### NAME

dwarf\_init, dwarf\_elf\_init - allocate a DWARF debug descriptor

# LIBRARY

DWARF Access Library (libdwarf, -ldwarf)

## SYNOPSIS

### #include <libdwarf.h>

#### int

**dwarf\_init**(*int fd, int mode, Dwarf\_Handler errhand, Dwarf\_Ptr errarg, Dwarf\_Debug \*ret, Dwarf\_Error \*err*);

#### in

**dwarf\_elf\_init**(*Elf \*elf, int mode, Dwarf\_Handler errhand, Dwarf\_Ptr errarg, Dwarf\_Debug \*ret, Dwarf\_Error \*err*);

## DESCRIPTION

These functions allocate and return a *Dwarf\_Debug* instance for the object denoted by argument *fd* or *elf*. This instance would be used for subsequent access to debugging information in the object by other functions in the DWARF(3) library.

For function **dwarf\_init**(), argument *fd* denotes an open file descriptor referencing a compilation object. Function **dwarf\_init**() implicitly allocates an *Elf* descriptor for argument *fd*.

For function **dwarf\_elf\_init**(), argument *elf* denotes a descriptor returned by elf\_begin(3) or elf\_memory(3).

Argument *mode* specifies the access mode desired. It should be at least as permissive as the mode with which the file descriptor *fd* or the ELF descriptor *elf* was created with. Legal values for argument *mode* are:

DW\_DLC\_RDWR Permit reading and writing of DWARF information.DW\_DLC\_READ Operate in read-only mode.DW\_DLC\_WRITE Permit writing of DWARF information.

Argument *errhand* denotes a function to be called in case of an error. If this argument is NULL then a default error handling scheme is used. See dwarf(3) for a description of the error handling scheme used by the DWARF(3) library.

Argument errarg is passed to the error handler function denoted by argument errhand when it is invoked.

Argument *ret* points to the memory location that will hold a *Dwarf\_Debug* reference on a successful call these functions.

Argument *err* references a memory location that would hold a *Dwarf\_Error* descriptor in case of an error.

## **Memory Management**

The *Dwarf\_Debug* instance returned by these functions should be freed using **dwarf\_finish**().

#### **IMPLEMENTATION NOTES**

The current implementation does not support access modes DW\_DLC\_RDWR and DW\_DLC\_WRITE.

# **RETURN VALUES**

These functions return the following values:

[DW_DLV_OK]	This return value indicates a successful return.
[DW_DLV_ERROR]	The operation failed.
[DW_DLV_NO_ENTRY]	The object specified by arguments <i>fd</i> or <i>elf</i> did not contain debug information.

## EXAMPLES

To initialize a *Dwarf\_Debug* instance from a open file descriptor referencing an ELF object, and with the default error handler, use:

Dwarf\_Error err; Dwarf\_Debug dbg;

if (dwarf\_init(fd, DW\_DLC\_READ, NULL, NULL, &dbg, &err) != DW\_DLV\_OK) errx(EXIT\_FAILURE, "dwarf\_init: %s", dwarf\_errmsg(err));

# SEE ALSO

dwarf(3), dwarf\_errmsg(3), dwarf\_finish(3), dwarf\_get\_elf(3), elf\_begin(3), elf\_memory(3)