

**NAME**

**dwarf\_get\_section\_max\_offsets**, **dwarf\_get\_section\_max\_offsets\_b** - return the size of DWARF sections

**LIBRARY**

DWARF Access Library (libdwarf, -ldwarf)

**SYNOPSIS**

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

*int*

```
dwarf_get_section_max_offsets(Dwarf_Debug dbg, Dwarf_Unsigned *debug_info,
    Dwarf_Unsigned *debug_abbrev, Dwarf_Unsigned *debug_line, Dwarf_Unsigned *debug_loc,
    Dwarf_Unsigned *debug_aranges, Dwarf_Unsigned *debug_macinfo,
    Dwarf_Unsigned *debug_pubnames, Dwarf_Unsigned *debug_str, Dwarf_Unsigned *debug_frame,
    Dwarf_Unsigned *debug_ranges, Dwarf_Unsigned *debug_pubtypes);
```

*int*

```
dwarf_get_section_max_offsets_b(Dwarf_Debug dbg, Dwarf_Unsigned *debug_info,
    Dwarf_Unsigned *debug_abbrev, Dwarf_Unsigned *debug_line, Dwarf_Unsigned *debug_loc,
    Dwarf_Unsigned *debug_aranges, Dwarf_Unsigned *debug_macinfo,
    Dwarf_Unsigned *debug_pubnames, Dwarf_Unsigned *debug_str, Dwarf_Unsigned *debug_frame,
    Dwarf_Unsigned *debug_ranges, Dwarf_Unsigned *debug_pubtypes,
    Dwarf_Unsigned *debug_types);
```

**DESCRIPTION**

Function **dwarf\_get\_section\_max\_offsets\_b()** retrieves the sizes of the DWARF sections in a DWARF debug context. Argument *dbg* should reference a DWARF debug context allocated using **dwarf\_init(3)**. The function stores the size of each DWARF section to the location pointed to by the argument corresponding to the section name. If a DWARF section does not exist, the location pointed to by the argument corresponding to that section will be set to zero.

A value of NULL may be used for any of the arguments *debug\_info*, *debug\_abbrev*, *debug\_line*, *debug\_loc*, *debug\_aranges*, *debug\_macinfo*, *debug\_pubnames*, *debug\_str*, *debug\_frame*, *debug\_ranges*, *debug\_pubtypes* and *debug\_types* if the caller is not interested in the respective section size.

Function **dwarf\_get\_section\_max\_offsets()** is identical to function **dwarf\_get\_section\_max\_offsets\_b()** except that it does not provide argument *debug\_types*, and thus cannot return the size of the ".debug\_types" section.

**RETURN VALUES**

On success, these functions return `DW_DLV_OK`. If argument *dbg* is `NULL`, they return `DW_DLV_ERROR`.

**SEE ALSO**

`dwarf(3)`, `dwarf_init(3)`