

NAME

addr2line - translate program addresses to source file names and line numbers

SYNOPSIS

addr2line [-a | --addresses] [-b *target* | --target=*target*] [-e *pathname* | --exe=*pathname*] [-f | --functions] [-i | --inlines] [-j *sectionname* | --section=*sectionname*] [-p | --pretty-print] [-s | --basename] [-C | --demangle] [-H | --help] [-V | --version] [*hexaddress*...]

DESCRIPTION

The **addr2line** utility translates program addresses specified by the command line arguments *hexaddress* to their corresponding source file names and line numbers. If no arguments are given to **addr2line**, it will read these addresses from standard input.

Program addresses specified by arguments *hexaddress* are encoded using the conventions accepted by strtoull(3).

By default, **addr2line** will use the executable "*a.out*". The **-e** option may be used to specified a different ELF object.

The **addr2line** utility recognizes the following options:

-a | --addresses

Display the address prior to the line number information.

-b *target* | --target=*target*

This option is recognized by **addr2line** but is ignored. It is supported for compatibility with GNU binutils.

-e *pathname* | --exe=*pathname*

Use the ELF object specified by argument *pathname* to translate addresses. If this option is not specified, **addr2line** will use the file "*a.out*".

-f | --functions

Display function names in addition to file and line number information.

-i | --inlines

If the address specified belongs to an inlined function, also display the line number information for its caller, recursively until the first non-inlined caller.

-j *sectionname* | --section=*sectionname*

The values specified by arguments *hexaddress* are to be treated as offsets into the section named *sectionname*.

-p | --pretty-print

Display the line number information on one line, in human readable manner.

-s | --basename

Display only the base name for each file name.

-C | --demangle

Demangle C++ names.

-H | --help

Print a help message.

-V | --version

Print a version identifier and exit.

OUTPUT FORMAT

If the **-f** option was not specified, **addr2line** will print the file name and line number for each address specified on a separate line.

If the **-f** option was specified, **addr2line** will print a line containing the name of the function corresponding to program address *hexaddress*, followed by a line with the file name and line number.

If the **-p** option was specified, **addr2line** will print line number information and function name on one line in human readable manner. If the **-i** option was also specified, **addr2line** will print the caller function information prefixed with "(inlined by)".

The **addr2line** utility prints the file name and line number using the format "FILENAME:LINENUMBER".

If a file or function name could not be determined, **addr2line** will print a question mark in their place. If the line number could not be determined, **addr2line** will print a zero in its place.

EXAMPLES

To map address 080483c4 in the default executable *a.out* to a source file name and line number use:

```
% addr2line 080483c4
```

To map address 080483c4 in executable *helloworld*, use:

```
% addr2line -e helloworld 080483c4
```

To have **addr2line** act as a filter reading addresses from its standard input use:

```
% addr2line
```

To print the function name corresponding to an address in addition to its source file and line number use:

```
% addr2line -f 080483c4
```

EXIT STATUS

The **addr2line** utility exits 0 on success, and >0 if an error occurs.

SEE ALSO

`nm(1)`, `elfdump(1)`, `elfcopy(1)`, `strtoull(3)`

AUTHORS

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