

# A Producer Library Interface to DWARF

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## 1. INTRODUCTION

This document describes an interface to `libdwarf`, a library of functions to provide creation of DWARF debugging information records, DWARF line number information, DWARF address range and pubnames information, weak names information, and DWARF frame description information.

### 1.1 Copyright

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### 1.2 Purpose and Scope

The purpose of this document is to propose a library of functions to create DWARF debugging information. Reading (consuming) of such records is discussed in a separate document.

The functions in this document have mostly been implemented at Silicon Graphics and are being used by the code generator to provide debugging information. Some functions (and support for some extensions) were provided by Sun Microsystems.

The focus of this document is the functional interface, and as such, implementation and optimization issues are intentionally ignored.

Error handling, error codes, and certain `Libdwarf` codes are discussed in the "*A Consumer Library Interface to DWARF*", which should be read (or at least skimmed) before reading this document.

However the general style of functions here in the producer librar is rather C-traditional with various types as return values (quite different from the consumer library interfaces). The style generally follows the style of the original DWARF1 reader proposed as an interface to DWARF. When the style of the reader interfaces was changed (1994) in the dwarf reader ( See the "Document History" section of "*A Consumer Library Interface to DWARF*") the interfaces here were not changed as it seemed like too much of a change for the two applications then using the interface! So this interface remains in the traditional C style of returning various data types with various (somewhat inconsistent) means of indicating failure.

### 1.3 Document History

This document originally prominently referenced "UNIX International Programming Languages Special Interest Group " (PLSIG). Both UNIX International and the affiliated Programming Languages Special Interest Group are defunct (UNIX is a registered trademark of UNIX System Laboratories, Inc. in the United States and other countries). Nothing except the general interface style is actually related to anything shown to the PLSIG (this document was open sourced with libdwarf in the mid 1990's).

See "<http://www.dwarfstd.org>" for information on current DWARF standards and committee activities.

### 1.4 Definitions

DWARF debugging information entries (DIEs) are the segments of information placed in the `.debug_info` and related sections by compilers, assemblers, and linkage editors that, in conjunction with line number entries, are necessary for symbolic source-level debugging. Refer to the document "*DWARF Debugging Information Format*" from UI PLSIG for a more complete description of these entries.

This document adopts all the terms and definitions in "*DWARF Debugging Information Format*" version 2. and the "*A Consumer Library Interface to DWARF*".

In addition, this document refers to Elf, the ATT/USL System V Release 4 object format. This is because the library was first developed for that object format. Hopefully the functions defined here can easily be applied to other object formats.

### 1.5 Overview

The remaining sections of this document describe a proposed producer (compiler or assembler) interface to *Libdwarf*, first by describing the purpose of additional types defined by the interface, followed by descriptions of the available operations. This document assumes you are thoroughly familiar with the information contained in the *DWARF Debugging Information Format* document, and "*A Consumer Library Interface to DWARF*".

The interface necessarily knows a little bit about the object format (which is assumed to be Elf). We make an attempt to make this knowledge as limited as possible. For example, *Libdwarf* does not do the writing of object data to the disk. The producer program does that.

### 1.6 Revision History

March 1993	Work on dwarf2 sgi producer draft begins
March 1999	Adding a function to allow any number of trips thru the dwarf_get_section_bytes() call.
April 10 1999	Added support for assembler text output of dwarf (as when the output must pass thru an assembler). Revamped internals for better performance and simpler provision for differences in ABI.
Sep 1, 1999	Added support for little- and cross- endian debug info creation.
May 7 2007	This library interface now cleans up, deallocating all memory it uses (the application simply calls dwarf_producer_finish(dbg)).

## 2. Type Definitions

## 2.1 General Description

The *libdwarf.h* header file contains typedefs and preprocessor definitions of types and symbolic names used to reference objects of *Libdwarf*. The types defined by typedefs contained in *libdwarf.h* all use the convention of adding *Dwarf\_* as a prefix to indicate that they refer to objects used by Libdwarf. The prefix *Dwarf\_P\_* is used for objects referenced by the *Libdwarf* Producer when there are similar but distinct objects used by the Consumer.

## 2.2 Namespace issues

Application programs should avoid creating names beginning with *Dwarf\_ dwarf\_* or *DW\_* as these are reserved to dwarf and libdwarf.

## 3. libdwarf and Elf and relocations

Much of the description below presumes that Elf is the object format in use. The library is probably usable with other object formats that allow arbitrary sections to be created.

### 3.1 binary or assembler output

With *DW\_DLC\_STREAM\_RELOCATIONS* (see below) it is assumed that the calling app will simply write the streams and relocations directly into an Elf file, without going thru an assembler.

With *DW\_DLC\_SYMBOLIC\_RELOCATIONS* the calling app must either A) generate binary relocation streams and write the generated debug information streams and the relocation streams direct to an elf file or B) generate assembler output text for an assembler to read and produce an object file.

With case B) the libdwarf-calling application must use the relocation information to change points of each binary stream into references to symbolic names. It is necessary for the assembler to be willing to accept and generate relocations for references from arbitrary byte boundaries. For example:

```
.data 0a0bcc    #producing 3 bytes of data.  
.word mylabel  #producing a reference  
.word endlabel - startlabel #producing absolute length
```

### 3.2 libdwarf relationship to Elf

When the documentation below refers to 'an elf section number' it is really only dependent on getting (via the callback function passed by the caller of *dwarf\_producer\_init()*) a sequence of integers back (with 1 as the lowest).

When the documentation below refers to 'an Elf symbol index' it is really dependent on Elf symbol numbers only if *DW\_DLC\_STREAM\_RELOCATIONS* are being generated (see below). With *DW\_DLC\_STREAM\_RELOCATIONS* the library is generating Elf relocations and the section numbers in binary form so the section numbers and symbol indices must really be Elf (or elf-like) numbers.

With *DW\_DLC\_SYMBOLIC\_RELOCATIONS* the values passed as symbol indexes can be any integer set or even pointer set. All that libdwarf assumes is that where values are unique they get unique values.

Libdwarf does not generate any kind of symbol table from the numbers and does not check their uniqueness or lack thereof.

### 3.3 libdwarf and relocations

With DW\_DLC\_SYMBOLIC\_RELOCATIONS libdwarf creates binary streams of debug information and arrays of relocation information describing the necessary relocation. The Elf section numbers and symbol numbers appear nowhere in the binary streams. Such appear only in the relocation information and the passed-back information from calls requesting the relocation information. As a consequence, the 'symbol indices' can be any pointer or integer value as the caller must arrange that the output deal with relocations.

With DW\_DLC\_STREAM\_RELOCATIONS all the relocations are directly created by libdwarf as binary streams (libdwarf only creates the streams in memory, it does not write them to disk).

### 3.4 symbols, addresses, and offsets

The following applies to calls that pass in symbol indices, addresses, and offsets, such as  
`dwarf_add_AT_targ_address()`                      `dwarf_add_arange_b()`                      and  
`dwarf_add_frame_fde_b()`.

With DW\_DLC\_STREAM\_RELOCATIONS a passed in address is one of: a) a section offset and the (non-global) symbol index of a section symbol. b) A symbol index (global symbol) and a zero offset.

With DW\_DLC\_SYMBOLIC\_RELOCATIONS the same approach can be used, or, instead, a passed in address may be c) a symbol handle and an offset. In this case, since it is up to the calling app to generate binary relocations (if appropriate) or to turn the binary stream into a text stream (for input to an assembler, if appropriate) the application has complete control of the interpretation of the symbol handles.

## 4. Memory Management

Several of the functions that comprise the *Libdwarf* producer interface dynamically allocate values and some return pointers to those spaces. The dynamically allocated spaces can not be reclaimed (and must not be freed) except by `dwarf_producer_finish(dbg)`.

All data for a particular Dwarf\_P\_Debug descriptor is separate from the data for any other Dwarf\_P\_Debug descriptor in use in the library-calling application.

### 4.1 Read-only Properties

All pointers returned by or as a result of a *Libdwarf* call should be assumed to point to read-only memory. Except as defined by this document, the results are undefined for *Libdwarf* clients that attempt to write to a region pointed to by a return value from a *Libdwarf* call.

### 4.2 Storage Deallocation

Calling `dwarf_producer_finish(dbg)` frees all the space, and invalidates all pointers returned from *Libdwarf* functions on or descended from `dbg`.

## 5. Functional Interface

This section describes the functions available in the *Libdwarf* library. Each function description includes its definition, followed by a paragraph describing the function's operation.

The functions may be categorized into groups: *initialization and termination operations*, *debugging information entry creation*, *Elf section callback function*, *attribute creation*, *expression creation*, *line number creation*, *fast-access (aranges) creation*, *fast-access (pubnames) creation*, *fast-access (weak names) creation*, *macro information creation*, *low level (.debug\_frame) creation*, and *location list (.debug\_loc) creation*.

The following sections describe these functions.

### 5.1 Initialization and Termination Operations

These functions setup *Libdwarf* to accumulate debugging information for an object, usually a compilation-unit, provided by the producer. The actual addition of information is done by functions in the other sections of this document. Once all the information has been added, functions from this section are used to transform the information to appropriate byte streams, and help to write out the byte streams to disk.

Typically then, a producer application would create a *Dwarf\_P\_Debug* descriptor to gather debugging information for a particular compilation-unit using *dwarf\_producer\_init()*. The producer application would use this *Dwarf\_P\_Debug* descriptor to accumulate debugging information for this object using functions from other sections of this document. Once all the information had been added, it would call *dwarf\_transform\_to\_disk\_form()* to convert the accumulated information into byte streams in accordance with the DWARF standard. The application would then repeatedly call *dwarf\_get\_section\_bytes()* for each of the *.debug\_\** created. This gives the producer information about the data bytes to be written to disk. At this point, the producer would release all resource used by *Libdwarf* for this object by calling *dwarf\_producer\_finish()*.

It is also possible to create assembler-input character streams from the byte streams created by this library. This feature requires slightly different interfaces than direct binary output. The details are mentioned in the text.

#### 5.1.1 dwarf\_producer\_init()

```
Dwarf_P_Debug dwarf_producer_init(  
    Dwarf_Unsigned flags,  
    Dwarf_Callback_Func func,  
    Dwarf_Handler errhand,  
    Dwarf_Ptr errarg,  
    Dwarf_Error *error)
```

The function *dwarf\_producer\_init()* returns a new *Dwarf\_P\_Debug* descriptor that can be used to add Dwarf information to the object. On error it returns *DW\_DLV\_BADADDR*. *flags* determine whether the target object is 64-bit or 32-bit. *func* is a pointer to a function called-back from *Libdwarf* whenever *Libdwarf* needs to create a new object section (as it will for each *.debug\_\** section and related relocation section). *errhand* is a pointer to a function that will be used for handling errors detected by *Libdwarf*. *errarg* is the default error argument used by the function pointed to by *errhand*.

The *flags* values are as follows:

*DW\_DLC\_WRITE* is required. The values *DW\_DLC\_READ* *DW\_DLC\_RDWR* are not supported by

the producer and must not be passed.

If `DW_DLC_SIZE_64` is not OR'd into `flags` then `DW_DLC_SIZE_32` is assumed. Oring in both is an error.

If `DW_DLC_ISA_IA64` is not OR'd into `flags` then `DW_DLC_ISA_MIPS` is assumed. Oring in both is an error.

If `DW_DLC_TARGET_BIGENDIAN` is not OR'd into `flags` then endianness the same as the host is assumed.

If `DW_DLC_TARGET_LITTLEENDIAN` is not OR'd into `flags` then endianness the same as the host is assumed.

If both `DW_DLC_TARGET_LITTLEENDIAN` and `DW_DLC_TARGET_BIGENDIAN` are or-d in it is an error.

Either one of two output forms is specifiable: `DW_DLC_STREAM_RELOCATIONS` or `DW_DLC_SYMBOLIC_RELOCATIONS`.

The default is `DW_DLC_STREAM_RELOCATIONS`. The `DW_DLC_STREAM_RELOCATIONS` are relocations in a binary stream (as used in a MIPS Elf object).

The `DW_DLC_SYMBOLIC_RELOCATIONS` are the same relocations but expressed in an array of structures defined by `libdwarf`, which the caller of the relevant function (see below) must deal with appropriately. This method of expressing relocations allows the producer-application to easily produce assembler text output of debugging information.

If `DW_DLC_SYMBOLIC_RELOCATIONS` is OR'd into `flags` then relocations are returned not as streams but thru an array of structures.

The function `func` must be provided by the user of this library. Its prototype is:

```
typedef int (*Dwarf_Callback_Func)(
    char* name,
    int size,
    Dwarf_Unsigned type,
    Dwarf_Unsigned flags,
    Dwarf_Unsigned link,
    Dwarf_Unsigned info,
    int* sect_name_index,
    int* error)
```

For each section in the object file that `libdwarf` needs to create, it calls this function once, passing in the section name, the section type, the section flags, the `link` field, and the `info` field. For an Elf object file these values should be appropriate Elf section header values. For example, for relocation callbacks, the `link` field is supposed to be set (by the app) to the index of the `symtab` section (the `link` field passed thru the callback must be ignored by the app). And, for relocation callbacks, the `info` field is passed as the elf section number of the section the relocations apply to.

On success the user function should return the Elf section number of the newly created Elf section.

On success, the function should also set the integer pointed to by `sect_name_index` to the Elf symbol number assigned in the Elf symbol table of the new Elf section. This symbol number is needed with relocations dependent on the relocation of this new section. Because "int \*" is not guaranteed to work with elf 'symbols' that are really pointers, It is better to use the `dwarf_producer_init_b()` interface.

For example, the `.debug_line` section's third data element (in a compilation unit) is the offset from the beginning of the `.debug_info` section of the compilation unit entry for this `.debug_line` set. The relocation entry in `.rel.debug_line` for this offset must have the relocation symbol index of the symbol `.debug_info` returned by the callback of that section-creation through the pointer `sect_name_index`.

On failure, the function should return -1 and set the `error` integer to an error code.

Nothing in libdwarf actually depends on the section index returned being a real Elf section. The Elf section is simply useful for generating relocation records. Similarly, the Elf symbol table index returned thru the `sect_name_index` must simply be an index that can be used in relocations against this section. The application will probably want to note the values passed to this function in some form, even if no Elf file is being produced.

### 5.1.2 dwarf\_producer\_init\_b()

```
Dwarf_P_Debug dwarf_producer_init_b(  
    Dwarf_Unsigned flags,  
    Dwarf_Callback_Func_b func,  
    Dwarf_Handler errhand,  
    Dwarf_Ptr errarg,  
    Dwarf_Error *error)
```

The function `dwarf_producer_init_b()` is the same as `dwarf_producer_init()` except that the callback function uses `Dwarf_Unsigned` rather than `int` as the type of the symbol-index returned to libdwarf thru the pointer argument (see below).

The `flags` values are as follows:

`DW_DLC_WRITE` is required. The values `DW_DLC_READ` `DW_DLC_RDWR` are not supported by the producer and must not be passed.

If `DW_DLC_SIZE_64` is not OR'd into `flags` then `DW_DLC_SIZE_32` is assumed. Oring in both is an error.

If `DW_DLC_ISA_IA64` is not OR'd into `flags` then `DW_DLC_ISA_MIPS` is assumed. Oring in both is an error.

Either one of two output forms are specifiable: `DW_DLC_STREAM_RELOCATIONS` or `DW_DLC_SYMBOLIC_RELOCATIONS`. `dwarf_producer_init_b()` is usable with either output form.

Either one of two output forms is specifiable: `DW_DLC_STREAM_RELOCATIONS` or `DW_DLC_SYMBOLIC_RELOCATIONS`.

The default is `DW_DLC_STREAM_RELOCATIONS`. The `DW_DLC_STREAM_RELOCATIONS` are relocations in a binary stream (as used in a MIPS Elf object).

`DW_DLC_SYMBOLIC_RELOCATIONS` are OR'd into `flags` to cause the same relocations to be expressed in an array of structures defined by libdwarf, which the caller of the relevant function (see below) must deal with appropriately. This method of expressing relocations allows the

producer-application to easily produce assembler text output of debugging information.

The function `func` must be provided by the user of this library. Its prototype is:

```
typedef int (*Dwarf_Callback_Func_b)(
    char* name,
    int size,
    Dwarf_Unsigned type,
    Dwarf_Unsigned flags,
    Dwarf_Unsigned link,
    Dwarf_Unsigned info,
    Dwarf_Unsigned* sect_name_index,
    int* error)
```

For each section in the object file that `libdwf` needs to create, it calls this function once, passing in the section name, the section type, the section flags, the `link` field, and the `info` field. For an Elf object file these values should be appropriate Elf section header values. For example, for relocation callbacks, the `link` field is supposed to be set (by the app) to the index of the `symtab` section (the `link` field passed thru the callback must be ignored by the app). And, for relocation callbacks, the `info` field is passed as the elf section number of the section the relocations apply to.

On success the user function should return the Elf section number of the newly created Elf section.

On success, the function should also set the integer pointed to by `sect_name_index` to the Elf symbol number assigned in the Elf symbol table of the new Elf section. This symbol number is needed with relocations dependent on the relocation of this new section.

For example, the `.debug_line` section's third data element (in a compilation unit) is the offset from the beginning of the `.debug_info` section of the compilation unit entry for this `.debug_line` set. The relocation entry in `.rel.debug_line` for this offset must have the relocation symbol index of the symbol `.debug_info` returned by the callback of that section-creation through the pointer `sect_name_index`.

On failure, the function should return -1 and set the `error` integer to an error code.

Nothing in `libdwf` actually depends on the section index returned being a real Elf section. The Elf section is simply useful for generating relocation records. Similarly, the Elf symbol table index returned thru the `sect_name_index` must simply be an index that can be used in relocations against this section. The application will probably want to note the values passed to this function in some form, even if no Elf file is being produced.

Note that the `Dwarf_Callback_Func_b()` form passes back the `sect_name_index` as a `Dwarf_Unsigned`. This is guaranteed large enough to hold a pointer. (the other functional interfaces have versions with the 'symbol index' as a `Dwarf_Unsigned` too. See below).

If `DW_DLC_SYMBOLIC_RELOCATIONS` is in use, then the symbol index is simply an arbitrary value (from the point of view of `libdwf`) so the caller can put anything in it: a normal elf symbol index, a pointer to a struct (with arbitrary contents) (the caller must cast to/from `Dwarf_Unsigned` as appropriate), or some other kind of pointer or value. The values show up in the output of `dwarf_get_relocation_info()` (described below) and are not emitted anywhere else.

### 5.1.3 dwarf\_transform\_to\_disk\_form()



```
Dwarf_Signed dwarf_transform_to_disk_form(  
    Dwarf_P_Debug dbg,  
    Dwarf_Error* error)
```

The function `dwarf_transform_to_disk_form()` does the actual conversion of the Dwarf information provided so far, to the form that is normally written out as Elf sections. In other words, once all DWARF information has been passed to `Libdwarf`, call `dwarf_transform_to_disk_form()` to transform all the accumulated data into byte streams. This includes turning relocation information into byte streams (and possibly relocation arrays). This function does not write anything to disk. If successful, it returns a count of the number of Elf sections ready to be retrieved (and, normally, written to disk). In case of error, it returns `DW_DLV_NOCOUNT`.

#### 5.1.4 dwarf\_get\_section\_bytes()

```
Dwarf_Ptr dwarf_get_section_bytes(  
    Dwarf_P_Debug dbg,  
    Dwarf_Signed dwarf_section,  
    Dwarf_Signed *elf_section_index,  
    Dwarf_Unsigned *length,  
    Dwarf_Error* error)
```

The function `dwarf_get_section_bytes()` must be called repetitively, with the index `dwarf_section` starting at 0 and continuing for the number of sections returned by `dwarf_transform_to_disk_form()`. It returns NULL to indicate that there are no more sections of Dwarf information. For each non-NULL return, the return value points to `*length` bytes of data that are normally added to the output object in Elf section `*elf_section` by the producer application. It is illegal to call these in any order other than 0 thru N-1 where N is the number of dwarf sections returned by `dwarf_transform_to_disk_form()`. The `dwarf_section` number is actually ignored: the data is returned as if the caller passed in the correct `dwarf_section` numbers in the required sequence. The error argument is not used.

There is no requirement that the section bytes actually be written to an elf file. For example, consider the `.debug_info` section and its relocation section (the call back function would result in assigning 'section' numbers and the link field to tie these together (`.rel.debug_info` would have a link to `.debug_info`). One could examine the relocations, split the `.debug_info` data at relocation boundaries, emit byte streams (in hex) as assembler output, and at each relocation point, emit an assembler directive with a symbol name for the assembler. Examining the relocations is awkward though. It is much better to use `dwarf_get_section_relocation_info()`

The memory space of the section byte stream is freed by the `dwarf_producer_finish()` call (or would be if the `dwarf_producer_finish()` was actually correct), along with all the other space in use with that `Dwarf_P_Debug`.

#### 5.1.5 dwarf\_get\_relocation\_info\_count()

```
int dwarf_get_relocation_info_count(  
    Dwarf_P_Debug dbg,  
    Dwarf_Unsigned *count_of_relocation_sections ,  
    int *drd_buffer_version,  
    Dwarf_Error* error)
```

The function `dwarf_get_relocation_info()` returns, thru the pointer

count\_of\_relocation\_sections, the number of times that dwarf\_get\_relocation\_info() should be called.

The function dwarf\_get\_relocation\_info() returns DW\_DLV\_OK if the call was successful (the count\_of\_relocation\_sections is therefore meaningful, though count\_of\_relocation\_sections could be zero).

\*drd\_buffer\_version is the value 2. If the structure pointed to by the \*reldata\_buffer changes this number will change. The application should verify that the number is the version it understands (that it matches the value of DWARF\_DRD\_BUFFER\_VERSION (from libdwarf.h)). The value 1 version was never used in production MIPS libdwarf (version 1 did exist in source).

It returns DW\_DLV\_NO\_ENTRY if count\_of\_relocation\_sections is not meaningful because DW\_DLC\_SYMBOLIC\_RELOCATIONS was not passed in the dwarf\_producer\_init() (or dwarf\_producer\_init\_b() ) call.

It returns DW\_DLV\_ERROR if there was an error, in which case count\_of\_relocation\_sections is not meaningful.

### 5.1.6 dwarf\_get\_relocation\_info()

```
int dwarf_get_relocation_info(  
    Dwarf_P_Debug dbg,  
    Dwarf_Signed *elf_section_index,  
    Dwarf_Signed *elf_section_index_link,  
    Dwarf_Unsigned *relocation_buffer_count,  
    Dwarf_Relocation_Data *reldata_buffer,  
    Dwarf_Error* error)
```

The function dwarf\_get\_relocation\_info() should normally be called repetitively, for the number of relocation sections that dwarf\_get\_relocation\_info\_count() indicated exist.

It returns DW\_DLV\_OK to indicate that valid values are returned thru the pointer arguments. The error argument is not set.

It returns DW\_DLV\_NO\_ENTRY if there are no entries (the count of relocation arrays is zero.). The error argument is not set.

It returns DW\_DLV\_ERROR if there is an error. Calling dwarf\_get\_relocation\_info() more than the number of times indicated by dwarf\_get\_relocation\_info\_count() (without an intervening call to dwarf\_reset\_section\_bytes() ) results in a return of DW\_DLV\_ERROR once past the valid count. The error argument is set to indicate the error.

Now consider the returned-thru-pointer values for DW\_DLV\_OK .

\*elf\_section\_index is the 'elf section index' of the section implied by this group of relocations.

\*elf\_section\_index\_link is the section index of the section that these relocations apply to.

\*relocation\_buffer\_count is the number of array entries of relocation information in the array pointed to by \*reldata\_buffer .

\*reldata\_buffer points to an array of 'struct Dwarf\_Relocation\_Data\_s' structures.

The version 2 array information is as follows:

```
enum Dwarf_Rel_Type {dwarf_drt_none,
                     dwarf_drt_data_reloc,
                     dwarf_drt_segment_reloc,
                     dwarf_drt_first_of_length_pair,
                     dwarf_drt_second_of_length_pair
};
typedef struct Dwarf_Relocation_Data_s * Dwarf_Relocation_Data;
struct Dwarf_Relocation_Data_s {
    unsigned char    drd_type; /* contains Dwarf_Rel_Type */
    unsigned char    drd_length; /* typically 4 or 8 */
    Dwarf_Unsigned   drd_offset; /* where the data to reloc is */
    Dwarf_Unsigned   drd_symbol_index;
};
```

The Dwarf\_Rel\_Type enum is encoded (via casts if necessary) into the single unsigned char drd\_type field to control the space used for this information (keep the space to 1 byte).

The unsigned char drd\_length field holds the size in bytes of the field to be relocated. So for elf32 object formats with 32 bit apps, drd\_length will be 4. For objects with MIPS -64 contents, drd\_length will be 8. For some dwarf 64 bit environments, such as ia64, drd\_length is 4 for some relocations (file offsets, for example) and 8 for others (run time addresses, for example).

If drd\_type is dwarf\_drt\_none, this is an unused slot and it should be ignored.

If drd\_type is dwarf\_drt\_data\_reloc this is an ordinary relocation. The relocation type means either (R\_MIPS\_64) or (R\_MIPS\_32) (or the like for the particular ABI. drd\_length gives the length of the field to be relocated. drd\_offset is an offset (of the value to be relocated) in the section this relocation stuff is linked to. drd\_symbol\_index is the symbol index (if elf symbol indices were provided) or the handle to arbitrary information (if that is what the caller passed in to the relocation-creating dwarf calls) of the symbol that the relocation is relative to.

When drd\_type is dwarf\_drt\_first\_of\_length\_pair the next data record will be drt\_second\_of\_length\_pair and the drd\_offset of the two data records will match. The relevant 'offset' in the section this reloc applies to should contain a symbolic pair like

.word second\_symbol - first\_symbol

to generate a length. drd\_length gives the length of the field to be relocated.

drt\_segment\_reloc means (R\_MIPS\_SCN\_DISP) is the real relocation (R\_MIPS\_SCN\_DISP applies to exception tables and this part may need further work). drd\_length gives the length of the field to be relocated.

The memory space of the section byte stream is freed by the dwarf\_producer\_finish() call (or would be if the dwarf\_producer\_finish() was actually correct), along with all the other space in use with that Dwarf\_P\_Debug.

### 5.1.7 dwarf\_reset\_section\_bytes()

```
void dwarf_reset_section_bytes(  
    Dwarf_P_Debug dbg  
)
```

The function `dwarf_reset_section_bytes()` is used to reset the internal information so that `dwarf_get_section_bytes()` will begin (on the next call) at the initial dwarf section again. It also resets so that calls to `dwarf_get_relocation_info()` will begin again at the initial array of relocation information.

Some dwarf producers need to be able to run thru the `dwarf_get_section_bytes()` and/or the `dwarf_get_relocation_info()` calls more than once and this call makes additional passes possible. The set of `Dwarf_Ptr` values returned is identical to the set returned by the first pass. It is acceptable to call this before finishing a pass of `dwarf_get_section_bytes()` or `dwarf_get_relocation_info()` calls. No errors are possible as this just resets some internal pointers. It is unwise to call this before `dwarf_transform_to_disk_form()` has been called.

### 5.1.8 dwarf\_producer\_finish()

```
Dwarf_Unsigned dwarf_producer_finish(  
    Dwarf_P_Debug dbg,  
    Dwarf_Error* error)
```

The function `dwarf_producer_finish()` should be called after all the bytes of data have been copied somewhere (normally the bytes are written to disk). It frees all dynamic space allocated for `dbg`, include space for the structure pointed to by `dbg`. This should not be called till the data have been copied or written to disk or are no longer of interest. It returns non-zero if successful, and `DW_DLV_NOCOUNT` if there is an error.

## 5.2 Debugging Information Entry Creation

The functions in this section add new `DIE`s to the object, and also the relationships among the `DIE` to be specified by linking them up as parents, children, left or right siblings of each other. In addition, there is a function that marks the root of the graph thus created.

### 5.2.1 dwarf\_add\_die\_to\_debug()

```
Dwarf_Unsigned dwarf_add_die_to_debug(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die first_die,  
    Dwarf_Error *error)
```

The function `dwarf_add_die_to_debug()` indicates to `Libdwarf` the root `DIE` of the `DIE` graph that has been built so far. It is intended to mark the compilation-unit `DIE` for the object represented by `dbg`. The root `DIE` is specified by `first_die`.

It returns 0 on success, and `DW_DLV_NOCOUNT` on error.

### 5.2.2 dwarf\_new\_die()

```
Dwarf_P_Die dwarf_new_die(  
    Dwarf_P_Debug dbg,  
    Dwarf_Tag new_tag,  
    Dwarf_P_Die parent,  
    Dwarf_P_Die child,  
    Dwarf_P_Die left_sibling,  
    Dwarf_P_Die right_sibling,  
    Dwarf_Error *error)
```

The function `dwarf_new_die()` creates a new DIE with its parent, child, left sibling, and right sibling DIEs specified by `parent`, `child`, `left_sibling`, and `right_sibling`, respectively. There is no requirement that all of these DIEs be specified, i.e. any of these descriptors may be NULL. If none is specified, this will be an isolated DIE. A DIE is transformed to disk form by `dwarf_transform_to_disk_form()` only if there is a path from the DIE specified by `dwarf_add_die_to_debug` to it. This function returns `DW_DLV_BADADDR` on error.

`new_tag` is the tag which is given to the new DIE. `parent`, `child`, `left_sibling`, and `right_sibling` are pointers to establish links to existing DIEs. Only one of `parent`, `child`, `left_sibling`, and `right_sibling` may be non-NULL. If `parent` (`child`) is given, the DIE is linked into the list after (before) the DIE pointed to. If `left_sibling` (`right_sibling`) is given, the DIE is linked into the list after (before) the DIE pointed to.

To add attributes to the new DIE, use the Attribute Creation functions defined in the next section.

### 5.2.3 dwarf\_die\_link()

```
Dwarf_P_Die dwarf_die_link(  
    Dwarf_P_Die die,  
    Dwarf_P_Die parent,  
    Dwarf_P_Die child,  
    Dwarf_P_Die left_sibling,  
    Dwarf_P_Die right_sibling,  
    Dwarf_Error *error)
```

The function `dwarf_die_link()` links an existing DIE described by the given `die` to other existing DIEs. The given `die` can be linked to a parent DIE, a child DIE, a left sibling DIE, or a right sibling DIE by specifying non-NULL `parent`, `child`, `left_sibling`, and `right_sibling` `Dwarf_P_Die` descriptors. It returns the given `Dwarf_P_Die` descriptor, `die`, on success, and `DW_DLV_BADADDR` on error.

Only one of `parent`, `child`, `left_sibling`, and `right_sibling` may be non-NULL. If `parent` (`child`) is given, the DIE is linked into the list after (before) the DIE pointed to. If `left_sibling` (`right_sibling`) is given, the DIE is linked into the list after (before) the DIE pointed to. Non-NULL links overwrite the corresponding links the given `die` may have had before the call to `dwarf_die_link()`.

## 5.3 Attribute Creation

The functions in this section add attributes to a DIE. These functions return a `Dwarf_P_Attribute` descriptor that represents the attribute added to the given DIE. In most cases the return value is only useful to determine if an error occurred.

Some of the attributes have values that are relocatable. They need a symbol with respect to which the linker will perform relocation. This symbol is specified by means of an index into the Elf symbol table for

the object (of course, the symbol index can be more general than an index).

### 5.3.1 dwarf\_add\_AT\_location\_expr()

```
Dwarf_P_Attribute dwarf_add_AT_location_expr(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_P_Expr loc_expr,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_location_expr()` adds the attribute specified by `attr` to the DIE descriptor given by `ownerdie`. The attribute should be one that has a location expression as its value. The location expression that is the value is represented by the `Dwarf_P_Expr` descriptor `loc_expr`. It returns the `Dwarf_P_Attribute` descriptor for the attribute given, on success. On error it returns `DW_DLV_BADADDR`.

### 5.3.2 dwarf\_add\_AT\_name()

```
Dwarf_P_Attribute dwarf_add_AT_name(  
    Dwarf_P_Die ownerdie,  
    char *name,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_name()` adds the string specified by `name` as the value of the `DW_AT_name` attribute for the given DIE, `ownerdie`. It returns the `Dwarf_P_attribute` descriptor for the `DW_AT_name` attribute on success. On error, it returns `DW_DLV_BADADDR`.

### 5.3.3 dwarf\_add\_AT\_comp\_dir()

```
Dwarf_P_Attribute dwarf_add_AT_comp_dir(  
    Dwarf_P_Die ownerdie,  
    char *current_working_directory,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_comp_dir()` adds the string given by `current_working_directory` as the value of the `DW_AT_comp_dir` attribute for the DIE described by the given `ownerdie`. It returns the `Dwarf_P_Attribute` for this attribute on success. On error, it returns `DW_DLV_BADADDR`.

### 5.3.4 dwarf\_add\_AT\_producer()

```
Dwarf_P_Attribute dwarf_add_AT_producer(  
    Dwarf_P_Die ownerdie,  
    char *producer_string,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_producer()` adds the string given by `producer_string` as the value of the `DW_AT_producer` attribute for the DIE given by `ownerdie`. It returns the `Dwarf_P_Attribute` descriptor representing this attribute on success. On error, it returns `DW_DLV_BADADDR`.

### 5.3.5 dwarf\_add\_AT\_const\_value\_signedint()

```
Dwarf_P_Attribute dwarf_add_AT_const_value_signedint(  
    Dwarf_P_Die ownerdie,  
    Dwarf_Signed signed_value,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_const_value_signedint()` adds the given `Dwarf_Signed` value `signed_value` as the value of the `DW_AT_const_value` attribute for the DIE described by the given `ownerdie`. It returns the `Dwarf_P_Attribute` descriptor for this attribute on success. On error, it returns `DW_DLV_BADADDR`.

### 5.3.6 dwarf\_add\_AT\_const\_value\_unsignedint()

```
Dwarf_P_Attribute dwarf_add_AT_const_value_unsignedint(  
    Dwarf_P_Die ownerdie,  
    Dwarf_Unsigned unsigned_value,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_const_value_unsignedint()` adds the given `Dwarf_Unsigned` value `unsigned_value` as the value of the `DW_AT_const_value` attribute for the DIE described by the given `ownerdie`. It returns the `Dwarf_P_Attribute` descriptor for this attribute on success. On error, it returns `DW_DLV_BADADDR`.

### 5.3.7 dwarf\_add\_AT\_const\_value\_string()

```
Dwarf_P_Attribute dwarf_add_AT_const_value_string(  
    Dwarf_P_Die ownerdie,  
    char *string_value,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_const_value_string()` adds the string value given by `string_value` as the value of the `DW_AT_const_value` attribute for the DIE described by the given `ownerdie`. It returns the `Dwarf_P_Attribute` descriptor for this attribute on success. On error, it returns `DW_DLV_BADADDR`.

### 5.3.8 dwarf\_add\_AT\_targ\_address()

```
Dwarf_P_Attribute dwarf_add_AT_targ_address(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_Unsigned pc_value,  
    Dwarf_Signed sym_index,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_targ_address()` adds an attribute that belongs to the "address" class to the die specified by `ownerdie`. The attribute is specified by `attr`, and the object that the DIE belongs to is specified by `dbg`. The relocatable address that is the value of the attribute is specified by `pc_value`. The symbol to be used for relocation is specified by the `sym_index`, which is the index of the symbol in the Elf symbol table.

It returns the `Dwarf_P_Attribute` descriptor for the attribute on success, and `DW_DLV_BADADDR` on error.

### 5.3.9 dwarf\_add\_AT\_targ\_address\_b()

```
Dwarf_P_Attribute dwarf_add_AT_targ_address_b(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_Unsigned pc_value,  
    Dwarf_Unsigned sym_index,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_targ_address_b()` is identical to `dwarf_add_AT_targ_address_b()` except that `sym_index()` is guaranteed to be large enough that it can contain a pointer to arbitrary data (so the caller can pass in a real elf symbol index, an arbitrary number, or a pointer to arbitrary data). The ability to pass in a pointer thru `sym_index()` is only usable with `DW_DLC_SYMBOLIC_RELOCATIONS`.

The `pc_value` is put into the section stream output and the `sym_index` is applied to the relocation information.

Do not use this function for attr `DW_AT_high_pc` if the value to be recorded is an offset (not a pc) [ use `dwarf_add_AT_unsigned_const()` (for example) instead].

### 5.3.10 dwarf\_add\_AT\_dataref()

```
Dwarf_P_Attribute dwarf_add_AT_dataref(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_Unsigned pc_value,  
    Dwarf_Unsigned sym_index,  
    Dwarf_Error *error)
```

This is very similar to `dwarf_add_AT_targ_address_b()` but results in a different FORM (results in `DW_FORM_data4` or `DW_FORM_data8`).

Useful for adding relocatable addresses in location lists.

`sym_index()` is guaranteed to be large enough that it can contain a pointer to arbitrary data (so the caller can pass in a real elf symbol index, an arbitrary number, or a pointer to arbitrary data). The ability to pass in a pointer thru `sym_index()` is only usable with `DW_DLC_SYMBOLIC_RELOCATIONS`.

The `pc_value` is put into the section stream output and the `sym_index` is applied to the relocation information.

Do not use this function for `DW_AT_high_pc`, use `dwarf_add_AT_unsigned_const()` [ (for example) if the value to be recorded is an offset of `DW_AT_low_pc`] or `dwarf_add_AT_targ_address_b()` [ if the value to be recorded is an address].

### 5.3.11 dwarf\_add\_AT\_ref\_address()



```
Dwarf_P_Attribute dwarf_add_AT_ref_address(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_Unsigned pc_value,  
    Dwarf_Unsigned sym_index,  
    Dwarf_Error *error)
```

This is very similar to `dwarf_add_AT_targ_address_b()` but results in a different FORM (results in `DW_FORM_ref_addr` being generated).

Useful for `DW_AT_type` and `DW_AT_import` attributes.

`sym_index()` is guaranteed to be large enough that it can contain a pointer to arbitrary data (so the caller can pass in a real elf symbol index, an arbitrary number, or a pointer to arbitrary data). The ability to pass in a pointer thru `sym_index()` is only usable with `DW_DLC_SYMBOLIC_RELOCATIONS`.

The `pc_value` is put into the section stream output and the `sym_index` is applied to the relocation information.

Do not use this function for `DW_AT_high_pc`.

### 5.3.12 dwarf\_add\_AT\_unsigned\_const()

```
Dwarf_P_Attribute dwarf_add_AT_unsigned_const(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_Unsigned value,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_unsigned_const()` adds an attribute with a `Dwarf_Unsigned` value belonging to the "constant" class, to the DIE specified by `ownerdie`. The object that the DIE belongs to is specified by `dbg`. The attribute is specified by `attr`, and its value is specified by `value`.

It returns the `Dwarf_P_Attribute` descriptor for the attribute on success, and `DW_DLV_BADADDR` on error.

### 5.3.13 dwarf\_add\_AT\_signed\_const()

```
Dwarf_P_Attribute dwarf_add_AT_signed_const(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_Signed value,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_signed_const()` adds an attribute with a `Dwarf_Signed` value belonging to the "constant" class, to the DIE specified by `ownerdie`. The object that the DIE belongs to is specified by `dbg`. The attribute is specified by `attr`, and its value is specified by `value`.

It returns the `Dwarf_P_Attribute` descriptor for the attribute on success, and `DW_DLV_BADADDR` on error.

error.

### 5.3.14 dwarf\_add\_AT\_reference()

```
Dwarf_P_Attribute dwarf_add_AT_reference(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_P_Die otherdie,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_reference()` adds an attribute with a value that is a reference to another DIE in the same compilation-unit to the DIE specified by `ownerdie`. The object that the DIE belongs to is specified by `dbg`. The attribute is specified by `attr`, and the other DIE being referred to is specified by `otherdie`.

This cannot generate `DW_FORM_ref_addr` references to DIEs in other compilation units.

It returns the `Dwarf_P_Attribute` descriptor for the attribute on success, and `DW_DLV_BADADDR` on error.

### 5.3.15 dwarf\_add\_AT\_flag()

```
Dwarf_P_Attribute dwarf_add_AT_flag(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    Dwarf_Small flag,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_flag()` adds an attribute with a `Dwarf_Small` value belonging to the "flag" class, to the DIE specified by `ownerdie`. The object that the DIE belongs to is specified by `dbg`. The attribute is specified by `attr`, and its value is specified by `flag`.

It returns the `Dwarf_P_Attribute` descriptor for the attribute on success, and `DW_DLV_BADADDR` on error.

### 5.3.16 dwarf\_add\_AT\_string()

```
Dwarf_P_Attribute dwarf_add_AT_string(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die ownerdie,  
    Dwarf_Half attr,  
    char *string,  
    Dwarf_Error *error)
```

The function `dwarf_add_AT_string()` adds an attribute with a value that is a character string to the DIE specified by `ownerdie`. The object that the DIE belongs to is specified by `dbg`. The attribute is specified by `attr`, and its value is pointed to by `string`.

It returns the `Dwarf_P_Attribute` descriptor for the attribute on success, and `DW_DLV_BADADDR` on error.

## 5.4 Expression Creation

The following functions are used to convert location expressions into blocks so that attributes with values that are location expressions can store their values as a DW\_FORM\_blockn value. This is for both .debug\_info and .debug\_loc expression blocks.

To create an expression, first call dwarf\_new\_expr() to get a Dwarf\_P\_Expr descriptor that can be used to build up the block containing the location expression. Then insert the parts of the expression in prefix order (exactly the order they would be interpreted in in an expression interpreter). The bytes of the expression are then built-up as specified by the user.

### 5.4.1 dwarf\_new\_expr()

```
Dwarf_Expr dwarf_new_expr(  
    Dwarf_P_Debug dbg,  
    Dwarf_Error *error)
```

The function dwarf\_new\_expr() creates a new expression area in which a location expression stream can be created. It returns a Dwarf\_P\_Expr descriptor that can be used to add operators to build up a location expression. It returns NULL on error.

### 5.4.2 dwarf\_add\_expr\_gen()

```
Dwarf_Unsigned dwarf_add_expr_gen(  
    Dwarf_P_Expr expr,  
    Dwarf_Small opcode,  
    Dwarf_Unsigned val1,  
    Dwarf_Unsigned val2,  
    Dwarf_Error *error)
```

The function dwarf\_add\_expr\_gen() takes an operator specified by opcode, along with up to 2 operands specified by val1, and val2, converts it into the Dwarf representation and appends the bytes to the byte stream being assembled for the location expression represented by expr. The first operand, if present, to opcode is in val1, and the second operand, if present, is in val2. Both the operands may actually be signed or unsigned depending on opcode. It returns the number of bytes in the byte stream for expr currently generated, i.e. after the addition of opcode. It returns DW\_DLV\_NOCOUNT on error.

The function dwarf\_add\_expr\_gen() works for all opcodes except those that have a target address as an operand. This is because it does not set up a relocation record that is needed when target addresses are involved.

### 5.4.3 dwarf\_add\_expr\_addr()

```
Dwarf_Unsigned dwarf_add_expr_addr(  
    Dwarf_P_Expr expr,  
    Dwarf_Unsigned address,  
    Dwarf_Signed sym_index,  
    Dwarf_Error *error)
```

The function dwarf\_add\_expr\_addr() is used to add the DW\_OP\_addr opcode to the location expression represented by the given Dwarf\_P\_Expr descriptor, expr. The value of the relocatable address is given by address. The symbol to be used for relocation is given by sym\_index, which is the index of the symbol in the Elf symbol table. It returns the number of bytes in the byte stream for expr currently generated, i.e. after the addition of the DW\_OP\_addr operator. It returns DW\_DLV\_NOCOUNT on

error.

#### 5.4.4 dwarf\_add\_expr\_addr\_b()

```
Dwarf_Unsigned dwarf_add_expr_addr_b(  
    Dwarf_P_Expr expr,  
    Dwarf_Unsigned address,  
    Dwarf_Unsigned sym_index,  
    Dwarf_Error *error)
```

The function `dwarf_add_expr_addr_f()` is identical to `dwarf_add_expr_addr()` except that `sym_index()` is guaranteed to be large enough that it can contain a pointer to arbitrary data (so the caller can pass in a real elf symbol index, an arbitrary number, or a pointer to arbitrary data). The ability to pass in a pointer thru `sym_index()` is only usable with `DW_DLC_SYMBOLIC_RELOCATIONS`.

#### 5.4.5 dwarf\_expr\_current\_offset()

```
Dwarf_Unsigned dwarf_expr_current_offset(  
    Dwarf_P_Expr expr,  
    Dwarf_Error *error)
```

The function `dwarf_expr_current_offset()` returns the number of bytes currently in the byte stream for the location expression represented by the given `Dwarf_P_Expr` descriptor, `expr`. It returns `DW_DLV_NOCOUNT` on error.

#### 5.4.6 dwarf\_expr\_into\_block()

```
Dwarf_Addr dwarf_expr_into_block(  
    Dwarf_P_Expr expr,  
    Dwarf_Unsigned *length,  
    Dwarf_Error *error)
```

The function `dwarf_expr_into_block()` returns the address of the start of the byte stream generated for the location expression represented by the given `Dwarf_P_Expr` descriptor, `expr`. The length of the byte stream is returned in the location pointed to by `length`. It returns `DW_DLV_BADADDR` on error.

### 5.5 Line Number Operations

These are operations on the `.debug_line` section. They provide information about instructions in the program and the source lines the instruction come from. Typically, code is generated in contiguous blocks, which may then be relocated as contiguous blocks. To make the provision of relocation information more efficient, the information is recorded in such a manner that only the address of the start of the block needs to be relocated. This is done by providing the address of the first instruction in a block using the function `dwarf_lne_set_address()`. Information about the instructions in the block are then added using the function `dwarf_add_line_entry()`, which specifies offsets from the address of the first instruction. The end of a contiguous block is indicated by calling the function `dwarf_lne_end_sequence()`.

Line number operations do not support `DW_DLC_SYMBOLIC_RELOCATIONS`.

### 5.5.1 dwarf\_add\_line\_entry()

```
Dwarf_Unsigned dwarf_add_line_entry(  
    Dwarf_P_Debug dbg,  
    Dwarf_Unsigned file_index,  
    Dwarf_Addr code_offset,  
    Dwarf_Unsigned lineno,  
    Dwarf_Signed column_number,  
    Dwarf_Bool is_source_stmt_begin,  
    Dwarf_Bool is_basic_block_begin,  
    Dwarf_Error *error)
```

The function `dwarf_add_line_entry()` adds an entry to the section containing information about source lines. It specifies in `code_offset`, the offset from the address set using `dwarfdwarf_lne_set_address()`, of the address of the first instruction in a contiguous block. The source file that gave rise to the instruction is specified by `file_index`, the source line number is specified by `lineno`, and the source column number is specified by `column_number` (column numbers begin at 1) (if the source column is unknown, specify 0). `file_index` is the index of the source file in a list of source files which is built up using the function `dwarf_add_file_decl()`.

`is_source_stmt_begin` is a boolean flag that is true only if the instruction at `code_address` is the first instruction in the sequence generated for the source line at `lineno`. Similarly, `is_basic_block_begin` is a boolean flag that is true only if the instruction at `code_address` is the first instruction of a basic block.

It returns 0 on success, and `DW_DLV_NOCOUNT` on error.

### 5.5.2 dwarf\_lne\_set\_address()

```
Dwarf_Unsigned dwarf_lne_set_address(  
    Dwarf_P_Debug dbg,  
    Dwarf_Addr offs,  
    Dwarf_Unsigned symidx,  
    Dwarf_Error *error)
```

The function `dwarf_lne_set_address()` sets the target address at which a contiguous block of instructions begin. Information about the instructions in the block is added to `.debug_line` using calls to `dwarfdwarf_add_line_entry()` which specifies the offset of each instruction in the block relative to the start of the block. This is done so that a single relocation record can be used to obtain the final target address of every instruction in the block.

The relocatable address of the start of the block of instructions is specified by `offs`. The symbol used to relocate the address is given by `symidx`, which is normally the index of the symbol in the Elf symbol table.

It returns 0 on success, and `DW_DLV_NOCOUNT` on error.

### 5.5.3 dwarf\_lne\_end\_sequence()

```
Dwarf_Unsigned dwarf_lne_end_sequence(  
    Dwarf_P_Debug dbg,  
    Dwarf_Addr address;  
    Dwarf_Error *error)
```

The function `dwarf_lne_end_sequence()` indicates the end of a contiguous block of instructions. `address()` should be just higher than the end of the last address in the sequence of instructions. block of instructions, a call to `dwarf_lne_set_address()` will have to be made to set the address of the start of the target address of the block, followed by calls to `dwarf_add_line_entry()` for each of the instructions in the block.

It returns 0 on success, and `DW_DLV_NOCOUNT` on error.

#### 5.5.4 `dwarf_add_directory_decl()`

```
Dwarf_Unsigned dwarf_add_directory_decl(  
    Dwarf_P_Debug dbg,  
    char *name,  
    Dwarf_Error *error)
```

The function `dwarf_add_directory_decl()` adds the string specified by `name` to the list of include directories in the statement program prologue of the `.debug_line` section. The string should therefore name a directory from which source files have been used to create the present object.

It returns the index of the string just added, in the list of include directories for the object. This index is then used to refer to this string. It returns `DW_DLV_NOCOUNT` on error.

#### 5.5.5 `dwarf_add_file_decl()`

```
Dwarf_Unsigned dwarf_add_file_decl(  
    Dwarf_P_Debug dbg,  
    char *name,  
    Dwarf_Unsigned dir_idx,  
    Dwarf_Unsigned time_mod,  
    Dwarf_Unsigned length,  
    Dwarf_Error *error)
```

The function `dwarf_add_file_decl()` adds the name of a source file that contributed to the present object. The name of the file is specified by `name` (which must not be the empty string or a null pointer, it must point to a string with length greater than 0). In case the name is not a fully-qualified pathname, it is prefixed with the name of the directory specified by `dir_idx`. `dir_idx` is the index of the directory to be prefixed in the list buildup using `dwarf_add_directory_decl()`.

`time_mod` gives the time at which the file was last modified, and `length` gives the length of the file in bytes.

It returns the index of the source file in the list built up so far using this function, on success. This index can then be used to refer to this source file in calls to `dwarf_add_line_entry()`. On error, it returns `DW_DLV_NOCOUNT`.

### 5.6 Fast Access (aranges) Operations

These functions operate on the `.debug_aranges` section.

#### 5.6.1 `dwarf_add_arange()`

```
Dwarf_Unsigned dwarf_add_arange(  
    Dwarf_P_Debug dbg,  
    Dwarf_Addr begin_address,  
    Dwarf_Unsigned length,  
    Dwarf_Signed symbol_index,  
    Dwarf_Error *error)
```

The function `dwarf_add_arange()` adds another address range to be added to the section containing address range information, `.debug_aranges`. The relocatable start address of the range is specified by `begin_address`, and the length of the address range is specified by `length`. The relocatable symbol to be used to relocate the start of the address range is specified by `symbol_index`, which is normally the index of the symbol in the Elf symbol table.

It returns a non-zero value on success, and 0 on error.

### 5.6.2 dwarf\_add\_arange\_b()

```
Dwarf_Unsigned dwarf_add_arange_b(  
    Dwarf_P_Debug dbg,  
    Dwarf_Addr begin_address,  
    Dwarf_Unsigned length,  
    Dwarf_Unsigned symbol_index,  
    Dwarf_Unsigned end_symbol_index,  
    Dwarf_Addr offset_from_end_symbol,  
    Dwarf_Error *error)
```

The function `dwarf_add_arange_b()` adds another address range to be added to the section containing address range information, `.debug_aranges`.

If `end_symbol_index` is not zero we are using two symbols to create a length (must be `DW_DLC_SYMBOLIC_RELOCATIONS` to be useful)

`begin_address` is the offset from the symbol specified by `symbol_index`. `offset_from_end_symbol` is the offset from the symbol specified by `end_symbol_index`. `length` is ignored. This begin-end pair will be show up in the relocation array returned by `dwarf_get_relocation_info()` as a `dwarf_drt_first_of_length_pair` and `dwarf_drt_second_of_length_pair` pair of relocation records. The consuming application will turn that pair into something conceptually identical to

```
.word end_symbol + offset_from_end - \  
    ( start_symbol + begin_address)
```

The reason offsets are allowed on the begin and end symbols is to allow the caller to re-use existing labels when the labels are available and the corresponding offset is known (economizing on the number of labels in use). The '`offset_from_end - begin_address`' will actually be in the binary stream, not the relocation record, so the app processing the relocation array must read that stream value into (for example) `net_offset` and actually emit something like

```
.word end_symbol - start_symbol + net_offset
```

If `end_symbol_index` is zero we must be given a length (either `DW_DLC_STREAM_RELOCATIONS` or `DW_DLC_SYMBOLIC_RELOCATIONS`):

The relocatable start address of the range is specified by `begin_address`, and the length of the

address range is specified by `length`. The relocatable symbol to be used to relocate the start of the address range is specified by `symbol_index`, which is normally the index of the symbol in the Elf symbol table. The `offset_from_end_symbol` is ignored.

It returns a non-zero value on success, and 0 on error.

## 5.7 Fast Access (pubnames) Operations

These functions operate on the `.debug_pubnames` section.

### 5.7.1 `dwarf_add_pubname()`

```
Dwarf_Unsigned dwarf_add_pubname(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die die,  
    char *pubname_name,  
    Dwarf_Error *error)
```

The function `dwarf_add_pubname()` adds the pubname specified by `pubname_name` to the section containing pubnames, i.e.

`.debug_pubnames`. The DIE that represents the function being named is specified by `die`.

It returns a non-zero value on success, and 0 on error.

## 5.8 Fast Access (weak names) Operations

These functions operate on the `.debug_weaknames` section.

### 5.8.1 `dwarf_add_weakname()`

```
Dwarf_Unsigned dwarf_add_weakname(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die die,  
    char *weak_name,  
    Dwarf_Error *error)
```

The function `dwarf_add_weakname()` adds the weak name specified by `weak_name` to the section containing weak names, i.e.

`.debug_weaknames`. The DIE that represents the function being named is specified by `die`.

It returns a non-zero value on success, and 0 on error.

## 5.9 Static Function Names Operations

The `.debug_funcnames` section contains the names of static function names defined in the object, and also the offsets of the DIEs that represent the definitions of the functions in the `.debug_info` section.

### 5.9.1 `dwarf_add_funcname()`



```
Dwarf_Unsigned dwarf_add_funcname(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die die,  
    char *func_name,  
    Dwarf_Error *error)
```

The function `dwarf_add_funcname()` adds the name of a static function specified by `func_name` to the section containing the names of static functions defined in the object represented by `dbg`. The DIE that represents the definition of the function is specified by `die`.

It returns a non-zero value on success, and 0 on error.

## 5.10 File-scope User-defined Type Names Operations

The `.debug_typenames` section contains the names of file-scope user-defined types in the given object, and also the offsets of the DIEs that represent the definitions of the types in the `.debug_info` section.

### 5.10.1 dwarf\_add\_typename()

```
Dwarf_Unsigned dwarf_add_typename(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die die,  
    char *type_name,  
    Dwarf_Error *error)
```

The function `dwarf_add_typename()` adds the name of a file-scope user-defined type specified by `type_name` to the section that contains the names of file-scope user-defined type. The object that this section belongs to is specified by `dbg`. The DIE that represents the definition of the type is specified by `die`.

It returns a non-zero value on success, and 0 on error.

## 5.11 File-scope Static Variable Names Operations

The `.debug_varnames` section contains the names of file-scope static variables in the given object, and also the offsets of the DIEs that represent the definition of the variables in the `.debug_info` section.

### 5.11.1 dwarf\_add\_varname()

```
Dwarf_Unsigned dwarf_add_varname(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Die die,  
    char *var_name,  
    Dwarf_Error *error)
```

The function `dwarf_add_varname()` adds the name of a file-scope static variable specified by `var_name` to the section that contains the names of file-scope static variables defined by the object represented by `dbg`. The DIE that represents the definition of the static variable is specified by `die`.

It returns a non-zero value on success, and 0 on error.

## 5.12 Macro Information Creation

All strings passed in by the caller are copied by these functions, so the space in which the caller provides the strings may be ephemeral (on the stack, or immediately reused or whatever) without this causing any difficulty.

### 5.12.1 dwarf\_def\_macro()

```
int dwarf_def_macro(Dwarf_P_Debug dbg,
                   Dwarf_Unsigned lineno,
                   char *name,
                   char *value,
                   Dwarf_Error *error);
```

Adds a macro definition. The name argument should include the parentheses and parameter names if this is a function-like macro. Neither string should contain extraneous whitespace. `dwarf_def_macro()` adds the mandated space after the name and before the value in the output DWARF section (but does not change the strings pointed to by the arguments). If this is a definition before any files are read, `lineno` should be 0. Returns `DW_DLV_ERROR` and sets `error` if there is an error. Returns `DW_DLV_OK` if the call was successful.

### 5.12.2 dwarf\_undef\_macro()

```
int dwarf_undef_macro(Dwarf_P_Debug dbg,
                     Dwarf_Unsigned lineno,
                     char *name,
                     Dwarf_Error *error);
```

Adds a macro un-definition note. If this is a definition before any files are read, `lineno` should be 0. Returns `DW_DLV_ERROR` and sets `error` if there is an error. Returns `DW_DLV_OK` if the call was successful.

### 5.12.3 dwarf\_start\_macro\_file()

```
int dwarf_start_macro_file(Dwarf_P_Debug dbg,
                           Dwarf_Unsigned lineno,
                           Dwarf_Unsigned fileindex,
                           Dwarf_Error *error);
```

`fileindex` is an index in the `.debug_line` header: the index of the file name. See the function `dwarf_add_file_decl()`. The `lineno` should be 0 if this file is the file of the compilation unit source itself (which, of course, is not a `#include` in any file). Returns `DW_DLV_ERROR` and sets `error` if there is an error. Returns `DW_DLV_OK` if the call was successful.

### 5.12.4 dwarf\_end\_macro\_file()

```
int dwarf_end_macro_file(Dwarf_P_Debug dbg,
                        Dwarf_Error *error);
```

Returns `DW_DLV_ERROR` and sets `error` if there is an error. Returns `DW_DLV_OK` if the call was successful.

### 5.12.5 dwarf\_vendor\_ext()

```
int dwarf_vendor_ext(Dwarf_P_Debug dbg,
                    Dwarf_Unsigned constant,
                    char * string,
                    Dwarf_Error* error);
```

The meaning of the `constant` and the `string` in the macro info section are undefined by DWARF itself, but the string must be an ordinary null terminated string. This call is not an extension to DWARF. It simply enables storing macro information as specified in the DWARF document. Returns `DW_DLV_ERROR` and sets `error` if there is an error. Returns `DW_DLV_OK` if the call was successful.

## 5.13 Low Level (.debug\_frame) operations

These functions operate on the `.debug_frame` section. Refer to `libdwarf.h` for the register names and register assignment mapping. Both of these are necessarily machine dependent.

### 5.13.1 dwarf\_new\_fde()

```
Dwarf_P_Fde dwarf_new_fde(
    Dwarf_P_Debug dbg,
    Dwarf_Error *error)
```

The function `dwarf_new_fde()` returns a new `Dwarf_P_Fde` descriptor that should be used to build a complete FDE. Subsequent calls to routines that build up the FDE should use the same `Dwarf_P_Fde` descriptor.

It returns a valid `Dwarf_P_Fde` descriptor on success, and `DW_DLV_BADADDR` on error.

### 5.13.2 dwarf\_add\_frame\_cie()

```
Dwarf_Unsigned dwarf_add_frame_cie(
    Dwarf_P_Debug dbg,
    char *augmenter,
    Dwarf_Small code_align,
    Dwarf_Small data_align,
    Dwarf_Small ret_addr_reg,
    Dwarf_Ptr init_bytes,
    Dwarf_Unsigned init_bytes_len,
    Dwarf_Error *error);
```

The function `dwarf_add_frame_cie()` creates a CIE, and returns an index to it, that should be used to refer to this CIE. CIEs are used by FDEs to setup initial values for frames. The augmentation string for the CIE is specified by `augmenter`. The code alignment factor, data alignment factor, and the return address register for the CIE are specified by `code_align`, `data_align`, and `ret_addr_reg` respectively. `init_bytes` points to the bytes that represent the instructions for the CIE being created, and `init_bytes_len` specifies the number of bytes of instructions.

There is no convenient way to generate the `init_bytes` stream. One just has to calculate it by hand or separately generate something with the correct sequence and use `dwarfdump -v` and `elfdump -h` and some kind of hex dumper to see the bytes. This is a serious inconvenience!

It returns an index to the CIE just created on success. On error it returns `DW_DLV_NOCOUNT`.

### 5.13.3 dwarf\_add\_frame\_fde()

```
Dwarf_Unsigned dwarf_add_frame_fde(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Fde fde,  
    Dwarf_P_Die die,  
    Dwarf_Unsigned cie,  
    Dwarf_Addr virt_addr,  
    Dwarf_Unsigned code_len,  
    Dwarf_Unsigned sym_idx,  
    Dwarf_Error* error)
```

The function `dwarf_add_frame_fde()` adds the FDE specified by `fde` to the list of FDEs for the object represented by the given `dbg`. `die` specifies the DIE that represents the function whose frame information is specified by the given `fde`. `cie` specifies the index of the CIE that should be used to setup the initial conditions for the given frame.

It returns an index to the given `fde`.

### 5.13.4 dwarf\_add\_frame\_fde\_b()

```
Dwarf_Unsigned dwarf_add_frame_fde_b(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Fde fde,  
    Dwarf_P_Die die,  
    Dwarf_Unsigned cie,  
    Dwarf_Addr virt_addr,  
    Dwarf_Unsigned code_len,  
    Dwarf_Unsigned sym_idx,  
    Dwarf_Unsigned sym_idx_of_end,  
    Dwarf_Addr offset_from_end_sym,  
    Dwarf_Error* error)
```

This function is like `dwarf_add_frame_fde()` except that `dwarf_add_frame_fde_b()` has new arguments to allow use with `DW_DLC_SYMBOLIC_RELOCATIONS`.

The function `dwarf_add_frame_fde_b()` adds the FDE specified by `fde` to the list of FDEs for the object represented by the given `dbg`. `die` specifies the DIE that represents the function whose frame information is specified by the given `fde`. `cie` specifies the index of the CIE that should be used to setup the initial conditions for the given frame. `virt_addr` represents the relocatable address at which the code for the given function begins, and `sym_idx` gives the index of the relocatable symbol to be used to relocate this address (`virt_addr` that is). `code_len` specifies the size in bytes of the machine instructions for the given function.

If `sym_idx_of_end` is zero (may be `DW_DLC_STREAM_RELOCATIONS` or `DW_DLC_SYMBOLIC_RELOCATIONS`):

`virt_addr` represents the relocatable address at which the code for the given function begins, and `sym_idx` gives the index of the relocatable symbol to be used to relocate this address (`virt_addr` that is). `code_len` specifies the size in bytes of the machine instructions for the given function. `sym_idx_of_end` and `offset_from_end_sym` are unused.

If `sym_idx_of_end` is non-zero (must be `DW_DLC_SYMBOLIC_RELOCATIONS` to be useful):

`virt_addr` is the offset from the symbol specified by `sym_idx`. `offset_from_end_sym` is the offset from the symbol specified by `sym_idx_of_end`. `code_len` is ignored. This begin-end pair will be show up in the relocation array returned by `dwarf_get_relocation_info()` as a `dwarf_drt_first_of_length_pair` and `dwarf_drt_second_of_length_pair` pair of relocation records. The consuming application will turn that pair into something conceptually identical to

```
.word end_symbol + begin - \  
  ( start_symbol + offset_from_end)
```

The reason offsets are allowed on the begin and end symbols is to allow the caller to re-use existing labels when the labels are available and the corresponding offset is known (economizing on the number of labels in use). The '`offset_from_end - begin_address`' will actually be in the binary stream, not the relocation record, so the app processing the relocation array must read that stream value into (for example) `net_offset` and actually emit something like

```
.word end_symbol - start_symbol + net_offset
```

It returns an index to the given fde.

On error, it returns `DW_DLV_NOCOUNT`.

### 5.13.5 dwarf\_add\_frame\_info\_b()

```
Dwarf_Unsigned dwarf_add_frame_info_b(  
    Dwarf_P_Debug    dbg,  
    Dwarf_P_Fde      fde,  
    Dwarf_P_Die      die,  
    Dwarf_Unsigned   cie,  
    Dwarf_Addr       virt_addr,  
    Dwarf_Unsigned   code_len,  
    Dwarf_Unsigned   sym_idx,  
    Dwarf_Unsigned   end_symbol_index,  
    Dwarf_Addr       offset_from_end_symbol,  
    Dwarf_Signed     offset_into_exception_tables,  
    Dwarf_Unsigned   exception_table_symbol,  
    Dwarf_Error*     error)
```

The function `dwarf_add_frame_fde()` adds the FDE specified by `fde` to the list of FDEs for the object represented by the given `dbg`. `die` specifies the DIE that represents the function whose frame information is specified by the given `fde`. `cie` specifies the index of the CIE that should be used to setup the initial conditions for the given frame. `offset_into_exception_tables` specifies the offset into `.MIPS.eh_region` elf section where the exception tables for this function begins. `exception_table_symbol` gives the index of the relocatable symbol to be used to relocate this offset.

If `end_symbol_index` is not zero we are using two symbols to create a length (must be `DW_DLC_SYMBOLIC_RELOCATIONS` to be useful)

`virt_addr` is the offset from the symbol specified by `sym_idx`. `offset_from_end_symbol`

is the offset from the symbol specified by `end_symbol_index`. `code_len` is ignored. This begin-end pair will be show up in the relocation array returned by `dwarf_get_relocation_info()` as a `dwarf_drt_first_of_length_pair` and `dwarf_drt_second_of_length_pair` pair of relocation records. The consuming application will turn that pair into something conceptually identical to

$$.word\ end\_symbol + offset\_from\_end\_symbol - \backslash \\ (start\_symbol + virt\_addr)$$

The reason offsets are allowed on the begin and end symbols is to allow the caller to re-use existing labels when the labels are available and the corresponding offset is known (economizing on the number of labels in use). The 'offset\_from\_end - begin\_address' will actually be in the binary stream, not the relocation record, so the app processing the relocation array must read that stream value into (for example) `net_offset` and actually emit something like

$$.word\ end\_symbol - start\_symbol + net\_offset$$

If `end_symbol_index` is zero we must be given a `code_len` value (either `DW_DLC_STREAM_RELOCATIONS` or `DW_DLC_SYMBOLIC_RELOCATIONS`):

The relocatable start address of the range is specified by `virt_addr`, and the length of the address range is specified by `code_len`. The relocatable symbol to be used to relocate the start of the address range is specified by `symbol_index`, which is normally the index of the symbol in the Elf symbol table. The `offset_from_end_symbol` is ignored.

It returns an index to the given fde.

On error, it returns `DW_DLV_NOCOUNT`.

### 5.13.6 `dwarf_add_frame_info()`

```
Dwarf_Unsigned dwarf_add_frame_info(  
    Dwarf_P_Debug dbg,  
    Dwarf_P_Fde fde,  
    Dwarf_P_Die die,  
    Dwarf_Unsigned cie,  
    Dwarf_Addr virt_addr,  
    Dwarf_Unsigned code_len,  
    Dwarf_Unsigned sym_idx,  
    Dwarf_Signed offset_into_exception_tables,  
    Dwarf_Unsigned exception_table_symbol,  
    Dwarf_Error* error)
```

The function `dwarf_add_frame_fde()` adds the FDE specified by `fde` to the list of FDEs for the object represented by the given `dbg`. `die` specifies the DIE that represents the function whose frame information is specified by the given `fde`. `cie` specifies the index of the CIE that should be used to setup the initial conditions for the given frame. `virt_addr` represents the relocatable address at which the code for the given function begins, and `sym_idx` gives the index of the relocatable symbol to be used to relocate this address (`virt_addr` that is). `code_len` specifies the size in bytes of the machine instructions for the given function. `offset_into_exception_tables` specifies the offset into

.MIPS.eh\_region elf section where the exception tables for this function begins. exception\_table\_symbol gives the index of the relocatable symbol to be used to relocate this offset.

It returns an index to the given fde.

### 5.13.7 dwarf\_fde\_cfa\_offset()

```
Dwarf_P_Fde dwarf_fde_cfa_offset(  
    Dwarf_P_Fde fde,  
    Dwarf_Unsigned reg,  
    Dwarf_Signed offset,  
    Dwarf_Error *error)
```

The function dwarf\_fde\_cfa\_offset() appends a DW\_CFA\_offset operation to the FDE, specified by fde, being constructed. The first operand of the DW\_CFA\_offset operation is specified by regP. The register specified should not exceed 6 bits. The second operand of the DW\_CFA\_offset operation is specified by offset.

It returns the given fde on success.

It returns DW\_DLV\_BADADDR on error.

### 5.13.8 dwarf\_add\_fde\_inst()

```
Dwarf_P_Fde dwarf_add_fde_inst(  
    Dwarf_P_Fde fde,  
    Dwarf_Small op,  
    Dwarf_Unsigned val1,  
    Dwarf_Unsigned val2,  
    Dwarf_Error *error)
```

The function dwarf\_add\_fde\_inst() adds the operation specified by op to the FDE specified by fde. Upto two operands can be specified in val1, and val2. Based on the operand specified Libdwarf decides how many operands are meaningful for the operand. It also converts the operands to the appropriate datatypes (they are passed to dwarf\_add\_fde\_inst as Dwarf\_Unsigned).

It returns the given fde on success, and DW\_DLV\_BADADDR on error.

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# **A Producer Library Interface to DWARF**

*David Anderson*

## *ABSTRACT*

This document describes an interface to a library of functions to create DWARF debugging information entries and DWARF line number information. It does not make recommendations as to how the functions described in this document should be implemented nor does it suggest possible optimizations.

The document is oriented to creating DWARF version 2. Support for creating DWARF3 is intended but such support is not yet fully present.

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