

NAME

addseverity - introduce new severity classes

SYNOPSIS

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

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

Feature Test Macro Requirements for glibc (see [feature_test_macros\(7\)](#)):

```
addseverity(): _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 latter function only knows 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 non-negative.

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.

VERSIONS

addseverity() is provided in glibc since version 2.1.

CONFORMING TO

This function is not specified in the X/Open Portability Guide although the [fmtmsg\(3\)](#) function is. It is available on System V systems.

NOTES

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

SEE ALSO

[fmtmsg\(3\)](#)

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/>.