

NAME

strip - discard information from ELF objects

SYNOPSIS

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strip [-d | -g | -S | --strip-debug] [-h | --help] [--only-keep-debug] [-o outputfile | --output-file=outputfile]  
[-p | --preserve-dates] [-s | --strip-all] [--strip-unneeded] [-w | --wildcard] [-x | --discard-all]  
[-I format | --input-target=format] [-K symbol | --keep-symbol=symbol]  
[-N symbol | --strip-symbol=symbol] [-O format | --output-target=format]  
[-R sectionname | --remove-section=sectionname] [-V | --version] [-X | --discard-locals] file ...
```

DESCRIPTION

The **strip** utility is used to discard information from the ELF objects specified by the arguments *file*

If an explicit output file name is not specified using the **-o** option, the **strip** utility will modify its input arguments in-place.

The **strip** utility supports the following options:

-d | -g | -S | --strip-debug

Remove debugging symbols only.

-h | --help

Print a help message and exit.

--only-keep-debug

Remove all content except that which would be used for debugging.

-o *outputfile* | --output-file=*outputfile*

Write the stripped object to file *outputfile* instead of modifying the input in-place. Only a single input object should be specified if this option is used.

-p | --preserve-dates

Preserve the object's access and modification times.

-s | --strip-all

Remove all symbols.

--strip-unneeded

Remove all symbols not needed for further relocation processing.

-w | --wildcard

Use shell-style patterns to name symbols. The following meta-characters are recognized in patterns:

- ! If this is the first character of the pattern, invert the sense of the pattern match.
- * Matches any string of characters in a symbol name.
- ? Matches zero or one character in a symbol name.
- [Mark the start of a character class.
- \ Remove the special meaning of the next character in the pattern.
-] Mark the end of a character class.

-x | --discard-all

Discard all non-global symbols.

-I *format* | --input-target=*format*

These options are accepted, but are ignored.

-K *symbol* | --keep-symbol=*symbol*

Keep the symbol *symbol* even if it would otherwise be stripped. This option may be specified multiple times.

-N *symbol* | --strip-symbol=*symbol*

Remove the symbol *symbol* even if it would otherwise have been kept. This option may be specified multiple times.

-O *format* | --output-target=*format*

Set the output file format to *format*. For the full list of supported formats, please see the documentation for function `elftc_bfd_find_target(3)`.

-R *sectionname* | --remove-section=*sectionname*

Remove the section named by the argument *sectionname*. This option may be specified multiple times.

-V | --version

Print a version identifier and exit.

-X | --discard-locals

Remove compiler-generated local symbols.

DIAGNOSTICS

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

SEE ALSO

ar(1), elfcopy(1), ld(1), mcs(1), elf(3), elftc_bfd_find_target(3), fnmatch(3)