

NAME

dwarf_add_weakname - add information about a weak object to a DWARF producer instance

LIBRARY

DWARF Access Library (libdwarf, -ldwarf)

SYNOPSIS

```
#include <libdwarf.h>
```

Dwarf_Unsigned

```
dwarf_add_weakname(Dwarf_P_Debug dbg, Dwarf_P_Die die, char *name, Dwarf_Error *err);
```

DESCRIPTION

Function **dwarf_add_weakname**() adds information about a weak object to a DWARF producer instance.

Argument *dbg* should reference a DWARF producer instance allocated using `dwarf_producer_init(3)` or `dwarf_producer_init_b(3)`.

Argument *die* specifies the debugging information entry associated with the weak object.

Argument *name* should point to a NUL-terminated string containing the name of the weak object.

If argument *err* is not NULL, it will be used to store error information in case of an error.

RETURN VALUES

On success, function **dwarf_add_weakname**() returns a non-zero value. In case of an error, function **dwarf_add_weakname**() returns 0 and sets the argument *err*.

ERRORS

Function **dwarf_add_weakname**() can fail with:

[DW_DLE_ARGUMENT] One of the arguments *dbg*, *die* or *name* was NULL.

[DW_DLE_MEMORY] An out of memory condition was encountered during the execution of the function.

SEE ALSO

`dwarf(3)`, `dwarf_add_funcname(3)`, `dwarf_add_pubname(3)`, `dwarf_add_typename(3)`,
`dwarf_add_varname(3)`, `dwarf_new_die(3)`, `dwarf_producer_init(3)`, `dwarf_producer_init_b(3)`