colon. The function should print a suitable string to *stderr*.

**ATTRIBUTES**

For an explanation of the terms used in this section, see [attributes\(7\)](#).

Interface	Attribute	Value
<b>error()</b>	Thread safety	MT-Safe locale
<b>error_at_line()</b>	Thread safety	MT-Unsafe race: error_at_line/error_one_per_line locale

The internal *error\_one\_per\_line* variable is accessed (without any form of synchronization, but since it's an *int* used once, it should be safe enough) and, if *error\_one\_per\_line* is set nonzero, the internal static variables (not exposed to users) used to hold the last printed filename and line number are accessed and modified without synchronization; the update is not atomic and it occurs before disabling cancellation, so it can be interrupted only after one of the two variables is modified. After that, **error\_at\_line()** is very much like **error()**.

**CONFORMING TO**

These functions and variables are GNU extensions, and should not be used in programs intended to be portable.

**SEE ALSO**

[err\(3\)](#), [errno\(3\)](#), [exit\(3\)](#), [perror\(3\)](#), [program\\_invocation\\_name\(3\)](#), [strerror\(3\)](#)

**COLOPHON**

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