NAME

crunchide - hides symbol names from ld, for crunching programs together

SYNOPSIS

crunchide [**-f** *keep-list-file*] [**-k** *keep-symbol*] [*object-file ...*]

DESCRIPTION

The **crunchide** utility hides the global symbols of *object-file* such that they are ignored by subsequent runs of the linker, ld(1). Some symbols may be left visible via the **-k** *keep-symbol* and **-f** *keep-list-file* options. The *keep-list-file* must contain a list of symbols to keep visible, one symbol per line. The names given by *keep-symbol* or in *keep-list-file* should be C names. For example, to keep the C function "foo" visible, the option "-k foo" should be used.

The **crunchide** utility is designed as a companion program for crunchgen(1), which automates the process of creating crunched binaries from multiple component programs.

SEE ALSO

crunchgen(1), ld(1)

AUTHORS

The **crunch** utility was written by James da Silva <*jds@cs.umd.edu*>.

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Chris Demetriou <*cgd@netbsd.org*> reorganized **crunchide** so that it supported multiple object formats, and added ELF object support and ECOFF object recognition.

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