

NAME

`get_thread_area` - get a thread-local storage (TLS) area

SYNOPSIS

```
#include <linux/unistd.h>
#include <asm/ldt.h>
```

```
int get_thread_area(struct user_desc *u_info);
```

Note: There is no glibc wrapper for this system call; see NOTES.

DESCRIPTION

`get_thread_area()` returns an entry in the current thread's thread-local storage (TLS) array. The index of the entry corresponds to the value of `u_info->entry_number`, passed in by the user. If the value is in bounds, `get_thread_area()` copies the corresponding TLS entry into the area pointed to by `u_info`.

RETURN VALUE

`get_thread_area()` returns 0 on success. Otherwise, it returns -1 and sets `errno` appropriately.

ERRORS**EFAULT**

`u_info` is an invalid pointer.

EINVAL

`u_info->entry_number` is out of bounds.

VERSIONS

A version of `get_thread_area()` first appeared in Linux 2.5.32.

CONFORMING TO

`get_thread_area()` is Linux-specific and should not be used in programs that are intended to be portable.

NOTES

Glibc does not provide a wrapper for this system call, since it is generally intended for use only by threading libraries. In the unlikely event that you want to call it directly, use [syscall\(2\)](#).

SEE ALSO

[modify_ldt\(2\)](#), [set_thread_area\(2\)](#)

COLOPHON

This page is part of release 3.74 of the Linux *man-pages* project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <http://www.kernel.org/doc/man-pages/>.