

# A Consumer Library Interface to DWARF

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## 1. INTRODUCTION

This document describes an interface to *libdwarf*, a library of functions to provide access to DWARF debugging information records, DWARF line number information, DWARF address range and global names information, weak names information, DWARF frame description information, DWARF static function names, DWARF static variables, and DWARF type information.

The document has long mentioned the "Unix International Programming Languages Special Interest Group" (PLSIG), under whose auspices the DWARF committee was formed around 1991. "Unix International" was disbanded in the 1990s and no longer exists.

The DWARF committee published DWARF2 July 27, 1993.

In the mid 1990s this document and the library it describes (which the committee never endorsed, having decided not to endorse or approve any particular library interface) was made available on the internet by Silicon Graphics, Inc.

In 2005 the DWARF committee began an affiliation with FreeStandards.org. In 2007 FreeStandards.org merged with The Linux Foundation. The DWARF committee dropped its affiliation with FreeStandards.org in 2007 and established the dwarfstd.org website. See "<http://www.dwarfstd.org>" for current information on standardization activities and a copy of the standard.

### 1.1 Copyright

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### 1.2 Purpose and Scope

The purpose of this document is to document a library of functions to access DWARF debugging information. There is no effort made in this document to address the creation of these records as those issues are addressed separately (see "A Producer Library Interface to DWARF").

Additionally, the focus of this document is the functional interface, and as such, implementation as well as optimization issues are intentionally ignored.

### 1.3 Document History

A document was written about 1991 which had similar layout and interfaces. Written by people from Hal Corporation, That document described a library for reading DWARF1. The authors distributed paper copies to the committee with the clearly expressed intent to propose the document as a supported interface definition. The committee decided not to pursue a library definition.

SGI wrote the document you are now reading in 1993 with a similar layout and content and organization, but it was complete document rewrite with the intent to read DWARF2 (the DWARF version then in existence). The intent was (and is) to also cover future revisions of DWARF. All the function interfaces were changed in 1994 to uniformly return a simple integer success-code (see DW\_DLV\_OK etc), generally following the recommendations in the chapter titled "Candy Machine Interfaces" of "Writing Solid Code", a book by Steve Maguire (published by Microsoft Press).

### 1.4 Definitions

DWARF debugging information entries (DIEs) are the segments of information placed in the `.debug_*` sections by compilers, assemblers, and linkage editors that, in conjunction with line number entries, are necessary for symbolic source-level debugging. Refer to the latest "*DWARF Debugging Information Format*" from [www.dwarfstd.org](http://www.dwarfstd.org) for a more complete description of these entries.

This document adopts all the terms and definitions in "*DWARF Debugging Information Format*" versions 2 and 3. It originally focused on the implementation at Silicon Graphics, Inc., but now attempts to be more generally useful.

### 1.5 Overview

The remaining sections of this document describe the proposed interface to `libdwarf`, first by describing the purpose of additional types defined by the interface, followed by descriptions of the available operations. This document assumes you are thoroughly familiar with the information contained in the *DWARF Debugging Information Format* document.

We separate the functions into several categories to emphasize that not all consumers want to use all the functions. We call the categories Debugger, Internal-level, High-level, and Miscellaneous not because one is more important than another but as a way of making the rather large set of function calls easier to understand.

Unless otherwise specified, all functions and structures should be taken as being designed for Debugger consumers.

The Debugger Interface of this library is intended to be used by debuggers. The interface is low-level (close to dwarf) but suppresses irrelevant detail. A debugger will want to absorb all of some sections at startup and will want to see little or nothing of some sections except at need. And even then will probably want to absorb only the information in a single compilation unit at a time. A debugger does not care about implementation details of the library.

The Internal-level Interface is for a DWARF prettyprinter and checker. A thorough prettyprinter will want to know all kinds of internal things (like actual FORM numbers and actual offsets) so it can check for appropriate structure in the DWARF data and print (on request) all that internal information for human users and libdwarf authors and compiler-writers. Calls in this interface provide data a debugger does not care about.

The High-level Interface is for higher level access (it is not really a high level interface!). Programs such as disassemblers will want to be able to display relevant information about functions and line numbers without having to invest too much effort in looking at DWARF.

The miscellaneous interface is just what is left over: the error handler functions.

The following is a brief mention of the changes in this libdwarf from the libdwarf draft for DWARF Version 1 and recent changes.

## 1.6 Items Changed

Added dwarf\_set\_reloc\_application() and the default automatic application of Elf 'rela' relocations to DWARF sections (such rela sections appear in .o files, not in executables or shared objects, in general). The dwarf\_set\_reloc\_application() routine lets a consumer turn off the automatic application of 'rela' relocations if desired (it is not clear why anyone would really want to do that, but possibly a consumer could write its own relocation application). An example application that traverses a set of DIEs was added to the new dwarfexample directory (not in this libdwarf directory, but in parallel to it). (July 10, 2009)

Added dwarf\_get\_TAG\_name() (and the FORM AT and so on) interface functions so applications can get the string of the TAG, Attribute, etc as needed. (June 2009)

Added dwarf\_get\_ranges\_a() and dwarf\_loclist\_from\_expr\_a() functions which add arguments allowing a correct address\_size when the address\_size varies by compilation unit (a varying address\_size is quite rare as of May 2009). (May 2009)

Added dwarf\_set\_frame\_same\_value(), and dwarf\_set\_frame\_undefined\_value() to complete the set of frame-information functions needed to allow an application get all frame information returned correctly (meaning that it can be correctly interpreted) for all ABIs. Documented dwarf\_set\_frame\_cfa\_value(). Corrected spelling to dwarf\_set\_frame\_rule\_initial\_value(). (April 2009).

Added support for various DWARF3 features, but primarily a new frame-information interface tailorable at run-time to more than a single ABI. See dwarf\_set\_frame\_rule\_initial\_value(), dwarf\_set\_frame\_rule\_table\_size(), dwarf\_set\_frame\_cfa\_value(). See also dwarf\_get\_fde\_info\_for\_reg3() and dwarf\_get\_fde\_info\_for\_cfa\_reg3(). (April 2006)

Added support for DWARF3 .debug\_pubtypes section. Corrected various leaks (revising dealloc() calls, adding new functions) and corrected dwarf\_formstring() documentation.

Added dwarf\_srclines\_dealloc() as the previous deallocation method documented for data returned by dwarf\_srclines() was incapable of freeing all the allocated storage (14 July 2005).

dwarf\_nextglob(), dwarf\_globname(), and dwarf\_globdie() were all changed to operate on the items in the .debug\_pubnames section.

All functions were modified to return solely an error code. Data is returned through pointer arguments. This makes writing safe and correct library-using-code far easier. For justification for this approach, see the chapter titled "Candy Machine Interfaces" in the book "Writing Solid Code" by Steve Maguire.

## 1.7 Items Removed

Dwarf\_Type was removed since types are no longer special.

dwarf\_typeof() was removed since types are no longer special.

Dwarf\_Ellist was removed since element lists no longer are a special format.

Dwarf\_Bounds was removed since bounds have been generalized.

dwarf\_nextdie() was replaced by dwarf\_next\_cu\_header() to reflect the real way DWARF is organized. The dwarf\_nextdie() was only useful for getting to compilation unit beginnings, so it does not seem harmful to remove it in favor of a more direct function.

dwarf\_childcnt() is removed on grounds that no good use was apparent.

dwarf\_prevline() and dwarf\_nextline() were removed on grounds this is better left to a debugger to do. Similarly, dwarf\_dieline() was removed.

dwarf\_is1stline() was removed as it was not meaningful for the revised DWARF line operations.

Any libdwarf implementation might well decide to support all the removed functionality and to retain the DWARF Version 1 meanings of that functionality. This would be difficult because the original libdwarf draft specification used traditional C library interfaces which confuse the values returned by successful calls with exceptional conditions like failures and 'no more data' indications.

## 1.8 Revision History

March 93            Work on DWARF2 SGI draft begins  
June 94            The function returns are changed to return an error/success code only.  
April 2006:        Support for DWARF3 consumer operations is close to completion.

## 2. Types Definitions

### 2.1 General Description

The *libdwarf.h* header file contains typedefs and preprocessor definitions of types and symbolic names used to reference objects of *libdwarf*. The types defined by typedefs contained in *libdwarf.h* all use the convention of adding *Dwarf\_* as a prefix and can be placed in three categories:

- Scalar types : The scalar types defined in *libdwarf.h* are defined primarily for notational convenience and identification. Depending on the individual definition, they are interpreted as a value, a pointer, or as a flag.
- Aggregate types : Some values can not be represented by a single scalar type; they must be represented by a collection of, or as a union of, scalar and/or aggregate types.
- Opaque types : The complete definition of these types is intentionally omitted; their use is as handles for query operations, which will yield either an instance of another opaque type to be used in another query, or an instance of a scalar or aggregate type, which is the actual result.

### 2.2 Scalar Types

The following are the defined by *libdwarf.h*:

```
typedef int                      Dwarf_Bool;
typedef unsigned long long Dwarf_Off;
typedef unsigned long long Dwarf_Unsigned;
typedef unsigned short        Dwarf_Half;
typedef unsigned char        Dwarf_Small;
typedef signed long long      Dwarf_Signed;
typedef unsigned long long Dwarf_Addr;
typedef void                  *Dwarf_Ptr;
typedef void      (*Dwarf_Handler)(Dwarf_Error *error, Dwarf_Ptr errarg);
```

Dwarf\_Ptr is an address for use by the host program calling the library, not for representing pc-values/addresses within the target object file. Dwarf\_Addr is for pc-values within the target object file. The sample scalar type assignments above are for a *libdwarf.h* that can read and write 32-bit or 64-bit binaries on a 32-bit or 64-bit host machine. The types must be defined appropriately for each implementation of libdwarf. A description of these scalar types in the SGI/MIPS environment is given in

Figure 1.

NAME	SIZE	ALIGNMENT	PURPOSE
Dwarf_Bool	4	4	Boolean states
Dwarf_Off	8	8	Unsigned file offset
Dwarf_Unsigned	8	8	Unsigned large integer
Dwarf_Half	2	2	Unsigned medium integer
Dwarf_Small	1	1	Unsigned small integer
Dwarf_Signed	8	8	Signed large integer
Dwarf_Addr	8	8	Program address (target program)
Dwarf_Ptr	4 8	4 8	Dwarf section pointer (host program)
Dwarf_Handler	4 8	4 8	Pointer to error handler function

**Figure 1.** Scalar Types

## 2.3 Aggregate Types

The following aggregate types are defined by *libdwarf.h*: Dwarf\_Loc, Dwarf\_Locdesc, Dwarf\_Block, Dwarf\_Frame\_Op, Dwarf\_Regtable, Dwarf\_Regtable3. While most of libdwarf acts on or returns simple values or opaque pointer types, this small set of structures seems useful.

### 2.3.1 Location Record

The Dwarf\_Loc type identifies a single atom of a location description or a location expression.

```
typedef struct {
    Dwarf_Small      lr_atom;
    Dwarf_Unsigned    lr_number;
    Dwarf_Unsigned    lr_number2;
    Dwarf_Unsigned    lr_offset;
} Dwarf_Loc;
```

The lr\_atom identifies the atom corresponding to the DW\_OP\_\* definition in *dwarf.h* and it represents the operation to be performed in order to locate the item in question.

The lr\_number field is the operand to be used in the calculation specified by the lr\_atom field; not all atoms use this field. Some atom operations imply signed numbers so it is necessary to cast this to a Dwarf\_Signed type for those operations.

The lr\_number2 field is the second operand specified by the lr\_atom field; only DW\_OP\_BREGX has this field. Some atom operations imply signed numbers so it may be necessary to cast this to a Dwarf\_Signed type for those operations.

The lr\_offset field is the byte offset (within the block the location record came from) of the atom specified by the lr\_atom field. This is set on all atoms. This is useful for operations DW\_OP\_SKIP and DW\_OP\_BRA.

### 2.3.2 Location Description

The `Dwarf_Locdesc` type represents an ordered list of `Dwarf_Loc` records used in the calculation to locate an item. Note that in many cases, the location can only be calculated at runtime of the associated program.

```
typedef struct {
    Dwarf_Addr      ld_lopc;
    Dwarf_Addr      ld_hipc;
    Dwarf_Unsigned   ld_cents;
    Dwarf_Loc*       ld_s;
} Dwarf_Locdesc;
```

The `ld_lopc` and `ld_hipc` fields provide an address range for which this location descriptor is valid. Both of these fields are set to *zero* if the location descriptor is valid throughout the scope of the item it is associated with. These addresses are virtual memory addresses, not offsets-from-something. The virtual memory addresses do not account for dso movement (none of the pc values from libdwf do that, it is up to the consumer to do that).

The `ld_cents` field contains a count of the number of `Dwarf_Loc` entries pointed to by the `ld_s` field.

The `ld_s` field points to an array of `Dwarf_Loc` records.

### 2.3.3 Data Block

The `Dwarf_Block` type is used to contain the value of an attribute whose form is either `DW_FORM_block1`, `DW_FORM_block2`, `DW_FORM_block4`, `DW_FORM_block8`, or `DW_FORM_block`. Its intended use is to deliver the value for an attribute of any of these forms.

```
typedef struct {
    Dwarf_Unsigned   bl_len;
    Dwarf_Ptr        bl_data;
} Dwarf_Block;
```

The `bl_len` field contains the length in bytes of the data pointed to by the `bl_data` field.

The `bl_data` field contains a pointer to the uninterpreted data. Since we use a `Dwarf_Ptr` here one must copy the pointer to some other type (typically an `unsigned char *`) so one can add increments to index through the data. The data pointed to by `bl_data` is not necessarily at any useful alignment.

### 2.3.4 Frame Operation Codes: DWARF 2

This interface is adequate for DWARF2 but not for DWARF3. A separate interface usable for DWARF3 and for DWARF2 is described below.

The DWARF2 `Dwarf_Frame_Op` type is used to contain the data of a single instruction of an instruction-sequence of low-level information from the section containing frame information. This is ordinarily used by Internal-level Consumers trying to print everything in detail.

```
typedef struct {
    Dwarf_Small  fp_base_op;
    Dwarf_Small  fp_extended_op;
    Dwarf_Half    fp_register;
    Dwarf_Signed  fp_offset;
    Dwarf_Offset  fp_instr_offset;
} Dwarf_Frame_Op;
```

`fp_base_op` is the 2-bit basic op code. `fp_extended_op` is the 6-bit extended opcode (if `fp_base_op` indicated there was an extended op code) and is zero otherwise.

`fp_register` is any (or the first) register value as defined in the Call Frame Instruction Encodings figure in the dwarf document. If not used with the Op it is 0.

`fp_offset` is the address, delta, offset, or second register as defined in the Call Frame Instruction Encodings figure in the dwarf document. If this is an address then the value should be cast to (`Dwarf_Addr`) before being used. In any implementation this field *must* be as large as the larger of `Dwarf_Signed` and `Dwarf_Addr` for this to work properly. If not used with the op it is 0.

`fp_instr_offset` is the `byte_offset` (within the instruction stream of the frame instructions) of this operation. It starts at 0 for a given frame descriptor.

### 2.3.5 Frame Regtable: DWARF 2

This interface is adequate for DWARF2 but not for DWARF3. A separate interface usable for DWARF3 and for DWARF2 is described below.

The `Dwarf_Regtable` type is used to contain the register-restore information for all registers at a given PC value. Normally used by debuggers.

```
/* DW_REG_TABLE_SIZE must reflect the number of registers
*(DW_FRAME_LAST_REG_NUM) as defined in dwarf.h
*/
#define DW_REG_TABLE_SIZE <fill in size here, 66 for MIPS/IRIX>
typedef struct {
    struct {
        Dwarf_Small    dw_offset_relevant;
        Dwarf_Half     dw_regnum;
        Dwarf_Addr     dw_offset;
    }
    rules[DW_REG_TABLE_SIZE];
} Dwarf_Regtable;
```

The array is indexed by register number. The field values for each index are described next. For clarity we describe the field values for index `rules[M]` (M being any legal array element index).

`dw_offset_relevant` is non-zero to indicate the `dw_offset` field is meaningful. If zero then the `dw_offset` is zero and should be ignored.

`dw_regnum` is the register number applicable. If `dw_offset_relevant` is zero, then this is the register number of the register containing the value for register M. If `dw_offset_relevant` is non-zero, then this is the register number of the register to use as a base (M may be `DW_FRAME_CFA_COL`, for example) and the `dw_offset` value applies. The value of register M is therefore the value of register `dw_regnum`.

`dw_offset` should be ignored if `dw_offset_relevant` is zero. If `dw_offset_relevant` is non-zero, then the consumer code should add the value to the value of the register `dw_regnum` to produce the value.

### 2.3.6 Frame Operation Codes: DWARF 3 (and DWARF2)

This interface is adequate for DWARF3 and for DWARF2. It is new in libdwarf in April 2006.

The DWARF2 Dwarf\_Frame\_Op3 type is used to contain the data of a single instruction of an instruction-sequence of low-level information from the section containing frame information. This is ordinarily used by Internal-level Consumers trying to print everything in detail.

```
typedef struct {
    Dwarf_Small    fp_base_op;
    Dwarf_Small    fp_extended_op;
    Dwarf_Half     fp_register;

    /* Value may be signed, depends on op.
       Any applicable data_alignment_factor has
       not been applied, this is the raw offset. */
    Dwarf_Unsigned fp_offset_or_block_len;
    Dwarf_Small    *fp_expr_block;

    Dwarf_Off      fp_instr_offset;
} Dwarf_Frame_Op3;
```

fp\_base\_op is the 2-bit basic op code. fp\_extended\_op is the 6-bit extended opcode (if fp\_base\_op indicated there was an extended op code) and is zero otherwise.

fp\_register is any (or the first) register value as defined in the Call Frame Instruction Encodings figure in the dwarf document. If not used with the Op it is 0.

fp\_offset\_or\_block\_len is the address, delta, offset, or second register as defined in the Call Frame Instruction Encodings figure in the dwarf document. Or (depending on the op, it may be the length of the dwarf-expression block pointed to by fp\_expr\_block. If this is an address then the value should be cast to (Dwarf\_Addr) before being used. In any implementation this field \*must\* be as large as the larger of Dwarf\_Signed and Dwarf\_Addr for this to work properly. If not used with the op it is 0.

fp\_expr\_block (if applicable to the op) points to a dwarf-expression block which is fp\_offset\_or\_block\_len bytes long.

fp\_instr\_offset is the byte\_offset (within the instruction stream of the frame instructions) of this operation. It starts at 0 for a given frame descriptor.

### 2.3.7 Frame Regtable: DWARF 3

This interface is adequate for DWARF3 and for DWARF2. It is new in libdwarf as of April 2006.

The Dwarf\_Regtable3 type is used to contain the register-restore information for all registers at a given PC value. Normally used by debuggers.



```
typedef struct Dwarf_Regtable_Entry3_s {
    Dwarf_Small      dw_offset_relevant;
    Dwarf_Small      dw_value_type;
    Dwarf_Half        dw_regnum;
    Dwarf_Unsigned    dw_offset_or_block_len;
    Dwarf_Ptr         dw_block_ptr;
} Dwarf_Regtable_Entry3;

typedef struct Dwarf_Regtable3_s {
    struct Dwarf_Regtable_Entry3_s    rt3_cfa_rule;

    Dwarf_Half                        rt3_reg_table_size;
    struct Dwarf_Regtable_Entry3_s * rt3_rules;
} Dwarf_Regtable3;
```

The array is indexed by register number. The field values for each index are described next. For clarity we describe the field values for index rules[M] (M being any legal array element index). (DW\_FRAME\_CFA\_COL3 DW\_FRAME\_SAME\_VAL, DW\_FRAME\_UNDEFINED\_VAL are not legal array indexes, nor is any index < 0 or > rt3\_reg\_table\_size); The caller of routines using this struct must create data space for rt3\_reg\_table\_size entries of struct Dwarf\_Regtable\_Entry3\_s and arrange that rt3\_rules points to that space and that rt3\_reg\_table\_size is set correctly. The caller need not (but may) initialize the contents of the rt3\_cfa\_rule or the rt3\_rules array. The following applies to each rt3\_rules rule M:

dw\_regnum is the register number applicable. If dw\_regnum is DW\_FRAME\_UNDEFINED\_VAL, then the register I has undefined value. If dw\_regnum is DW\_FRAME\_SAME\_VAL, then the register I has the same value as in the previous frame.

If dw\_regnum is neither of these two, then the following apply:

dw\_value\_type determines the meaning of the other fields. It is one of DW\_EXPR\_OFFSET (0), DW\_EXPR\_VAL\_OFFSET(1), DW\_EXPR\_EXPRESSION(2) or DW\_EXPR\_VAL\_EXPRESSION(3).

If dw\_value\_type is DW\_EXPR\_OFFSET (0) then this is as in DWARF2 and the offset(N) rule or the register(R) rule of the DWARF3 and DWARF2 document applies. The value is either:

If dw\_offset\_relevant is non-zero, then dw\_regnum is effectively ignored but must be identical to DW\_FRAME\_CFA\_COL3 and the dw\_offset value applies. The value of register M is therefore the value of CFA plus the value of dw\_offset. The result of the calculation is the address in memory where the value of register M resides. This is the offset(N) rule of the DWARF2 and DWARF3 documents.

dw\_offset\_relevant is zero it indicates the dw\_offset field is not meaningful. The value of register M is the value currently in register dw\_regnum (the value DW\_FRAME\_CFA\_COL3 must not appear, only real registers). This is the register(R) rule of the DWARF3 spec.

If dw\_value\_type is DW\_EXPR\_OFFSET (1) then this is the the val\_offset(N) rule of the DWARF3 spec applies. The calculation is identical to that of DW\_EXPR\_OFFSET (0) but the value is interpreted as the value of register M (rather than the address where register M's value is stored).

If dw\_value\_type is DW\_EXPR\_EXPRESSION (2) then this is the the expression(E) rule of the DWARF3 document.

`dw_offset_or_block_len` is the length in bytes of the in-memory block pointed at by `dw_block_ptr`. `dw_block_ptr` is a DWARF expression. Evaluate that expression and the result is the address where the previous value of register M is found.

If `dw_value_type` is `DW_EXPR_VAL_EXPRESSION` (3) then this is the `val_expression(E)` rule of the DWARF3 spec.

`dw_offset_or_block_len` is the length in bytes of the in-memory block pointed at by `dw_block_ptr`. `dw_block_ptr` is a DWARF expression. Evaluate that expression and the result is the previous value of register M.

The rule `rt3_cfa_rule` is the current value of the CFA. It is interpreted exactly like any register M rule (as described just above) except that `dw_regnum` cannot be `CW_FRAME_CFA_REG3` or `DW_FRAME_UNDEFINED_VAL` or `DW_FRAME_SAME_VAL` but must be a real register number.

## 2.3.8 Macro Details Record

The `Dwarf_Macro_Details` type gives information about a single entry in the `.debug.macro` section.

```
struct Dwarf_Macro_Details_s {
    Dwarf_Off    dmd_offset;
    Dwarf_Small  dmd_type;
    Dwarf_Signed dmd_lineno;
    Dwarf_Signed dmd_fileindex;
    char *       dmd_macro;
};
typedef struct Dwarf_Macro_Details_s Dwarf_Macro_Details;
```

`dmd_offset` is the byte offset, within the `.debug.macro` section, of this macro information.

`dmd_type` is the type code of this macro info entry (or 0, the type code indicating that this is the end of macro information entries for a compilation unit. See `DW_MACINFO_define`, etc in the DWARF document.

`dmd_lineno` is the line number where this entry was found, or 0 if there is no applicable line number.

`dmd_fileindex` is the file index of the file involved. This is only guaranteed meaningful on a `DW_MACINFO_start_file` `dmd_type`. Set to -1 if unknown (see the functional interface for more details).

`dmd_macro` is the applicable string. For a `DW_MACINFO_define` this is the macro name and value. For a `DW_MACINFO_undef`, or this is the macro name. For a `DW_MACINFO_vendor_ext` this is the vendor-defined string value. For other `dmd_types` this is 0.

## 2.4 Opaque Types

The opaque types declared in *libdwarf.h* are used as descriptors for queries against DWARF information stored in various debugging sections. Each time an instance of an opaque type is returned as a result of a *libdwarf* operation (`Dwarf_Debug` excepted), it should be freed, using `dwarf_dealloc()` when it is no longer of use (read the following documentation for details, as in at least one case there is a special routine provided for deallocation and `dwarf_dealloc()` is not directly called: see `dwarf_srclines()`). Some functions return a number of instances of an opaque type in a block, by means of a pointer to the block and a count of the number of opaque descriptors in the block: see the function description for deallocation rules for such functions. The list of opaque types defined in *libdwarf.h* that are pertinent to the Consumer Library, and their intended use is described below.

```
typedef struct Dwarf_Debug_s* Dwarf_Debug;
```

An instance of the Dwarf\_Debug type is created as a result of a successful call to dwarf\_init(), or dwarf\_elf\_init(), and is used as a descriptor for subsequent access to most libdwarf functions on that object. The storage pointed to by this descriptor should be not be freed, using the dwarf\_dealloc() function. Instead free it with dwarf\_finish().

```
typedef struct Dwarf_Die_s* Dwarf_Die;
```

An instance of a Dwarf\_Die type is returned from a successful call to the dwarf\_siblingof(), dwarf\_child, or dwarf\_offdie() function, and is used as a descriptor for queries about information related to that DIE. The storage pointed to by this descriptor should be freed, using dwarf\_dealloc() with the allocation type DW\_DLA\_DIE when no longer needed.

```
typedef struct Dwarf_Line_s* Dwarf_Line;
```

Instances of Dwarf\_Line type are returned from a successful call to the dwarf\_srclines() function, and are used as descriptors for queries about source lines. The storage pointed to by these descriptors should be individually freed, using dwarf\_dealloc() with the allocation type DW\_DLA\_LINE when no longer needed.

```
typedef struct Dwarf_Global_s* Dwarf_Global;
```

Instances of Dwarf\_Global type are returned from a successful call to the dwarf\_get\_globals() function, and are used as descriptors for queries about global names (pubnames).

```
typedef struct Dwarf_Weak_s* Dwarf_Weak;
```

Instances of Dwarf\_Weak type are returned from a successful call to the SGI-specific dwarf\_get\_weak() function, and are used as descriptors for queries about weak names. The storage pointed to by these descriptors should be individually freed, using dwarf\_dealloc() with the allocation type DW\_DLA\_WEAK\_CONTEXT (or DW\_DLA\_WEAK, an older name, supported for compatibility) when no longer needed.

```
typedef struct Dwarf_Func_s* Dwarf_Func;
```

Instances of Dwarf\_Func type are returned from a successful call to the SGI-specific dwarf\_get\_funcs() function, and are used as descriptors for queries about static function names.

```
typedef struct Dwarf_Type_s* Dwarf_Type;
```

Instances of Dwarf\_Type type are returned from a successful call to the SGI-specific dwarf\_get\_types() function, and are used as descriptors for queries about user defined types.

```
typedef struct Dwarf_Var_s* Dwarf_Var;
```

Instances of Dwarf\_Var type are returned from a successful call to the SGI-specific dwarf\_get\_vars() function, and are used as descriptors for queries about static variables.

```
typedef struct Dwarf_Error_s* Dwarf_Error;
```

This descriptor points to a structure that provides detailed information about errors detected by libdwarf. Users typically provide a location for libdwarf to store this descriptor for the user to obtain more information about the error. The storage pointed to by this descriptor should be freed, using

`dwarf_dealloc()` with the allocation type `DW_DLA_ERROR` when no longer needed.

```
typedef struct Dwarf_Attribute_s* Dwarf_Attribute;
```

Instances of `Dwarf_Attribute` type are returned from a successful call to the `dwarf_attrlist()`, or `dwarf_attr()` functions, and are used as descriptors for queries about attribute values. The storage pointed to by this descriptor should be individually freed, using `dwarf_dealloc()` with the allocation type `DW_DLA_ATTR` when no longer needed.

```
typedef struct Dwarf_Abbrev_s* Dwarf_Abbrev;
```

An instance of a `Dwarf_Abbrev` type is returned from a successful call to `dwarf_get_abbrev()`, and is used as a descriptor for queries about abbreviations in the `.debug_abbrev` section. The storage pointed to by this descriptor should be freed, using `dwarf_dealloc()` with the allocation type `DW_DLA_ABBREV` when no longer needed.

```
typedef struct Dwarf_Fde_s* Dwarf_Fde;
```

Instances of `Dwarf_Fde` type are returned from a successful call to the `dwarf_get_fde_list()`, `dwarf_get_fde_for_die()`, or `dwarf_get_fde_at_pc()` functions, and are used as descriptors for queries about frames descriptors.

```
typedef struct Dwarf_Cie_s* Dwarf_Cie;
```

Instances of `Dwarf_Cie` type are returned from a successful call to the `dwarf_get_fde_list()` function, and are used as descriptors for queries about information that is common to several frames.

```
typedef struct Dwarf_Arange_s* Dwarf_Arange;
```

Instances of `Dwarf_Arange` type are returned from successful calls to the `dwarf_get_aranges()`, or `dwarf_get_arange()` functions, and are used as descriptors for queries about address ranges. The storage pointed to by this descriptor should be individually freed, using `dwarf_dealloc()` with the allocation type `DW_DLA_ARANGE` when no longer needed.

### 3. Error Handling

The method for detection and disposition of error conditions that arise during access of debugging information via *libdwarf* is consistent across all *libdwarf* functions that are capable of producing an error. This section describes the method used by *libdwarf* in notifying client programs of error conditions.

Most functions within *libdwarf* accept as an argument a pointer to a `Dwarf_Error` descriptor where a `Dwarf_Error` descriptor is stored if an error is detected by the function. Routines in the client program that provide this argument can query the `Dwarf_Error` descriptor to determine the nature of the error and perform appropriate processing.

A client program can also specify a function to be invoked upon detection of an error at the time the library is initialized (see `dwarf_init()`). When a *libdwarf* routine detects an error, this function is called with two arguments: a code indicating the nature of the error and a pointer provided by the client at initialization (again see `dwarf_init()`). This pointer argument can be used to relay information between the error handler and other routines of the client program. A client program can specify or change both the error handling function and the pointer argument after initialization using `dwarf_seterrhand()` and `dwarf_seterrarg()`.

In the case where *libdwarf* functions are not provided a pointer to a `Dwarf_Error` descriptor, and no error handling function was provided at initialization, *libdwarf* functions terminate execution by calling `abort(3C)`.

The following lists the processing steps taken upon detection of an error:

1. Check the `error` argument; if not a `NULL` pointer, allocate and initialize a `Dwarf_Error` descriptor with information describing the error, place this descriptor in the area pointed to by `error`, and return a value indicating an error condition.
2. If an `errhand` argument was provided to `dwarf_init()` at initialization, call `errhand()` passing it the error descriptor and the value of the `errarg` argument provided to `dwarf_init()`. If the error handling function returns, return a value indicating an error condition.
3. Terminate program execution by calling `abort(3C)`.

In all cases, it is clear from the value returned from a function that an error occurred in executing the function, since `DW_DLV_ERROR` is returned.

As can be seen from the above steps, the client program can provide an error handler at initialization, and still provide an error argument to *libdwarf* functions when it is not desired to have the error handler invoked.

If a *libdwarf* function is called with invalid arguments, the behavior is undefined. In particular, supplying a `NULL` pointer to a *libdwarf* function (except where explicitly permitted), or pointers to invalid addresses or uninitialized data causes undefined behavior; the return value in such cases is undefined, and the function may fail to invoke the caller supplied error handler or to return a meaningful error number. Implementations also may abort execution for such cases.

### 3.1 Returned values in the functional interface

Values returned by *libdwarf* functions to indicate success and errors are enumerated in Figure 2. The `DW_DLV_NO_ENTRY` case is useful for functions need to indicate that while there was no data to return there was no error either. For example, `dwarf_siblingof()` may return `DW_DLV_NO_ENTRY` to indicate that that there was no sibling to return.

SYMBOLIC NAME	VALUE	MEANING
<code>DW_DLV_ERROR</code>	1	Error
<code>DW_DLV_OK</code>	0	Successful call
<code>DW_DLV_NO_ENTRY</code>	-1	No applicable value

**Figure 2.** Error Indications

Each function in the interface that returns a value returns one of the integers in the above figure.

If `DW_DLV_ERROR` is returned and a pointer to a `Dwarf_Error` pointer is passed to the function, then a `Dwarf_Error` handle is returned through the pointer. No other pointer value in the interface returns a value. After the `Dwarf_Error` is no longer of interest, a `dwarf_dealloc(dbg,dw_err,DW_DLA_ERROR)` on the error pointer is appropriate to free any space used by the error information.

If `DW_DLV_NO_ENTRY` is returned no pointer value in the interface returns a value.

If `DW_DLV_OK` is returned, the `Dwarf_Error` pointer, if supplied, is not touched, but any other values to be returned through pointers are returned. In this case calls (depending on the exact function returning the

error) to `dwarf_dealloc()` may be appropriate once the particular pointer returned is no longer of interest.

Pointers passed to allow values to be returned through them are uniformly the last pointers in each argument list.

All the interface functions are defined from the point of view of the writer-of-the-library (as is traditional for UN\*X library documentation), not from the point of view of the user of the library. The caller might code:

```
Dwarf_Line line;
Dwarf_Signed ret_loff;
Dwarf_Error err;
int retval = dwarf_lineoff(line,&ret_loff,&err);
```

for the function defined as

```
int dwarf_lineoff(Dwarf_Line line,Dwarf_Signed *return_lineoff,
    Dwarf_Error* err);
```

and this document refers to the function as returning the value through `*err` or `*return_lineoff` or uses the phrase "returns in the location pointed to by `err`". Sometimes other similar phrases are used.

## 4. Memory Management

Several of the functions that comprise *libdwarf* return pointers (opaque descriptors) to structures that have been dynamically allocated by the library. To aid in the management of dynamic memory, the function `dwarf_dealloc()` is provided to free storage allocated as a result of a call to a *libdwarf* function. This section describes the strategy that should be taken by a client program in managing dynamic storage.

### 4.1 Read-only Properties

All pointers (opaque descriptors) returned by or as a result of a *libdwarf Consumer Library* call should be assumed to point to read-only memory. The results are undefined for *libdwarf* clients that attempt to write to a region pointed to by a value returned by a *libdwarf Consumer Library* call.

### 4.2 Storage Deallocation

See the section "Returned values in the functional interface", above, for the general rules where calls to `dwarf_dealloc()` is appropriate.

In some cases the pointers returned by a *libdwarf* call are pointers to data which is not freeable. The library knows from the allocation type provided to it whether the space is freeable or not and will not free inappropriately when `dwarf_dealloc()` is called. So it is vital that `dwarf_dealloc()` be called with the proper allocation type.

For most storage allocated by *libdwarf*, the client can free the storage for reuse by calling `dwarf_dealloc()`, providing it with the `Dwarf_Debug` descriptor specifying the object for which the storage was allocated, a pointer to the area to be free-ed, and an identifier that specifies what the pointer points to (the allocation type). For example, to free a `Dwarf_Die die` belonging to the object represented by `Dwarf_Debug dbg`, allocated by a call to `dwarf_siblingof()`, the call to `dwarf_dealloc()` would be:

```
dwarf_dealloc(dbg, die, DW_DLA_DIE);
```

To free storage allocated in the form of a list of pointers (opaque descriptors), each member of the list

should be deallocated, followed by deallocation of the actual list itself. The following code fragment uses an invocation of `dwarf_attrlist()` as an example to illustrate a technique that can be used to free storage from any *libdwarf* routine that returns a list:

```
Dwarf_Unsigned atcnt;
Dwarf_Attribute *atlist;
int errv;

errv = dwarf_attrlist(somedie, &atlist,&atcnt, &error);
if (errv == DW_DLV_OK) {

    for (i = 0; i < atcnt; ++i) {
        /* use atlist[i] */
        dwarf_dealloc(dbg, atlist[i], DW_DLA_ATTR);
    }
    dwarf_dealloc(dbg, atlist, DW_DLA_LIST);
}
```

The `Dwarf_Debug` returned from `dwarf_init()` or `dwarf_elf_init()` cannot be freed using `dwarf_dealloc()`. The function `dwarf_finish()` will deallocate all dynamic storage associated with an instance of a `Dwarf_Debug` type. In particular, it will deallocate all dynamically allocated space associated with the `Dwarf_Debug` descriptor, and finally make the descriptor invalid.

An `Dwarf_Error` returned from `dwarf_init()` or `dwarf_elf_init()` in case of a failure cannot be freed using `dwarf_dealloc()`. The only way to free the `Dwarf_Error` from either of those calls is to use *free(3)* directly. Every `Dwarf_Error` must be freed by `dwarf_dealloc()` except those returned by `dwarf_init()` or `dwarf_elf_init()`.

The codes that identify the storage pointed to in calls to `dwarf_dealloc()` are described in figure 3.

IDENTIFIER	USED TO FREE
DW_DLA_STRING	char*
DW_DLA_LOC	Dwarf_Loc
DW_DLA_LOCDISC	Dwarf_Locdesc
DW_DLA_ELLIST	Dwarf_Ellist (not used)
DW_DLA_BOUNDS	Dwarf_Bounds (not used)
DW_DLA_BLOCK	Dwarf_Block
DW_DLA_DEBUG	Dwarf_Debug (do not use)
DW_DLA_DIE	Dwarf_Die
DW_DLA_LINE	Dwarf_Line
DW_DLA_ATTR	Dwarf_Attribute
DW_DLA_TYPE	Dwarf_Type (not used)
DW_DLA_SUBSCR	Dwarf_Subscr (not used)
DW_DLA_GLOBAL_CONTEXT	Dwarf_Global
DW_DLA_ERROR	Dwarf_Error
DW_DLA_LIST	a list of opaque descriptors
DW_DLA_LINEBUF	Dwarf_Line* (not used)
DW_DLA_ARANGE	Dwarf_Arange
DW_DLA_ABBREV	Dwarf_Abbrev
DW_DLA_FRAME_OP	Dwarf_Frame_Op
DW_DLA_CIE	Dwarf_Cie
DW_DLA_FDE	Dwarf_Fde
DW_DLA_LOC_BLOCK	Dwarf_Loc Block
DW_DLA_FRAME_BLOCK	Dwarf_Frame Block (not used)
DW_DLA_FUNC_CONTEXT	Dwarf_Func
DW_DLA_TYPENAME_CONTEXT	Dwarf_Type
DW_DLA_VAR_CONTEXT	Dwarf_Var
DW_DLA_WEAK_CONTEXT	Dwarf_Weak
DW_DLA_PUBTYPES_CONTEXT	Dwarf_Pubtype

**Figure 3.** Allocation/Deallocation Identifiers

## 5. Functional Interface

This section describes the functions available in the *libdwarf* library. Each function description includes its definition, followed by one or more paragraph describing the function's operation.

The following sections describe these functions.

### 5.1 Initialization Operations

These functions are concerned with preparing an object file for subsequent access by the functions in *libdwarf* and with releasing allocated resources when access is complete.

#### 5.1.1 dwarf\_init()



```
int dwarf_init(  
    int fd,  
    Dwarf_Unsigned access,  
    Dwarf_Handler errhand,  
    Dwarf_Ptr errarg,  
    Dwarf_Debug * dbg,  
    Dwarf_Error *error)
```

When it returns DW\_DLV\_OK, the function `dwarf_init()` returns through `dbg` a `Dwarf_Debug` descriptor that represents a handle for accessing debugging records associated with the open file descriptor `fd`. `DW_DLV_NO_ENTRY` is returned if the object does not contain DWARF debugging information. `DW_DLV_ERROR` is returned if an error occurred. The `access` argument indicates what access is allowed for the section. The `DW_DLC_READ` parameter is valid for read access (only read access is defined or discussed in this document). The `errhand` argument is a pointer to a function that will be invoked whenever an error is detected as a result of a *libdwarf* operation. The `errarg` argument is passed as an argument to the `errhand` function. The file descriptor associated with the `fd` argument must refer to an ordinary file (i.e. not a pipe, socket, device, /proc entry, etc.), be opened with the at least as much permission as specified by the `access` argument, and cannot be closed or used as an argument to any system calls by the client until after `dwarf_finish()` is called. The seek position of the file associated with `fd` is undefined upon return of `dwarf_init()`.

With SGI IRIX, by default it is allowed that the app `close()` `fd` immediately after calling `dwarf_init()`, but that is not a portable approach (that it works is an accidental side effect of the fact that SGI IRIX uses `ELF_C_READ_MMAP` in its hidden internal call to `elf_begin()`). The portable approach is to consider that `fd` must be left open till after the corresponding `dwarf_finish()` call has returned.

Since `dwarf_init()` uses the same error handling processing as other *libdwarf* functions (see *Error Handling* above), client programs will generally supply an error parameter to bypass the default actions during initialization unless the default actions are appropriate.

### 5.1.2 dwarf\_elf\_init()

```
int dwarf_elf_init(  
    Elf * elf_file_pointer,  
    Dwarf_Unsigned access,  
    Dwarf_Handler errhand,  
    Dwarf_Ptr errarg,  
    Dwarf_Debug * dbg,  
    Dwarf_Error *error)
```

The function `dwarf_elf_init()` is identical to `dwarf_init()` except that an open `Elf *` pointer is passed instead of a file descriptor. In systems supporting ELF object files this may be more space or time-efficient than using `dwarf_init()`. The client is allowed to use the `Elf *` pointer for its own purposes without restriction during the time the `Dwarf_Debug` is open, except that the client should not `elf_end()` the pointer till after `dwarf_finish` is called.

### 5.1.3 dwarf\_get\_elf()

```
int dwarf_get_elf(  
    Dwarf_Debug dbg,  
    Elf **      elf,  
    Dwarf_Error *error)
```

When it returns DW\_DLV\_OK, the function `dwarf_get_elf()` returns through the pointer `elf` the `Elf *` handle used to access the object represented by the `Dwarf_Debug` descriptor `dbg`. It returns DW\_DLV\_ERROR on error.

Because `int dwarf_init()` opens an Elf descriptor on its fd and `dwarf_finish()` does not close that descriptor, an app should use `dwarf_get_elf` and should call `elf_end` with the pointer returned through the `Elf**` handle created by `int dwarf_init()`.

This function is not meaningful for a system that does not use the Elf format for objects.

#### 5.1.4 dwarf\_finish()

```
int dwarf_finish(  
    Dwarf_Debug dbg,  
    Dwarf_Error *error)
```

The function `dwarf_finish()` releases all *Libdwarf* internal resources associated with the descriptor `dbg`, and invalidates `dbg`. It returns DW\_DLV\_ERROR if there is an error during the finishing operation. It returns DW\_DLV\_OK for a successful operation.

Because `int dwarf_init()` opens an Elf descriptor on its fd and `dwarf_finish()` does not close that descriptor, an app should use `dwarf_get_elf` and should call `elf_end` with the pointer returned through the `Elf**` handle created by `int dwarf_init()`.

#### 5.1.5 dwarf\_set\_stringcheck()

```
int dwarf_set_stringcheck(  
    int stringcheck)
```

The function `int dwarf_set_stringcheck()` sets a global flag and returns the previous value of the global flag.

If the stringcheck global flag is zero (the default) libdwarf does not do string length validity checks. If the stringcheck global flag is non-zero libdwarf does do string length validity checks (the checks do slow libdwarf down).

The global flag is really just 8 bits long, upperbits are not noticed or recorded.

#### 5.1.6 dwarf\_set\_reloc\_application()

```
int dwarf_set_reloc_application(  
    int apply)
```

The function `int dwarf_set_reloc_application()` sets a global flag and returns the previous value of the global flag.

If the reloc\_application global flag is non-zero (the default) then the applicable .rela section (if one exists) will be processed and applied to any DWARF section when it is read in. If the reloc\_application global flag is zero no such relocation-application is attempted.

Not all machine types (elf header `e_machine`) or all relocations are supported, but then very few relocation types apply to DWARF debug sections.

The global flag is really just 8 bits long, upperbits are not noticed or recorded.

It seems unlikely anyone will need to call this function.

## 5.2 Debugging Information Entry Delivery Operations

These functions are concerned with accessing debugging information entries.

### 5.2.1 Debugging Information Entry Debugger Delivery Operations

#### 5.2.2 dwarf\_next\_cu\_header()

```
int dwarf_next_cu_header(  
    Dwarf_Debug dbg,  
    Dwarf_Unsigned *cu_header_length,  
    Dwarf_Half *version_stamp,  
    Dwarf_Unsigned *abbrev_offset,  
    Dwarf_Half *address_size,  
    Dwarf_Unsigned *next_cu_header,  
    Dwarf_Error *error);
```

The function `dwarf_next_cu_header()` returns `DW_DLV_ERROR` if it fails, and `DW_DLV_OK` if it succeeds.

If it succeeds, `*next_cu_header` is set to the offset in the `.debug_info` section of the next compilation-unit header if it succeeds. On reading the last compilation-unit header in the `.debug_info` section it contains the size of the `.debug_info` section. The next call to `dwarf_next_cu_header()` returns `DW_DLV_NO_ENTRY` without reading a compilation-unit or setting `*next_cu_header`. Subsequent calls to `dwarf_next_cu_header()` repeat the cycle by reading the first compilation-unit and so on.

The other values returned through pointers are the values in the compilation-unit header. If any of `cu_header_length`, `version_stamp`, `abbrev_offset`, or `address_size` is `NULL`, the argument is ignored (meaning it is not an error to provide a `NULL` pointer).

#### 5.2.3 dwarf\_siblingof()

```
int dwarf_siblingof(  
    Dwarf_Debug dbg,  
    Dwarf_Die die,  
    Dwarf_Die *return_sib,  
    Dwarf_Error *error)
```

The function `dwarf_siblingof()` returns `DW_DLV_ERROR` and sets the error pointer on error. If there is no sibling it returns `DW_DLV_NO_ENTRY`. When it succeeds, `dwarf_siblingof()` returns `DW_DLV_OK` and sets `*return_sib` to the `Dwarf_Die` descriptor of the sibling of `die`.

If `die` is `NULL`, the `Dwarf_Die` descriptor of the first die in the compilation-unit is returned. This die has the `DW_TAG_compile_unit`, `DW_TAG_partial_unit`, or `DW_TAG_type_unit` tag.

```
Dwarf_Die return_sib = 0;
Dwarf_Error error = 0;
int res;
/* in_die might be NULL or a valid Dwarf_Die */
res = dwarf_siblingof(dbg,in_die,&return_sib, &error);
if (res == DW_DLV_OK) {
    /* Use return_sib here. */
    dwarf_dealloc(dbg, return_sib, DW_DLA_DIE);
    /* return_sib is no longer usable for anything, we
       ensure we do not use it accidentally with: */
    return_sib = 0;
}
```

#### 5.2.4 dwarf\_child()

```
int dwarf_child(
    Dwarf_Die die,
    Dwarf_Die *return_kid,
    Dwarf_Error *error)
```

The function `dwarf_child()` returns `DW_DLV_ERROR` and sets the error die on error. If there is no child it returns `DW_DLV_NO_ENTRY`. When it succeeds, `dwarf_child()` returns `DW_DLV_OK` and sets `*return_kid` to the `Dwarf_Die` descriptor of the first child of `die`. The function `dwarf_siblingof()` can be used with the return value of `dwarf_child()` to access the other children of `die`.

```
Dwarf_Die return_kid = 0;
Dwarf_Error error = 0;
int res;

res = dwarf_child(dbg,in_die,&return_kid, &error);
if (res == DW_DLV_OK) {
    /* Use return_kid here. */
    dwarf_dealloc(dbg, return_kid, DW_DLA_DIE);
    /* return_die is no longer usable for anything, we
       ensure we do not use it accidentally with: */
    return_kid = 0;
}
```

#### 5.2.5 dwarf\_offdie()

```
int dwarf_offdie(
    Dwarf_Debug dbg,
    Dwarf_Off offset,
    Dwarf_Die *return_die,
    Dwarf_Error *error)
```

The function `dwarf_offdie()` returns `DW_DLV_ERROR` and sets the error die on error. When it succeeds, `dwarf_offdie()` returns `DW_DLV_OK` and sets `*return_die` to the `Dwarf_Die` descriptor of the debugging information entry at `offset` in the section containing debugging information.

entries i.e the .debug\_info section. A return of DW\_DLV\_NO\_ENTRY means that the offset in the section is of a byte containing all 0 bits, indicating that there is no abbreviation code. Meaning this 'die offset' is not the offset of a real die, but is instead an offset of a null die, a padding die, or of some random zero byte: this should not be returned in normal use. It is the user's responsibility to make sure that offset is the start of a valid debugging information entry. The result of passing it an invalid offset could be chaos.

```
Dwarf_Error error = 0;
Dwarf_Die return_die = 0;
int res;

res = dwarf_offdie(dbg,die_offset,&return_die, &error);
if (res == DW_DLV_OK) {
    /* Use return_die here. */
    dwarf_dealloc(dbg, return_die, DW_DLA_DIE);
    /* return_die is no longer usable for anything, we
       ensure we do not use it accidentally with: */
    return_die = 0;
}
```

### 5.3 Debugging Information Entry Query Operations

These queries return specific information about debugging information entries or a descriptor that can be used on subsequent queries when given a Dwarf\_Die descriptor. Note that some operations are specific to debugging information entries that are represented by a Dwarf\_Die descriptor of a specific type. For example, not all debugging information entries contain an attribute having a name, so consequently, a call to dwarf\_diename() using a Dwarf\_Die descriptor that does not have a name attribute will return DW\_DLV\_NO\_ENTRY. This is not an error, i.e. calling a function that needs a specific attribute is not an error for a die that does not contain that specific attribute.

There are several methods that can be used to obtain the value of an attribute in a given die:

1. Call dwarf\_hasattr() to determine if the debugging information entry has the attribute of interest prior to issuing the query for information about the attribute.
2. Supply an error argument, and check its value after the call to a query indicates an unsuccessful return, to determine the nature of the problem. The error argument will indicate whether an error occurred, or the specific attribute needed was missing in that die.
3. Arrange to have an error handling function invoked upon detection of an error (see dwarf\_init()).
4. Call dwarf\_attrlist() and iterate through the returned list of attributes, dealing with each one as appropriate.

#### 5.3.1 dwarf\_tag()

```
int dwarf_tag(  
    Dwarf_Die die,  
    Dwarf_Half *tagval,  
    Dwarf_Error *error)
```

The function `dwarf_tag()` returns the *tag* of *die* through the pointer *tagval* if it succeeds. It returns `DW_DLV_OK` if it succeeds. It returns `DW_DLV_ERROR` on error.

### 5.3.2 dwarf\_dieoffset()

```
int dwarf_dieoffset(  
    Dwarf_Die die,  
    Dwarf_Off *return_offset,  
    Dwarf_Error *error)
```

When it succeeds, the function `dwarf_dieoffset()` returns `DW_DLV_OK` and sets *\*return\_offset* to the position of *die* in the section containing debugging information entries (the *return\_offset* is a section-relative offset). In other words, it sets *return\_offset* to the offset of the start of the debugging information entry described by *die* in the section containing dies i.e. `.debug_info`. It returns `DW_DLV_ERROR` on error.

### 5.3.3 dwarf\_die\_CU\_offset()

```
int dwarf_die_CU_offset(  
    Dwarf_Die die,  
    Dwarf_Off *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_die_CU_offset()` is similar to `dwarf_dieoffset()`, except that it puts the offset of the DIE represented by the `Dwarf_Die die`, from the start of the compilation-unit that it belongs to rather than the start of `.debug_info` (the *return\_offset* is a CU-relative offset).

### 5.3.4 dwarf\_CU\_dieoffset\_given\_die()

```
int dwarf_CU_dieoffset_given_die(  
    Dwarf_Die given_die,  
    Dwarf_Off *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_CU_dieoffset_given_die()` is similar to `dwarf_die_CU_offset()`, except that it puts the global offset of the CU DIE owning *given\_die* of `.debug_info` (the *return\_offset* is a global section offset).

This is useful when processing a DIE tree and encountering an error or other surprise in a DIE, as the *return\_offset* can be passed to `dwarf_offdie()` to return a pointer to the CU die of the CU owning the *given\_die* passed to `dwarf_CU_dieoffset_given_die()`. The consumer can extract information from the CU die and the *given\_die* (in the normal way) and print it.

An example (a snippet) of code using this function follows. It assumes that *in\_die* is a DIE that, for some reason, you have decided needs CU context printed (assuming `print_die_data` does some reasonable printing).

```
int res;
Dwarf_Off cudieoff = 0;
Dwarf_Die cudie = 0;

print_die_data(dbg,in_die);
res = dwarf_CU_dieoffset_given_die(in_die,&cudieoff,&error);
if(res != DW_DLV_OK) {
    printf("FAIL: dwarf_CU_dieoffset_given_die did not work0);
    exit(1);
}
res = dwarf_offdie(dbg,cudieoff,&cudie,&error);
if(res != DW_DLV_OK) {
    printf("FAIL: dwarf_offdie did not work0);
    exit(1);
}
print_die_data(dbg,cudie);
dwarf_dealloc(dbg,cudie, DW_DLA_DIE);
```

### 5.3.5 dwarf\_die\_CU\_offset\_range()

```
int dwarf_die_CU_offset_range(
    Dwarf_Die die,
    Dwarf_Off *cu_global_offset,
    Dwarf_Off *cu_length,
    Dwarf_Error *error)
```

The function `dwarf_die_CU_offset_range()` returns the offset of the beginning of the CU and the length of the CU. The offset and length are of the entire CU that this DIE is a part of. It is used by `dwarfdump` (for example) to check the validity of offsets. Most applications will have no reason to call this function.

### 5.3.6 dwarf\_diename()

```
int dwarf_diename(
    Dwarf_Die die,
    char ** return_name,
    Dwarf_Error *error)
```

When it succeeds, the function `dwarf_diename()` returns `DW_DLV_OK` and sets `*return_name` to a pointer to a null-terminated string of characters that represents the name attribute of `die`. It returns `DW_DLV_NO_ENTRY` if `die` does not have a name attribute. It returns `DW_DLV_ERROR` if an error occurred. The storage pointed to by a successful return of `dwarf_diename()` should be freed using the allocation type `DW_DLA_STRING` when no longer of interest (see `dwarf_dealloc()`).

### 5.3.7 dwarf\_die\_abbrev\_code()

```
int dwarf_die_abbrev_code( Dwarf_Die die,)
```

The function returns the abbreviation code of the DIE. That is, it returns the abbreviation "index" into the abbreviation table for the compilation unit of which the DIE is a part. It cannot fail. No errors are possible.

The pointer `die()` must not be `NULL`.

### 5.3.8 `dwarf_attrlist()`

```
int dwarf_attrlist(  
    Dwarf_Die die,  
    Dwarf_Attribute** attrbuf,  
    Dwarf_Signed *attrcount,  
    Dwarf_Error *error)
```

When it returns `DW_DLV_OK`, the function `dwarf_attrlist()` sets `attrbuf` to point to an array of `Dwarf_Attribute` descriptors corresponding to each of the attributes in `die`, and returns the number of elements in the array through `attrcount`. `DW_DLV_NO_ENTRY` is returned if the count is zero (no `attrbuf` is allocated in this case). `DW_DLV_ERROR` is returned on error. On a successful return from `dwarf_attrlist()`, each of the `Dwarf_Attribute` descriptors should be individually freed using `dwarf_dealloc()` with the allocation type `DW_DLA_ATTR`, followed by free-ing the list pointed to by `*attrbuf` using `dwarf_dealloc()` with the allocation type `DW_DLA_LIST`, when no longer of interest (see `dwarf_dealloc()`).

Freeing the attrlist:

```
Dwarf_Unsigned atcnt;  
Dwarf_Attribute *atlist;  
int errv;  
  
errv = dwarf_attrlist(somedie, &atlist, &atcnt, &error);  
if (errv == DW_DLV_OK) {  
    for (i = 0; i < atcnt; ++i) {  
        /* use atlist[i] */  
        dwarf_dealloc(dbg, atlist[i], DW_DLA_ATTR);  
    }  
    dwarf_dealloc(dbg, atlist, DW_DLA_LIST);  
}
```

### 5.3.9 `dwarf_hasattr()`

```
int dwarf_hasattr(  
    Dwarf_Die die,  
    Dwarf_Half attr,  
    Dwarf_Bool *return_bool,  
    Dwarf_Error *error)
```

When it succeeds, the function `dwarf_hasattr()` returns `DW_DLV_OK` and sets `*return_bool` to *non-zero* if `die` has the attribute `attr` and *zero* otherwise. If it fails, it returns `DW_DLV_ERROR`.

### 5.3.10 `dwarf_attr()`

```
int dwarf_attr(  
    Dwarf_Die die,  
    Dwarf_Half attr,  
    Dwarf_Attribute *return_attr,  
    Dwarf_Error *error)
```



When it returns DW\_DLV\_OK, the function `dwarf_attr()` sets `*return_attr` to the `Dwarf_Attribute` descriptor of die having the attribute `attr`. It returns DW\_DLV\_NO\_ENTRY if `attr` is not contained in die. It returns DW\_DLV\_ERROR if an error occurred.

### 5.3.11 dwarf\_lowpc()

```
int dwarf_lowpc(  
    Dwarf_Die    die,  
    Dwarf_Addr   * return_lowpc,  
    Dwarf_Error  * error)
```

The function `dwarf_lowpc()` returns DW\_DLV\_OK and sets `*return_lowpc` to the low program counter value associated with the die descriptor if die represents a debugging information entry with this attribute. It returns DW\_DLV\_NO\_ENTRY if die does not have this attribute. It returns DW\_DLV\_ERROR if an error occurred.

### 5.3.12 dwarf\_highpc()

```
int dwarf_highpc(  
    Dwarf_Die die,  
    Dwarf_Addr * return_highpc,  
    Dwarf_Error *error)
```

The function `dwarf_highpc()` returns DW\_DLV\_OK and sets `*return_highpc` the high program counter value associated with the die descriptor if die represents a debugging information entry with this attribute. It returns DW\_DLV\_NO\_ENTRY if die does not have this attribute. It returns DW\_DLV\_ERROR if an error occurred.

### 5.3.13 dwarf\_bytesize()

```
Dwarf_Signed dwarf_bytesize(  
    Dwarf_Die    die,  
    Dwarf_Unsigned *return_size,  
    Dwarf_Error  *error)
```

When it succeeds, `dwarf_bytesize()` returns DW\_DLV\_OK and sets `*return_size` to the number of bytes needed to contain an instance of the aggregate debugging information entry represented by die. It returns DW\_DLV\_NO\_ENTRY if die does not contain the byte size attribute DW\_AT\_byte\_size. It returns DW\_DLV\_ERROR if an error occurred.

### 5.3.14 dwarf\_bitsize()

```
int dwarf_bitsize(  
    Dwarf_Die die,  
    Dwarf_Unsigned *return_size,  
    Dwarf_Error *error)
```

When it succeeds, `dwarf_bitsize()` returns DW\_DLV\_OK and sets `*return_size` to the number of bits occupied by the bit field value that is an attribute of the given die. It returns DW\_DLV\_NO\_ENTRY if die does not contain the bit size attribute DW\_AT\_bit\_size. It returns DW\_DLV\_ERROR if an error

occurred.

### 5.3.15 dwarf\_bitoffset()

```
int dwarf_bitoffset(  
    Dwarf_Die die,  
    Dwarf_Unsigned *return_size,  
    Dwarf_Error *error)
```

When it succeeds, `dwarf_bitoffset()` returns `DW_DLV_OK` and sets `*return_size` to the number of bits to the left of the most significant bit of the bit field value. This bit offset is not necessarily the net bit offset within the structure or class, since `DW_AT_data_member_location` may give a byte offset to this DIE and the bit offset returned through the pointer does not include the bits in the byte offset. It returns `DW_DLV_NO_ENTRY` if `die` does not contain the bit offset attribute `DW_AT_bit_offset`. It returns `DW_DLV_ERROR` if an error occurred.

### 5.3.16 dwarf\_srclang()

```
int dwarf_srclang(  
    Dwarf_Die die,  
    Dwarf_Unsigned *return_lang,  
    Dwarf_Error *error)
```

When it succeeds, `dwarf_srclang()` returns `DW_DLV_OK` and sets `*return_lang` to a code indicating the source language of the compilation unit represented by the descriptor `die`. It returns `DW_DLV_NO_ENTRY` if `die` does not represent a source file debugging information entry (i.e. contain the attribute `DW_AT_language`). It returns `DW_DLV_ERROR` if an error occurred.

### 5.3.17 dwarf\_arrayorder()

```
int dwarf_arrayorder(  
    Dwarf_Die die,  
    Dwarf_Unsigned *return_order,  
    Dwarf_Error *error)
```

When it succeeds, `dwarf_arrayorder()` returns `DW_DLV_OK` and sets `*return_order` a code indicating the ordering of the array represented by the descriptor `die`. It returns `DW_DLV_NO_ENTRY` if `die` does not contain the array order attribute `DW_AT_ordering`. It returns `DW_DLV_ERROR` if an error occurred.

## 5.4 Attribute Form Queries

Based on the attributes form, these operations are concerned with returning uninterpreted attribute data. Since it is not always obvious from the return value of these functions if an error occurred, one should always supply an error parameter or have arranged to have an error handling function invoked (see `dwarf_init()`) to determine the validity of the returned value and the nature of any errors that may have occurred.

A `Dwarf_Attribute` descriptor describes an attribute of a specific die. Thus, each `Dwarf_Attribute` descriptor is implicitly associated with a specific die.

### 5.4.1 dwarf\_hasform()

```
int dwarf_hasform(
    Dwarf_Attribute attr,
    Dwarf_Half form,
    Dwarf_Bool *return_hasform,
    Dwarf_Error *error)
```

The function `dwarf_hasform()` returns `DW_DLV_OK` and puts a *non-zero* value in the `*return_hasform` boolean if the attribute represented by the `Dwarf_Attribute` descriptor `attr` has the attribute form `form`. If the attribute does not have that form *zero* is put into `*return_hasform`. `DW_DLV_ERROR` is returned on error.

### 5.4.2 dwarf\_whatform()

```
int dwarf_whatform(
    Dwarf_Attribute attr,
    Dwarf_Half *return_form,
    Dwarf_Error *error)
```

When it succeeds, `dwarf_whatform()` returns `DW_DLV_OK` and sets `*return_form` to the attribute form code of the attribute represented by the `Dwarf_Attribute` descriptor `attr`. It returns `DW_DLV_ERROR` on error. An attribute using `DW_FORM_indirect` effectively has two forms. This function returns the 'final' form for `DW_FORM_indirect`, not the `DW_FORM_indirect` itself. This function is what most applications will want to call.

### 5.4.3 dwarf\_whatform\_direct()

```
int dwarf_whatform_direct(
    Dwarf_Attribute attr,
    Dwarf_Half *return_form,
    Dwarf_Error *error)
```

When it succeeds, `dwarf_whatform_direct()` returns `DW_DLV_OK` and sets `*return_form` to the attribute form code of the attribute represented by the `Dwarf_Attribute` descriptor `attr`. It returns `DW_DLV_ERROR` on error. An attribute using `DW_FORM_indirect` effectively has two forms. This returns the form 'directly' in the initial form field. So when the form field is `DW_FORM_indirect` this call returns the `DW_FORM_indirect` form, which is sometimes useful for dump utilities.

### 5.4.4 dwarf\_whatattr()

```
int dwarf_whatattr(
    Dwarf_Attribute attr,
    Dwarf_Half *return_attr,
    Dwarf_Error *error)
```

When it succeeds, `dwarf_whatattr()` returns `DW_DLV_OK` and sets `*return_attr` to the attribute code represented by the `Dwarf_Attribute` descriptor `attr`. It returns `DW_DLV_ERROR` on error.

### 5.4.5 dwarf\_formref()

```
int dwarf_formref(  
    Dwarf_Attribute attr,  
    Dwarf_Off      *return_offset,  
    Dwarf_Error    *error)
```

When it succeeds, `dwarf_formref()` returns `DW_DLV_OK` and sets `*return_offset` to the CU-relative offset represented by the descriptor `attr` if the form of the attribute belongs to the `REFERENCE` class. `attr` must be a CU-local reference, not form `DW_FORM_ref_addr`. It is an error for the form to not belong to this class or to be form `DW_FORM_ref_addr`. It returns `DW_DLV_ERROR` on error. See also `dwarf_global_formref` below.

#### 5.4.6 dwarf\_global\_formref()

```
int dwarf_global_formref(  
    Dwarf_Attribute attr,  
    Dwarf_Off      *return_offset,  
    Dwarf_Error    *error)
```

When it succeeds, `dwarf_global_formref()` returns `DW_DLV_OK` and sets `*return_offset` to the `.debug_info`-section-relative offset represented by the descriptor `attr` if the form of the attribute belongs to the `REFERENCE` class. `attr` can be any legal `REFERENCE` class form including `DW_FORM_ref_addr`. It is an error for the form to not belong to this class. It returns `DW_DLV_ERROR` on error. See also `dwarf_formref` above.

#### 5.4.7 dwarf\_formaddr()

```
int dwarf_formaddr(  
    Dwarf_Attribute attr,  
    Dwarf_Addr      * return_addr,  
    Dwarf_Error     *error)
```

When it succeeds, `dwarf_formaddr()` returns `DW_DLV_OK` and sets `*return_addr` to the address represented by the descriptor `attr` if the form of the attribute belongs to the `ADDRESS` class. It is an error for the form to not belong to this class. It returns `DW_DLV_ERROR` on error.

#### 5.4.8 dwarf\_formflag()

```
int dwarf_formflag(  
    Dwarf_Attribute attr,  
    Dwarf_Bool      * return_bool,  
    Dwarf_Error     *error)
```

When it succeeds, `dwarf_formflag()` returns `DW_DLV_OK` and sets `*return_bool` 1 (i.e. true) (if the attribute has a non-zero value) or 0 (i.e. false) (if the attribute has a zero value). It returns `DW_DLV_ERROR` on error or if the `attr` does not have form flag.

#### 5.4.9 dwarf\_formudata()

```
int dwarf_formudata(  
    Dwarf_Attribute attr,  
    Dwarf_Unsigned  * return_uvalue,  
    Dwarf_Error     * error)
```

The function `dwarf_formudata()` returns `DW_DLV_OK` and sets `*return_uvalue` to the

Dwarf\_Unsigned value of the attribute represented by the descriptor `attr` if the form of the attribute belongs to the `CONSTANT` class. It is an error for the form to not belong to this class. It returns `DW_DLV_ERROR` on error.

#### 5.4.10 dwarf\_formsdata()

```
int dwarf_formsdata(  
    Dwarf_Attribute attr,  
    Dwarf_Signed * return_svalue,  
    Dwarf_Error *error)
```

The function `dwarf_formsdata()` returns `DW_DLV_OK` and sets `*return_svalue` to the `Dwarf_Signed` value of the attribute represented by the descriptor `attr` if the form of the attribute belongs to the `CONSTANT` class. It is an error for the form to not belong to this class. If the size of the data attribute referenced is smaller than the size of the `Dwarf_Signed` type, its value is sign extended. It returns `DW_DLV_ERROR` on error.

#### 5.4.11 dwarf\_formblock()

```
int dwarf_formblock(  
    Dwarf_Attribute attr,  
    Dwarf_Block ** return_block,  
    Dwarf_Error * error)
```

The function `dwarf_formblock()` returns `DW_DLV_OK` and sets `*return_block` to a pointer to a `Dwarf_Block` structure containing the value of the attribute represented by the descriptor `attr` if the form of the attribute belongs to the `BLOCK` class. It is an error for the form to not belong to this class. The storage pointed to by a successful return of `dwarf_formblock()` should be freed using the allocation type `DW_DLA_BLOCK`, when no longer of interest (see `dwarf_dealloc()`). It returns `DW_DLV_ERROR` on error.

#### 5.4.12 dwarf\_formstring()

```
int dwarf_formstring(  
    Dwarf_Attribute attr,  
    char ** return_string,  
    Dwarf_Error *error)
```

The function `dwarf_formstring()` returns `DW_DLV_OK` and sets `*return_string` to a pointer to a null-terminated string containing the value of the attribute represented by the descriptor `attr` if the form of the attribute belongs to the `STRING` class. It is an error for the form to not belong to this class. The storage pointed to by a successful return of `dwarf_formstring()` should not be freed. The pointer points into existing DWARF memory and the pointer becomes stale/invalid after a call to `dwarf_finish`. `dwarf_formstring()` returns `DW_DLV_ERROR` on error.

##### 5.4.12.1 dwarf\_loclist\_n()

```
int dwarf_loclist_n(  
    Dwarf_Attribute attr,  
    Dwarf_Locdesc ***llbuf,  
    Dwarf_Signed *listlen,  
    Dwarf_Error *error)
```

The function `dwarf_loclist_n()` sets `*llbuf` to point to an array of `Dwarf_Locdesc` pointers corresponding to each of the location expressions in a location list, and sets `*listlen` to the number of elements in the array and returns `DW_DLV_OK` if the attribute is appropriate.

This is the preferred function for `Dwarf_Locdesc` as it is the interface allowing access to an entire loclist. (use of `dwarf_loclist_n()` is suggested as the better interface, though `dwarf_loclist()` is still supported.)

If the attribute is a reference to a location list (`DW_FORM_data4` or `DW_FORM_data8`) the location list entries are used to fill in all the fields of the `Dwarf_Locdesc(s)` returned.

If the attribute is a location description (`DW_FORM_block2` or `DW_FORM_block4`) then some of the `Dwarf_Locdesc` values of the single `Dwarf_Locdesc` record are set to 'sensible' but arbitrary values. Specifically, `ld_lopc` is set to 0 and `ld_hiopc` is set to all-bits-on. And `*listlen` is set to 1.

It returns `DW_DLV_ERROR` on error. `dwarf_loclist_n()` works on `DW_AT_location`, `DW_AT_data_member_location`, `DW_AT_vtable_elem_location`, `DW_AT_string_length`, `DW_AT_use_location`, and `DW_AT_return_addr` attributes.

Storage allocated by a successful call of `dwarf_loclist_n()` should be deallocated when no longer of interest (see `dwarf_dealloc()`). The block of `Dwarf_Loc` structs pointed to by the `ld_s` field of each `Dwarf_Locdesc` structure should be deallocated with the allocation type `DW_DLA_LOC_BLOCK`. and the `llbuf[]` space pointed to should be deallocated with allocation type `DW_DLA_LOCDISC`. This should be followed by deallocation of the `llbuf` using the allocation type `DW_DLA_LIST`.

```
Dwarf_Signed lcnt;
Dwarf_Locdesc **llbuf;
int lres;

lres = dwarf_loclist_n(someattr, &llbuf,&lcnt &error);
if (lres == DW_DLV_OK) {
    for (i = 0; i < lcnt; ++i) {
        /* use llbuf[i] */

        dwarf_dealloc(dbg, llbuf[i]->ld_s, DW_DLA_LOC_BLOCK);
        dwarf_dealloc(dbg,llbuf[i], DW_DLA_LOCDISC);
    }
    dwarf_dealloc(dbg, llbuf, DW_DLA_LIST);
}
```

#### 5.4.12.2 dwarf\_loclist()

```
int dwarf_loclist(
    Dwarf_Attribute attr,
    Dwarf_Locdesc **llbuf,
    Dwarf_Signed *listlen,
    Dwarf_Error *error)
```

The function `dwarf_loclist()` sets `*llbuf` to point to a `Dwarf_Locdesc` pointer for the single location expression it can return. It sets `*listlen` to 1. and returns `DW_DLV_OK` if the attribute is appropriate.

It is less flexible than `dwarf_loclist_n()` in that `dwarf_loclist()` can handle a maximum of one location expression, not a full location list. If a location-list is present it returns only the first location-list entry location description. Use `dwarf_loclist_n()` instead.

It returns `DW_DLV_ERROR` on error. `dwarf_loclist()` works on `DW_AT_location`, `DW_AT_data_member_location`, `DW_AT_vtable_elem_location`,

DW\_AT\_string\_length, DW\_AT\_use\_location, and DW\_AT\_return\_addr attributes.

Storage allocated by a successful call of `dwarf_loclist()` should be deallocated when no longer of interest (see `dwarf_dealloc()`). The block of `Dwarf_Loc` structs pointed to by the `ld_s` field of each `Dwarf_Locdesc` structure should be deallocated with the allocation type `DW_DLA_LOC_BLOCK`. This should be followed by deallocation of the `llbuf` using the allocation type `DW_DLA_LOCDISC`.

```
Dwarf_Signed lcnt;
Dwarf_Locdesc *llbuf;
int lres;

lres = dwarf_loclist(someattr, &llbuf, &lcnt, &error);
if (lres == DW_DLV_OK) {
    /* lcnt is always 1, (and has always been 1) */

    /* Use llbuf here. */

    dwarf_dealloc(dbg, llbuf->ld_s, DW_DLA_LOC_BLOCK);
    dwarf_dealloc(dbg, llbuf, DW_DLA_LOCDISC);
    /* Earlier version.
    *     for (i = 0; i < lcnt; ++i) {
    *         /* use llbuf[i] */
    *
    *         /* Deallocate Dwarf_Loc block of llbuf[i] */
    *         dwarf_dealloc(dbg, llbuf[i].ld_s, DW_DLA_LOC_BLOCK);
    *     }
    *     dwarf_dealloc(dbg, llbuf, DW_DLA_LOCDISC);
    */
}
```

#### 5.4.12.3 dwarf\_loclist\_from\_expr()

```
int dwarf_loclist_from_expr(
    Dwarf_Ptr bytes_in,
    Dwarf_Unsigned bytes_len,
    Dwarf_Locdesc **llbuf,
    Dwarf_Signed *listlen,
    Dwarf_Error *error)
```

The function `dwarf_loclist_from_expr()` sets `*llbuf` to point to a `Dwarf_Locdesc` pointer for the single location expression which is pointed to by `*bytes_in` (whose length is `*bytes_len`). It sets `*listlen` to 1. and returns `DW_DLV_OK` if decoding is successful. Some sources of bytes of expressions are dwarf expressions in frame operations like `DW_CFA_def_cfa_expression`, `DW_CFA_expression`, and `DW_CFA_val_expression`.

Any `address_size` data in the location expression is assumed to be the same size as the default `address_size` for the object being read (normally 4 or 8).

It returns `DW_DLV_ERROR` on error.

Storage allocated by a successful call of `dwarf_loclist_from_expr()` should be deallocated when no longer of interest (see `dwarf_dealloc()`). The block of `Dwarf_Loc` structs pointed to by the `ld_s` field of each `Dwarf_Locdesc` structure should be deallocated with the allocation type `DW_DLA_LOC_BLOCK`. This should be followed by deallocation of the `llbuf` using the allocation type

```
DW_DLA_LOCDESC.  
    Dwarf_Signed lcnt;  
    Dwarf_Locdesc *llbuf;  
    int lres;  
    /* Example with an empty buffer here. */  
    Dwarf_Ptr data = "";  
    Dwarf_Unsigned len = 0;  
  
    lres = dwarf_loclist_from_expr(data, len, &llbuf, &lcnt, &error);  
    if (lres == DW_DLV_OK) {  
        /* lcnt is always 1 */  
  
        /* Use llbuf here.*/  
  
        dwarf_dealloc(dbg, llbuf->ld_s, DW_DLA_LOC_BLOCK);  
        dwarf_dealloc(dbg, llbuf, DW_DLA_LOCDESC);  
    }  
}
```

#### 5.4.12.4 dwarf\_loclist\_from\_expr\_a()

```
int dwarf_loclist_from_expr_a(  
    Dwarf_Ptr bytes_in,  
    Dwarf_Unsigned bytes_len,  
    Dwarf_Half addr_size,  
    Dwarf_Locdesc **llbuf,  
    Dwarf_Signed *listlen,  
    Dwarf_Error *error)
```

The function `dwarf_loclist_from_expr_a()` is identical to `dwarf_loclist_from_expr()` in every way except that the caller passes the additional argument `addr_size` containing the address size (normally 4 or 8) applying this location expression.

The `addr_size` argument (added 27April2009) is needed to correctly interpret frame information as different compilation units can have different address sizes. DWARF4 adds `address_size` to the CIE header.

## 5.5 Line Number Operations

These functions are concerned with accessing line number entries, mapping debugging information entry objects to their corresponding source lines, and providing a mechanism for obtaining information about line number entries. Although, the interface talks of "lines" what is really meant is "statements". In case there is more than one statement on the same line, there will be at least one descriptor per statement, all with the same line number. If column number is also being represented they will have the column numbers of the start of the statements also represented.

There can also be more than one `Dwarf_Line` per statement. For example, if a file is preprocessed by a language translator, this could result in translator output showing 2 or more sets of line numbers per translated line of output.

### 5.5.1 Get A Set of Lines

The function returns information about every source line for a particular compilation-unit. The compilation-unit is specified by the corresponding die.



#### 5.5.1.1 dwarf\_srclines()

```
int dwarf_srclines(  
    Dwarf_Die die,  
    Dwarf_Line **linebuf,  
    Dwarf_Signed *linecount,  
    Dwarf_Error *error)
```

The function `dwarf_srclines()` places all line number descriptors for a single compilation unit into a single block, sets `*linebuf` to point to that block, sets `*linecount` to the number of descriptors in this block and returns `DW_DLV_OK`. The compilation-unit is indicated by the given `die` which must be a compilation-unit die. It returns `DW_DLV_ERROR` on error. On successful return, line number information should be freed using `dwarf_srclines_dealloc()` when no longer of interest.

```
Dwarf_Signed cnt;  
Dwarf_Line *linebuf;  
int sres;  
  
sres = dwarf_srclines(somedie, &linebuf,&cnt, &error);  
if (sres == DW_DLV_OK) {  
    for (i = 0; i < cnt; ++i) {  
        /* use linebuf[i] */  
    }  
    dwarf_srclines_dealloc(dbg, linebuf, cnt);  
}
```

The following `dealloc` code (the only documented method before July 2005) still works, but does not completely free all data allocated. The `dwarf_srclines_dealloc()` routine was created to fix the problem of incomplete deallocation.

```
Dwarf_Signed cnt;  
Dwarf_Line *linebuf;  
int sres;  
  
sres = dwarf_srclines(somedie, &linebuf,&cnt, &error);  
if (sres == DW_DLV_OK) {  
    for (i = 0; i < cnt; ++i) {  
        /* use linebuf[i] */  
        dwarf_dealloc(dbg, linebuf[i], DW_DLA_LINE);  
    }  
    dwarf_dealloc(dbg, linebuf, DW_DLA_LIST);  
}
```

#### 5.5.2 Get the set of Source File Names

The function returns the names of the source files that have contributed to the compilation-unit represented by the given DIE. Only the source files named in the statement program prologue are returned.

```
int dwarf_srcfiles(  
    Dwarf_Die die,  
    char ***srcfiles,  
    Dwarf_Signed *srccount,  
    Dwarf_Error *error)
```

When it succeeds `dwarf_srcfiles()` returns `DW_DLV_OK` and puts the number of source files named in the statement program prologue indicated by the given `die` into `*srccount`. Source files defined in the statement program are ignored. The given `die` should have the tag `DW_TAG_compile_unit`, `DW_TAG_partial_unit`, or `DW_TAG_type_unit`. The location pointed to by `srcfiles` is set to point to a list of pointers to null-terminated strings that name the source files. On a successful return from this function, each of the strings returned should be individually freed using `dwarf_dealloc()` with the allocation type `DW_DLA_STRING` when no longer of interest. This should be followed by free-ing the list using `dwarf_dealloc()` with the allocation type `DW_DLA_LIST`. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if there is no corresponding statement program (i.e., if there is no line information).

```
Dwarf_Signed cnt;  
char **srcfiles;  
int res;  
  
res = dwarf_srcfiles(somedie, &srcfiles, &cnt, &error);  
if (res == DW_DLV_OK) {  
    for (i = 0; i < cnt; ++i) {  
        /* use srcfiles[i] */  
        dwarf_dealloc(dbg, srcfiles[i], DW_DLA_STRING);  
    }  
    dwarf_dealloc(dbg, srcfiles, DW_DLA_LIST);  
}
```

### 5.5.3 Get information about a Single Table Line

The following functions can be used on the `Dwarf_Line` descriptors returned by `dwarf_srclines()` to obtain information about the source lines.

#### 5.5.3.1 dwarf\_linebeginstatement()

```
int dwarf_linebeginstatement(  
    Dwarf_Line line,  
    Dwarf_Bool *return_bool,  
    Dwarf_Error *error)
```

The function `dwarf_linebeginstatement()` returns `DW_DLV_OK` and sets `*return_bool` to *non-zero* (if line represents a line number entry that is marked as beginning a statement). or *zero* (if line represents a line number entry that is not marked as beginning a statement). It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.5.3.2 dwarf\_lineendsequence()

```
int dwarf_lineendsequence(  
    Dwarf_Line line,  
    Dwarf_Bool *return_bool,  
    Dwarf_Error *error)
```

The function `dwarf_lineendsequence()` returns `DW_DLV_OK` and sets `*return_bool` *non-zero*

(in which case `line` represents a line number entry that is marked as ending a text sequence) or *zero* (in which case `line` represents a line number entry that is not marked as ending a text sequence). A line number entry that is marked as ending a text sequence is an entry with an address one beyond the highest address used by the current sequence of line table entries (that is, the table entry is a `DW_LNE_end_sequence` entry (see the DWARF specification)).

The function `dwarf_lineendsequence()` returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.5.3.3 `dwarf_lineno()`

```
int dwarf_lineno(  
    Dwarf_Line      line,  
    Dwarf_Unsigned * returned_lineno,  
    Dwarf_Error     * error)
```

The function `dwarf_lineno()` returns `DW_DLV_OK` and sets `*return_lineno` to the source statement line number corresponding to the descriptor `line`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.5.3.4 `dwarf_line_srcfileno()`

```
int dwarf_line_srcfileno(  
    Dwarf_Line      line,  
    Dwarf_Unsigned * returned_fileno,  
    Dwarf_Error     * error)
```

The function `dwarf_line_srcfileno()` returns `DW_DLV_OK` and sets `*returned_fileno` to the source statement line number corresponding to the descriptor `file number`. When the number returned through `*returned_fileno` is zero it means the file name is unknown (see the DWARF2/3 line table specification). When the number returned through `*returned_fileno` is non-zero it is a file number: subtract 1 from this file number to get an index into the array of strings returned by `dwarf_srcfiles()` (verify the resulting index is in range for the array of strings before indexing into the array of strings). The file number may exceed the size of the array of strings returned by `dwarf_srcfiles()` because `dwarf_srcfiles()` does not return files names defined with the `DW_DLE_define_file` operator. The function `dwarf_line_srcfileno()` returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.5.3.5 `dwarf_lineaddr()`

```
int dwarf_lineaddr(  
    Dwarf_Line  line,  
    Dwarf_Addr *return_lineaddr,  
    Dwarf_Error *error)
```

The function `dwarf_lineaddr()` returns `DW_DLV_OK` and sets `*return_lineaddr` to the address associated with the descriptor `line`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.5.3.6 `dwarf_lineoff()`

```
int dwarf_linenoff(  
    Dwarf_Line line,  
    Dwarf_Signed * return_linenoff,  
    Dwarf_Error *error)
```

The function `dwarf_linenoff()` returns `DW_DLV_OK` and sets `*return_linenoff` to the column number at which the statement represented by `line` begins. It sets `return_linenoff` to `-1` if the column number of the statement is not represented (meaning the producer library call was given zero as the column number).

On error it returns `DW_DLV_ERROR`. It never returns `DW_DLV_NO_ENTRY`.

#### 5.5.3.7 dwarf\_linesrc()

```
int dwarf_linesrc(  
    Dwarf_Line line,  
    char ** return_linesrc,  
    Dwarf_Error *error)
```

The function `dwarf_linesrc()` returns `DW_DLV_OK` and sets `*return_linesrc` to a pointer to a null-terminated string of characters that represents the name of the source-file where `line` occurs. It returns `DW_DLV_ERROR` on error.

If the applicable file name in the line table Statement Program Prolog does not start with a `'/'` character the string in `DW_AT_comp_dir` (if applicable and present) or the applicable directory name from the line Statement Program Prolog is prepended to the file name in the line table Statement Program Prolog to make a full path.

The storage pointed to by a successful return of `dwarf_linesrc()` should be freed using `dwarf_dealloc()` with the allocation type `DW_DLA_STRING` when no longer of interest. It never returns `DW_DLV_NO_ENTRY`.

#### 5.5.3.8 dwarf\_lineblock()

```
int dwarf_lineblock(  
    Dwarf_Line line,  
    Dwarf_Bool *return_bool,  
    Dwarf_Error *error)
```

The function `dwarf_lineblock()` returns `DW_DLV_OK` and sets `*return_linesrc` to non-zero (i.e. true) if the line is marked as beginning a basic block) or zero (i.e. false) (if the line is marked as not beginning a basic block). It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

## 5.6 Global Name Space Operations

These operations operate on the `.debug_pubnames` section of the debugging information.

### 5.6.1 Debugger Interface Operations

#### 5.6.1.1 dwarf\_get\_globals()

```
int dwarf_get_globals(  
    Dwarf_Debug dbg,  
    Dwarf_Global **globals,  
    Dwarf_Signed * return_count,  
    Dwarf_Error *error)
```

The function `dwarf_get_globals()` returns `DW_DLV_OK` and sets `*return_count` to the count of pubnames represented in the section containing pubnames i.e. `.debug_pubnames`. It also stores at `*globals`, a pointer to a list of `Dwarf_Global` descriptors, one for each of the pubnames in the `.debug_pubnames` section. The returned results are for the entire section. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if the `.debug_pubnames` section does not exist.

On a successful return from `dwarf_get_globals()`, the `Dwarf_Global` descriptors should be freed using `dwarf_globals_dealloc()`. `dwarf_globals_dealloc()` is new as of July 15, 2005 and is the preferred approach to freeing this memory..

```
Dwarf_Signed cnt;  
Dwarf_Global *globs;  
int res;  
  
res = dwarf_get_globals(dbg, &globs,&cnt, &error);  
if (res == DW_DLV_OK) {  
    for (i = 0; i < cnt; ++i) {  
        /* use globs[i] */  
    }  
    dwarf_globals_dealloc(dbg, globs, cnt);  
}
```

The following code is deprecated as of July 15, 2005 as it does not free all relevant memory. This approach still works as well as it ever did. On a successful return from `dwarf_get_globals()`, the `Dwarf_Global` descriptors should be individually freed using `dwarf_dealloc()` with the allocation type `DW_DLA_GLOBAL_CONTEXT`, (or `DW_DLA_GLOBAL`, an older name, supported for compatibility) followed by the deallocation of the list itself with the allocation type `DW_DLA_LIST` when the descriptors are no longer of interest.

```
Dwarf_Signed cnt;  
Dwarf_Global *globs;  
int res;  
  
res = dwarf_get_globals(dbg, &globs,&cnt, &error);  
if (res == DW_DLV_OK) {  
    for (i = 0; i < cnt; ++i) {  
        /* use globs[i] */  
        dwarf_dealloc(dbg, globs[i], DW_DLA_GLOBAL_CONTEXT);  
    }  
    dwarf_dealloc(dbg, globs, DW_DLA_LIST);  
}
```

#### 5.6.1.2 dwarf\_globname()

```
int dwarf_globname(  
    Dwarf_Global global,  
    char **      return_name,  
    Dwarf_Error *error)
```

The function `dwarf_globname()` returns `DW_DLV_OK` and sets `*return_name` to a pointer to a null-terminated string that names the pubname represented by the `Dwarf_Global` descriptor, `global`. It returns `DW_DLV_ERROR` on error. On a successful return from this function, the string should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest. It never returns `DW_DLV_NO_ENTRY`.

#### 5.6.1.3 dwarf\_global\_die\_offset()

```
int dwarf_global_die_offset(  
    Dwarf_Global global,  
    Dwarf_Off  *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_global_die_offset()` returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the DIE representing the pubname that is described by the `Dwarf_Global` descriptor, `glob`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.6.1.4 dwarf\_global\_cu\_offset()

```
int dwarf_global_cu_offset(  
    Dwarf_Global global,  
    Dwarf_Off  *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_global_cu_offset()` returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the compilation-unit header of the compilation-unit that contains the pubname described by the `Dwarf_Global` descriptor, `global`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.6.1.5 dwarf\_get\_cu\_die\_offset\_given\_cu\_header\_offset()

```
int dwarf_get_cu_die_offset_given_cu_header_offset(  
    Dwarf_Debug dbg,  
    Dwarf_Off  in_cu_header_offset,  
    Dwarf_Off * out_cu_die_offset,  
    Dwarf_Error *error)
```

The function `dwarf_get_cu_die_offset_given_cu_header_offset()` returns `DW_DLV_OK` and sets `*out_cu_die_offset` to the offset of the compilation-unit DIE given the offset `in_cu_header_offset` of a compilation-unit header. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

This effectively turns a compilation-unit-header offset into a compilation-unit DIE offset (by adding the size of the applicable CU header). This function is also sometimes useful with the `dwarf_weak_cu_offset()`, `dwarf_func_cu_offset()`, `dwarf_type_cu_offset()`, and `int dwarf_var_cu_offset()` functions.

`dwarf_get_cu_die_offset_given_cu_header_offset()` added Rev 1.45, June, 2001.

This function is declared as 'optional' in `libdwarf.h` on IRIX systems so the `_MIPS_SYMBOL_PRESENT` predicate may be used at run time to determine if the version of `libdwarf` linked into an application has this function.

#### 5.6.1.6 `dwarf_global_name_offsets()`

```
int dwarf_global_name_offsets(  
    Dwarf_Global global,  
    char          **return_name,  
    Dwarf_Off     *die_offset,  
    Dwarf_Off     *cu_offset,  
    Dwarf_Error   *error)
```

The function `dwarf_global_name_offsets()` returns `DW_DLV_OK` and sets `*return_name` to a pointer to a null-terminated string that gives the name of the pubname described by the `Dwarf_Global` descriptor `global`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. It also returns in the locations pointed to by `die_offset`, and `cu_offset`, the offsets of the DIE representing the pubname, and the DIE representing the compilation-unit containing the pubname, respectively. On a successful return from `dwarf_global_name_offsets()` the storage pointed to by `return_name` should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

## 5.7 DWARF3 Type Names Operations

Section ".debug\_pubtypes" is new in DWARF3.

These functions operate on the `.debug_pubtypes` section of the debugging information. The `.debug_pubtypes` section contains the names of file-scope user-defined types, the offsets of the DIEs that represent the definitions of those types, and the offsets of the compilation-units that contain the definitions of those types.

### 5.7.1 Debugger Interface Operations

#### 5.7.1.1 `dwarf_get_pubtypes()`

```
int dwarf_get_pubtypes(  
    Dwarf_Debug dbg,  
    Dwarf_Type  **types,  
    Dwarf_Signed *typecount,  
    Dwarf_Error  *error)
```

The function `dwarf_get_pubtypes()` returns `DW_DLV_OK` and sets `*typecount` to the count of user-defined type names represented in the section containing user-defined type names, i.e. `.debug_pubtypes`. It also stores at `*types`, a pointer to a list of `Dwarf_Pubtype` descriptors, one for each of the user-defined type names in the `.debug_pubtypes` section. The returned results are for the entire section. It returns `DW_DLV_NOCOUNT` on error. It returns `DW_DLV_NO_ENTRY` if the `.debug_pubtypes` section does not exist.

On a successful return from `dwarf_get_pubtypes()`, the `Dwarf_Type` descriptors should be freed using `dwarf_types_dealloc()`. `dwarf_types_dealloc()` is used for both

`dwarf_get_pubtypes()` and `dwarf_get_types()` as the data types are the same.

```
Dwarf_Signed cnt;
Dwarf_Pubtype *types;
int res;

res = dwarf_get_pubtypes(dbg, &types, &cnt, &error);
if (res == DW_DLV_OK) {
    for (i = 0; i < cnt; ++i) {
        /* use types[i] */
    }
    dwarf_types_dealloc(dbg, types, cnt);
}
```

#### 5.7.1.2 `dwarf_pubtypename()`

```
int dwarf_pubtypename(
    Dwarf_Pubtype type,
    char **return_name,
    Dwarf_Error *error)
```

The function `dwarf_pubtypename()` returns `DW_DLV_OK` and sets `*return_name` to a pointer to a null-terminated string that names the user-defined type represented by the `Dwarf_Pubtype` descriptor, `type`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from this function, the string should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

#### 5.7.1.3 `dwarf_pubtype_die_offset()`

```
int dwarf_pubtype_die_offset(
    Dwarf_Pubtype type,
    Dwarf_Off *return_offset,
    Dwarf_Error *error)
```

The function `dwarf_pubtype_die_offset()` returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the DIE representing the user-defined type that is described by the `Dwarf_Pubtype` descriptor, `type`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.7.1.4 `dwarf_pubtype_cu_offset()`

```
int dwarf_pubtype_cu_offset(
    Dwarf_Pubtype type,
    Dwarf_Off *return_offset,
    Dwarf_Error *error)
```

The function `dwarf_pubtype_cu_offset()` returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the compilation-unit header of the compilation-unit that contains the user-defined type described by the `Dwarf_Pubtype` descriptor, `type`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.



#### 5.7.1.5 dwarf\_pubtype\_name\_offsets()

```
int dwarf_pubtype_name_offsets(  
    Dwarf_Pubtype type,  
    char ** returned_name,  
    Dwarf_Off * die_offset,  
    Dwarf_Off * cu_offset,  
    Dwarf_Error *error)
```

The function `dwarf_pubtype_name_offsets()` returns `DW_DLV_OK` and sets `*returned_name` to a pointer to a null-terminated string that gives the name of the user-defined type described by the `Dwarf_Pubtype` descriptor `type`. It also returns in the locations pointed to by `die_offset`, and `cu_offset`, the offsets of the DIE representing the user-defined type, and the DIE representing the compilation-unit containing the user-defined type, respectively. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from `dwarf_pubtype_name_offsets()` the storage pointed to by `returned_name` should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

## 5.8 User Defined Static Variable Names Operations

This section is SGI specific and is not part of standard DWARF version 2.

These functions operate on the `.debug_varnames` section of the debugging information. The `.debug_varnames` section contains the names of file-scope static variables, the offsets of the DIEs that represent the definitions of those variables, and the offsets of the compilation-units that contain the definitions of those variables.

## 5.9 Weak Name Space Operations

These operations operate on the `.debug_weaknames` section of the debugging information.

These operations are SGI specific, not part of standard DWARF.

### 5.9.1 Debugger Interface Operations

#### 5.9.1.1 dwarf\_get\_weak()

```
int dwarf_get_weak(  
    Dwarf_Debug dbg,  
    Dwarf_Weak **weak,  
    Dwarf_Signed *weak_count,  
    Dwarf_Error *error)
```

The function `dwarf_get_weak()` returns `DW_DLV_OK` and sets `*weak_count` to the count of weak names represented in the section containing weak names i.e. `.debug_weaknames`. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if the section does not exist. It also stores in `*weak`, a pointer to a list of `Dwarf_Weak` descriptors, one for each of the weak names in the `.debug_weaknames` section. The returned results are for the entire section.

On a successful return from this function, the `Dwarf_Weak` descriptors should be freed using `dwarf_weak_dealloc()` when the data is no longer of interest. `dwarf_weak_dealloc()` is

new as of July 15, 2005.

```
Dwarf_Signed cnt;
Dwarf_Weak *weak;
int res;

res = dwarf_get_weak(dbg, &weak, &cnt, &error);
if (res == DW_DLV_OK) {

    for (i = 0; i < cnt; ++i) {
        /* use weak[i] */
    }
    dwarf_weak_dealloc(dbg, weak, cnt);
}
```

The following code is deprecated as of July 15, 2005 as it does not free all relevant memory. This approach still works as well as it ever did. On a successful return from `dwarf_get_weak()` the `Dwarf_Weak` descriptors should be individually freed using `dwarf_dealloc()` with the allocation type `DW_DLA_WEAK_CONTEXT`, (or `DW_DLA_WEAK`, an older name, supported for compatibility) followed by the deallocation of the list itself with the allocation type `DW_DLA_LIST` when the descriptors are no longer of interest.

```
Dwarf_Signed cnt;
Dwarf_Weak *weak;
int res;

res = dwarf_get_weak(dbg, &weak, &cnt, &error);
if (res == DW_DLV_OK) {

    for (i = 0; i < cnt; ++i) {
        /* use weak[i] */
        dwarf_dealloc(dbg, weak[i], DW_DLA_WEAK_CONTEXT);
    }
    dwarf_dealloc(dbg, weak, DW_DLA_LIST);
}
```

#### 5.9.1.2 dwarf\_weakname()

```
int dwarf_weakname(
    Dwarf_Weak weak,
    char ** return_name,
    Dwarf_Error *error)
```

The function `dwarf_weakname()` returns `DW_DLV_OK` and sets `*return_name` to a pointer to a null-terminated string that names the weak name represented by the `Dwarf_Weak` descriptor, `weak`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from this function, the string should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

```
int dwarf_weak_die_offset(  
    Dwarf_Weak weak,  
    Dwarf_Off *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_weak_die_offset()` returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the DIE representing the weak name that is described by the `Dwarf_Weak` descriptor, `weak`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.9.1.3 dwarf\_weak\_cu\_offset()

```
int dwarf_weak_cu_offset(  
    Dwarf_Weak weak,  
    Dwarf_Off *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_weak_cu_offset()` returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the compilation-unit header of the compilation-unit that contains the weak name described by the `Dwarf_Weak` descriptor, `weak`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.9.1.4 dwarf\_weak\_name\_offsets()

```
int dwarf_weak_name_offsets(  
    Dwarf_Weak weak,  
    char ** weak_name,  
    Dwarf_Off *die_offset,  
    Dwarf_Off *cu_offset,  
    Dwarf_Error *error)
```

The function `dwarf_weak_name_offsets()` returns `DW_DLV_OK` and sets `*weak_name` to a pointer to a null-terminated string that gives the name of the weak name described by the `Dwarf_Weak` descriptor `weak`. It also returns in the locations pointed to by `die_offset`, and `cu_offset`, the offsets of the DIE representing the weakname, and the DIE representing the compilation-unit containing the weakname, respectively. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from `dwarf_weak_name_offsets()` the storage pointed to by `weak_name` should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

## 5.10 Static Function Names Operations

This section is SGI specific and is not part of standard DWARF version 2.

These function operate on the `.debug_funcnames` section of the debugging information. The `.debug_funcnames` section contains the names of static functions defined in the object, the offsets of the DIEs that represent the definitions of the corresponding functions, and the offsets of the start of the compilation-units that contain the definitions of those functions.

### 5.10.1 Debugger Interface Operations

#### 5.10.1.1 dwarf\_get\_funcs()

```
int dwarf_get_funcs(  
    Dwarf_Debug dbg,  
    Dwarf_Func **funcs,  
    Dwarf_Signed *func_count,  
    Dwarf_Error *error)
```

The function `dwarf_get_funcs()` returns `DW_DLV_OK` and sets `*func_count` to the count of static function names represented in the section containing static function names, i.e. `.debug_funcnames`. It also stores, at `*funcs`, a pointer to a list of `Dwarf_Func` descriptors, one for each of the static functions in the `.debug_funcnames` section. The returned results are for the entire section. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if the `.debug_funcnames` section does not exist.

On a successful return from `dwarf_get_funcs()`, the `Dwarf_Func` descriptors should be freed using `dwarf_funcs_dealloc()`. `dwarf_funcs_dealloc()` is new as of July 15, 2005.

```
Dwarf_Signed cnt;  
Dwarf_Func *funcs;  
int fres;  
  
fres = dwarf_get_funcs(dbg, &funcs, &cnt, &error);  
if (fres == DW_DLV_OK) {  
  
    for (i = 0; i < cnt; ++i) {  
        /* use funcs[i] */  
    }  
    dwarf_funcs_dealloc(dbg, funcs, cnt);  
}
```

The following code is deprecated as of July 15, 2005 as it does not free all relevant memory. This approach still works as well as it ever did. On a successful return from `dwarf_get_funcs()`, the `Dwarf_Func` descriptors should be individually freed using `dwarf_dealloc()` with the allocation type `DW_DLA_FUNC_CONTEXT`, (or `DW_DLA_FUNC`, an older name, supported for compatibility) followed by the deallocation of the list itself with the allocation type `DW_DLA_LIST` when the descriptors are no longer of interest.

```
Dwarf_Signed cnt;  
Dwarf_Func *funcs;  
int fres;  
  
fres = dwarf_get_funcs(dbg, &funcs, &error);  
if (fres == DW_DLV_OK) {  
  
    for (i = 0; i < cnt; ++i) {  
        /* use funcs[i] */  
        dwarf_dealloc(dbg, funcs[i], DW_DLA_FUNC_CONTEXT);  
    }  
    dwarf_dealloc(dbg, funcs, DW_DLA_LIST);  
}
```

#### 5.10.1.2 dwarf\_funcname()

```
int dwarf_funcname(  
    Dwarf_Func func,  
    char **      return_name,  
    Dwarf_Error *error)
```

The function `dwarf_funcname()` returns `DW_DLV_OK` and sets `*return_name` to a pointer to a null-terminated string that names the static function represented by the `Dwarf_Func` descriptor, `func`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from this function, the string should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

#### 5.10.1.3 dwarf\_func\_die\_offset()

```
int dwarf_func_die_offset(  
    Dwarf_Func func,  
    Dwarf_Off *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_func_die_offset()`, returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the DIE representing the static function that is described by the `Dwarf_Func` descriptor, `func`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.10.1.4 dwarf\_func\_cu\_offset()

```
int dwarf_func_cu_offset(  
    Dwarf_Func func,  
    Dwarf_Off *return_offset,  
    Dwarf_Error *error)
```

The function `dwarf_func_cu_offset()` returns `DW_DLV_OK` and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the compilation-unit header of the compilation-unit that contains the static function described by the `Dwarf_Func` descriptor, `func`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.10.1.5 dwarf\_func\_name\_offsets()

```
int dwarf_func_name_offsets(  
    Dwarf_Func func,  
    char **func_name,  
    Dwarf_Off *die_offset,  
    Dwarf_Off *cu_offset,  
    Dwarf_Error *error)
```

The function `dwarf_func_name_offsets()` returns `DW_DLV_OK` and sets `*func_name` to a pointer to a null-terminated string that gives the name of the static function described by the `Dwarf_Func` descriptor `func`. It also returns in the locations pointed to by `die_offset`, and `cu_offset`, the offsets of the DIE representing the static function, and the DIE representing the compilation-unit containing the static function, respectively. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from `dwarf_func_name_offsets()` the storage pointed to by `func_name` should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

## 5.11 User Defined Type Names Operations

Section "debug\_typednames" is SGI specific and is not part of standard DWARF version 2. (However, an identical section is part of DWARF version 3 named ".debug\_pubtypes", see `dwarf_get_pubtypes()` above.)

These functions operate on the `.debug_typednames` section of the debugging information. The `.debug_typednames` section contains the names of file-scope user-defined types, the offsets of the DIEs that represent the definitions of those types, and the offsets of the compilation-units that contain the definitions of those types.

### 5.11.1 Debugger Interface Operations

#### 5.11.1.1 `dwarf_get_types()`

```
int dwarf_get_types(  
    Dwarf_Debug dbg,  
    Dwarf_Type **types,  
    Dwarf_Signed *typecount,  
    Dwarf_Error *error)
```

The function `dwarf_get_types()` returns `DW_DLX_OK` and sets `*typecount` to the count of user-defined type names represented in the section containing user-defined type names, i.e. `.debug_typednames`. It also stores at `*types`, a pointer to a list of `Dwarf_Type` descriptors, one for each of the user-defined type names in the `.debug_typednames` section. The returned results are for the entire section. It returns `DW_DLX_NOCOUNT` on error. It returns `DW_DLX_NO_ENTRY` if the `.debug_typednames` section does not exist.

On a successful return from `dwarf_get_types()`, the `Dwarf_Type` descriptors should be freed using `dwarf_types_dealloc()`. `dwarf_types_dealloc()` is new as of July 15, 2005 and frees all memory allocated by `dwarf_get_types()`.

```
Dwarf_Signed cnt;  
Dwarf_Type *types;  
int res;  
  
res = dwarf_get_types(dbg, &types, &cnt, &error);  
if (res == DW_DLX_OK) {  
    for (i = 0; i < cnt; ++i) {  
        /* use types[i] */  
    }  
    dwarf_types_dealloc(dbg, types, cnt);  
}
```

The following code is deprecated as of July 15, 2005 as it does not free all relevant memory. This approach still works as well as it ever did. On a successful return from `dwarf_get_types()`, the `Dwarf_Type` descriptors should be individually freed using `dwarf_dealloc()` with the allocation type `DW_DLA_TYPERNAME_CONTEXT`, (or `DW_DLA_TYPERNAME`, an older name, supported for compatibility)

followed by the deallocation of the list itself with the allocation type DW\_DLA\_LIST when the descriptors are no longer of interest.

```
Dwarf_Signed cnt;
Dwarf_Type *types;
int res;

res = dwarf_get_types(dbg, &types, &cnt, &error);
if (res == DW_DLV_OK) {

    for (i = 0; i < cnt; ++i) {
        /* use types[i] */
        dwarf_dealloc(dbg, types[i], DW_DLA_TYPENAME_CONTEXT);
    }
    dwarf_dealloc(dbg, types, DW_DLA_LIST);
}
```

#### 5.11.1.2 dwarf\_typename()

```
int dwarf_typename(
    Dwarf_Type type,
    char **return_name,
    Dwarf_Error *error)
```

The function `dwarf_typename()` returns DW\_DLV\_OK and sets `*return_name` to a pointer to a null-terminated string that names the user-defined type represented by the `Dwarf_Type` descriptor, `type`. It returns DW\_DLV\_ERROR on error. It never returns DW\_DLV\_NO\_ENTRY. On a successful return from this function, the string should be freed using `dwarf_dealloc()`, with the allocation type DW\_DLA\_STRING when no longer of interest.

#### 5.11.1.3 dwarf\_type\_die\_offset()

```
int dwarf_type_die_offset(
    Dwarf_Type type,
    Dwarf_Off *return_offset,
    Dwarf_Error *error)
```

The function `dwarf_type_die_offset()` returns DW\_DLV\_OK and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the DIE representing the user-defined type that is described by the `Dwarf_Type` descriptor, `type`. It returns DW\_DLV\_ERROR on error. It never returns DW\_DLV\_NO\_ENTRY.

#### 5.11.1.4 dwarf\_type\_cu\_offset()

```
int dwarf_type_cu_offset(
    Dwarf_Type type,
    Dwarf_Off *return_offset,
    Dwarf_Error *error)
```

The function `dwarf_type_cu_offset()` returns DW\_DLV\_OK and sets `*return_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the compilation-unit header of the compilation-unit that contains the user-defined type described by the `Dwarf_Type` descriptor, `type`. It returns DW\_DLV\_ERROR on error. It never returns DW\_DLV\_NO\_ENTRY.

#### 5.11.1.5 dwarf\_type\_name\_offsets()

```
int dwarf_type_name_offsets(  
    Dwarf_Type    type,  
    char          ** returned_name,  
    Dwarf_Off *   die_offset,  
    Dwarf_Off *   cu_offset,  
    Dwarf_Error *error)
```

The function `dwarf_type_name_offsets()` returns `DW_DLV_OK` and sets `*returned_name` to a pointer to a null-terminated string that gives the name of the user-defined type described by the `Dwarf_Type` descriptor `type`. It also returns in the locations pointed to by `die_offset`, and `cu_offset`, the offsets of the DIE representing the user-defined type, and the DIE representing the compilation-unit containing the user-defined type, respectively. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from `dwarf_type_name_offsets()` the storage pointed to by `returned_name` should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

## 5.12 User Defined Static Variable Names Operations

This section is SGI specific and is not part of standard DWARF version 2.

These functions operate on the `.debug_varnames` section of the debugging information. The `.debug_varnames` section contains the names of file-scope static variables, the offsets of the DIEs that represent the definitions of those variables, and the offsets of the compilation-units that contain the definitions of those variables.

### 5.12.1 Debugger Interface Operations

#### 5.12.1.1 dwarf\_get\_vars()

```
int dwarf_get_vars(  
    Dwarf_Debug dbg,  
    Dwarf_Var **vars,  
    Dwarf_Signed *var_count,  
    Dwarf_Error *error)
```

The function `dwarf_get_vars()` returns `DW_DLV_OK` and sets `*var_count` to the count of file-scope static variable names represented in the section containing file-scope static variable names, i.e. `.debug_varnames`. It also stores, at `*vars`, a pointer to a list of `Dwarf_Var` descriptors, one for each of the file-scope static variable names in the `.debug_varnames` section. The returned results are for the entire section. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if the `.debug_varnames` section does not exist.

The following is new as of July 15, 2005. On a successful return from `dwarf_get_vars()`, the `Dwarf_Var` descriptors should be freed using `dwarf_vars_dealloc()`.



```
Dwarf_Signed cnt;
Dwarf_Var *vars;
int res;

res = dwarf_get_vars(dbg, &vars,&cnt &error);
if (res == DW_DLV_OK) {

    for (i = 0; i < cnt; ++i) {
        /* use vars[i] */
    }
    dwarf_vars_dealloc(dbg, vars, cnt);
}
```

The following code is deprecated as of July 15, 2005 as it does not free all relevant memory. This approach still works as well as it ever did. On a successful return from `dwarf_get_vars()`, the `Dwarf_Var` descriptors should be individually freed using `dwarf_dealloc()` with the allocation type `DW_DLA_VAR_CONTEXT`, (or `DW_DLA_VAR`, an older name, supported for compatibility) followed by the deallocation of the list itself with the allocation type `DW_DLA_LIST` when the descriptors are no longer of interest.

```
Dwarf_Signed cnt;
Dwarf_Var *vars;
int res;

res = dwarf_get_vars(dbg, &vars,&cnt &error);
if (res == DW_DLV_OK) {

    for (i = 0; i < cnt; ++i) {
        /* use vars[i] */
        dwarf_dealloc(dbg, vars[i], DW_DLA_VAR_CONTEXT);
    }
    dwarf_dealloc(dbg, vars, DW_DLA_LIST);
}
```

#### 5.12.1.2 dwarf\_varname()

```
int dwarf_varname(
    Dwarf_Var var,
    char **    returned_name,
    Dwarf_Error *error)
```

The function `dwarf_varname()` returns `DW_DLV_OK` and sets `*returned_name` to a pointer to a null-terminated string that names the file-scope static variable represented by the `Dwarf_Var` descriptor, `var`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from this function, the string should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

#### 5.12.1.3 dwarf\_var\_die\_offset()

```
int dwarf_var_die_offset(  
    Dwarf_Var    var,  
    Dwarf_Off    *returned_offset,  
    Dwarf_Error  *error)
```

The function `dwarf_var_die_offset()` returns `DW_DLV_OK` and sets `*returned_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the DIE representing the file-scope static variable that is described by the `Dwarf_Var` descriptor, `var`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.12.1.4 `dwarf_var_cu_offset()`

```
int dwarf_var_cu_offset(  
    Dwarf_Var var,  
    Dwarf_Off  *returned_offset,  
    Dwarf_Error *error)
```

The function `dwarf_var_cu_offset()` returns `DW_DLV_OK` and sets `*returned_offset` to the offset in the section containing DIEs, i.e. `.debug_info`, of the compilation-unit header of the compilation-unit that contains the file-scope static variable described by the `Dwarf_Var` descriptor, `var`. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

#### 5.12.1.5 `dwarf_var_name_offsets()`

```
int dwarf_var_name_offsets(  
    Dwarf_Var var,  
    char      **returned_name,  
    Dwarf_Off *die_offset,  
    Dwarf_Off *cu_offset,  
    Dwarf_Error *error)
```

The function `dwarf_var_name_offsets()` returns `DW_DLV_OK` and sets `*returned_name` to a pointer to a null-terminated string that gives the name of the file-scope static variable described by the `Dwarf_Var` descriptor `var`. It also returns in the locations pointed to by `die_offset`, and `cu_offset`, the offsets of the DIE representing the file-scope static variable, and the DIE representing the compilation-unit containing the file-scope static variable, respectively. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. On a successful return from `dwarf_var_name_offsets()` the storage pointed to by `returned_name` should be freed using `dwarf_dealloc()`, with the allocation type `DW_DLA_STRING` when no longer of interest.

## 5.13 Macro Information Operations

### 5.13.1 General Macro Operations

#### 5.13.1.1 `dwarf_find_macro_value_start()`

```
char *dwarf_find_macro_value_start(char * macro_string);
```

Given a macro string in the standard form defined in the DWARF document ("name <space> value" or "name(args)<space>value") this returns a pointer to the first byte of the macro value. It does not alter the string pointed to by `macro_string` or copy the string: it returns a pointer into the string whose address was passed in.

### 5.13.2 Debugger Interface Macro Operations

Macro information is accessed from the `.debug_info` section via the `DW_AT_macro_info` attribute (whose

value is an offset into .debug\_macinfo).

No Functions yet defined.

### 5.13.3 Low Level Macro Information Operations

#### 5.13.3.1 dwarf\_get\_macro\_details()

```
int dwarf_get_macro_details(Dwarf_Debug /*dbg*/,
    Dwarf_Off          macro_offset,
    Dwarf_Unsigned      maximum_count,
    Dwarf_Signed        * entry_count,
    Dwarf_Macro_Details ** details,
    Dwarf_Error *       err);
```

dwarf\_get\_macro\_details() returns DW\_DLV\_OK and sets entry\_count to the number of details records returned through the details pointer. The data returned through details should be freed by a call to dwarf\_dealloc() with the allocation type DW\_DLA\_STRING. If DW\_DLV\_OK is returned, the entry\_count will be at least 1, since a compilation unit with macro information but no macros will have at least one macro data byte of 0.

dwarf\_get\_macro\_details() begins at the macro\_offset offset you supply and ends at the end of a compilation unit or at maximum\_count detail records (whichever comes first). If maximum\_count is 0, it is treated as if it were the maximum possible unsigned integer.

dwarf\_get\_macro\_details() attempts to set dmd\_fileindex to the correct file in every details record. If it is unable to do so (or whenever the current file index is unknown, it sets dmd\_fileindex to -1.

dwarf\_get\_macro\_details() returns DW\_DLV\_ERROR on error. It returns DW\_DLV\_NO\_ENTRY if there is no more macro information at that macro\_offset. If macro\_offset is passed in as 0, a DW\_DLV\_NO\_ENTRY return means there is no macro information.

```
Dwarf_Unsigned max = 0;
Dwarf_Off cur_off = 0;
Dwarf_Signed count = 0;
Dwarf_Macro_Details *maclist;
int errv;

/* loop through all the compilation units macro info */
while((errv = dwarf_macro_details(dbg, cur_off,max,
    &count,&maclist,&error))== DW_DLV_OK) {
    for (i = 0; i < count; ++i) {
        /* use maclist[i] */
    }
    cur_off = maclist[count-1].dmd_offset + 1;
    dwarf_dealloc(dbg, maclist, DW_DLA_STRING);
}
```

### 5.14 Low Level Frame Operations

These functions provide information about stack frames to be used to perform stack traces. The information is an abstraction of a table with a row per instruction and a column per register and a column for the canonical frame address (CFA, which corresponds to the notion of a frame pointer), as well as a column for the return address.

From 1993-2006 the interface we'll here refer to as DWARF2 made the CFA be a column in the matrix, but left DW\_FRAME\_UNDEFINED\_VAL, and DW\_FRAME\_SAME\_VAL out of the matrix (giving them high numbers). As of the DWARF3 interfaces introduced in this document in April 2006, there are \*two\* interfaces.

The original still exists (see. dwarf\_get\_fde\_info\_for\_reg() and dwarf\_get\_fde\_info\_for\_all\_regs() below) and works adequately for MIPS/IRIX DWARF2 and ABI/ISA sets that are sufficiently similar (but the settings for non-MIPS must be set into libdwarf.h and cannot be changed at runtime). These functions not a good choice for non-MIPS architectures nor were they a good design for MIPS either. It's better to switch entirely to the new functions mentioned in the next paragraph.

A new interface set of dwarf\_get\_fde\_info\_for\_reg3(), dwarf\_get\_fde\_info\_for\_cfa\_reg3(), dwarf\_get\_fde\_info\_for\_all\_regs3() dwarf\_set\_frame\_rule\_initial\_value(), dwarf\_set\_frame\_rule\_table\_size() dwarf\_set\_frame\_cfa\_value() is more flexible and should work for many more architectures and the setting of DW\_FRAME\_CFA\_COL and the size of the table can be set at runtime.

Each cell in the table contains one of the following:

1. A register + offset(a)(b)
2. A register(c)(d)
3. A marker (DW\_FRAME\_UNDEFINED\_VAL) meaning *register value undefined*
4. A marker (DW\_FRAME\_SAME\_VAL) meaning *register value same as in caller*

(a old DWARF2 interface) When the column is DW\_FRAME\_CFA\_COL: the register number is a real hardware register, not a reference to DW\_FRAME\_CFA\_COL, not DW\_FRAME\_UNDEFINED\_VAL, and not DW\_FRAME\_SAME\_VAL. The CFA rule value should be the stack pointer plus offset 0 when no other value makes sense. A value of DW\_FRAME\_SAME\_VAL would be semi-logical, but since the CFA is not a real register, not really correct. A value of DW\_FRAME\_UNDEFINED\_VAL would imply the CFA is undefined -- this seems to be a useless notion, as the CFA is a means to finding real registers, so those real registers should be marked DW\_FRAME\_UNDEFINED\_VAL, and the CFA column content (whatever register it specifies) becomes unreferenced by anything.

(a new April 2006 DWARF2/3 interface): The CFA is separately accessible and not part of the table. The 'rule number' for the CFA is a number outside the table. So the CFA is a marker, not a register number. See DW\_FRAME\_CFA\_COL3 in libdwarf.h and dwarf\_get\_fde\_info\_for\_cfa\_reg3() and dwarf\_set\_frame\_rule\_cfa\_value().

(b) When the column is not DW\_FRAME\_CFA\_COL, the 'register' will and must be DW\_FRAME\_CFA\_COL, implying that to get the final location for the column one must add the offset here plus the DW\_FRAME\_CFA\_COL rule value.

(c) When the column is DW\_FRAME\_CFA\_COL, then the 'register' number is (must be) a real hardware register. (This paragraph does not apply to the April 2006 new interface). If it were DW\_FRAME\_UNDEFINED\_VAL or DW\_FRAME\_SAME\_VAL it would be a marker, not a register number.

(d) When the column is not DW\_FRAME\_CFA\_COL, the register may be a hardware register. It will not be DW\_FRAME\_CFA\_COL.

There is no 'column' for DW\_FRAME\_UNDEFINED\_VAL or DW\_FRAME\_SAME\_VAL.

Figure 3 is machine dependent and represents MIPS CPU register assignments.

NAME	value	PURPOSE
DW_FRAME_CFA_COL	0	column used for CFA
DW_FRAME_REG1	1	integer register 1
DW_FRAME_REG2	2	integer register 2
---		obvious names and values here
DW_FRAME_REG30	30	integer register 30
DW_FRAME_REG31	31	integer register 31
DW_FRAME_FREG0	32	floating point register 0
DW_FRAME_FREG1	33	floating point register 1
---		obvious names and values here
DW_FRAME_FREG30	62	floating point register 30
DW_FRAME_FREG31	63	floating point register 31
DW_FRAME_RA_COL	64	column recording ra
DW_FRAME_UNDEFINED_VAL	1034	register val undefined
DW_FRAME_SAME_VAL	1035	register same as in caller

**Figure 4.** Frame Information Rule Assignments

The following table shows SGI/MIPS specific special cell values: these values mean that the cell has the value *undefined* or *same value* respectively, rather than containing a *register* or *register+offset*. It assumes DW\_FRAME\_CFA\_COL is a table rule, which is not readily accomplished or sensible for some architectures.

NAME	value	PURPOSE
DW_FRAME_UNDEFINED_VAL	1034	means undefined value. Not a column or register value
DW_FRAME_SAME_VAL	1035	means 'same value' as caller had. Not a column or register value

**Figure 5.** Frame Information Special Values

The following table shows more general special cell values. These values mean that the cell register-number refers to the *cfa-register* or *undefined-value* or *same-value* respectively, rather than referring to a *register in the table*. The generality arises from making DW\_FRAME\_CFA\_COL3 be outside the set of registers and making the cfa rule accessible from outside the rule-table.

NAME	value	PURPOSE
DW_FRAME_UNDEFINED_VAL	1034	means undefined value. Not a column or register value
DW_FRAME_SAME_VAL	1035	means 'same value' as caller had. Not a column or register value
DW_FRAME_CFA_COL3	1436	means 'cfa register' is referred to, not a real register, not a column, but the cfa (the cfa does have a value, but in the DWARF3 libdwarf interface it does not have a 'real register number').

#### 5.14.0.1 dwarf\_get\_fde\_list()

```
int dwarf_get_fde_list(  
    Dwarf_Debug dbg,  
    Dwarf_Cie **cie_data,  
    Dwarf_Signed *cie_element_count,  
    Dwarf_Fde **fde_data,  
    Dwarf_Signed *fde_element_count,  
    Dwarf_Error *error);
```

`dwarf_get_fde_list()` stores a pointer to a list of `Dwarf_Cie` descriptors in `*cie_data`, and the count of the number of descriptors in `*cie_element_count`. There is a descriptor for each CIE in the `.debug_frame` section. Similarly, it stores a pointer to a list of `Dwarf_Fde` descriptors in `*fde_data`, and the count of the number of descriptors in `*fde_element_count`. There is one descriptor per FDE in the `.debug_frame` section. `dwarf_get_fde_list()` returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if it cannot find frame entries. It returns `DW_DLV_OK` on a successful return.

On successful return, structures pointed to by a descriptor should be freed using `dwarf_fde_cie_list_dealloc()`. This dealloc approach is new as of July 15, 2005.

```
Dwarf_Signed cnt;  
Dwarf_Cie *cie_data;  
Dwarf_Signed cie_count;  
Dwarf_Fde *fde_data;  
Dwarf_Signed fde_count;  
int fres;  
  
fres = dwarf_get_fde_list(dbg,&cie_data,&cie_count,  
    &fde_data,&fde_count,&error);  
if (fres == DW_DLV_OK) {  
    dwarf_fde_cie_list_dealloc(dbg, cie_data, cie_count,  
        fde_data,fde_count);  
}
```

The following code is deprecated as of July 15, 2005 as it does not free all relevant memory. This approach still works as well as it ever did.

```
Dwarf_Signed cnt;
Dwarf_Cie *cie_data;
Dwarf_Signed cie_count;
Dwarf_Fde *fde_data;
Dwarf_Signed fde_count;
int fres;

fres = dwarf_get_fde_list(dbg,&cie_data,&cie_count,
                        &fde_data,&fde_count,&error);
if (fres == DW_DLV_OK) {

    for (i = 0; i < cie_count; ++i) {
        /* use cie[i] */
        dwarf_dealloc(dbg, cie_data[i], DW_DLA_CIE);
    }
    for (i = 0; i < fde_count; ++i) {
        /* use fde[i] */
        dwarf_dealloc(dbg, fde_data[i], DW_DLA_FDE);
    }
    dwarf_dealloc(dbg, cie_data, DW_DLA_LIST);
    dwarf_dealloc(dbg, fde_data, DW_DLA_LIST);
}
```

#### 5.14.0.2 dwarf\_get\_fde\_list\_eh()

```
int dwarf_get_fde_list_eh(
    Dwarf_Debug dbg,
    Dwarf_Cie **cie_data,
    Dwarf_Signed *cie_element_count,
    Dwarf_Fde **fde_data,
    Dwarf_Signed *fde_element_count,
    Dwarf_Error *error);
```

dwarf\_get\_fde\_list\_eh() is identical to dwarf\_get\_fde\_list() except that dwarf\_get\_fde\_list\_eh() reads the GNU gcc section named .eh\_frame (C++ exception handling information).

dwarf\_get\_fde\_list\_eh() stores a pointer to a list of Dwarf\_Cie descriptors in \*cie\_data, and the count of the number of descriptors in \*cie\_element\_count. There is a descriptor for each CIE in the .debug\_frame section. Similarly, it stores a pointer to a list of Dwarf\_Fde descriptors in \*fde\_data, and the count of the number of descriptors in \*fde\_element\_count. There is one descriptor per FDE in the .debug\_frame section. dwarf\_get\_fde\_list() returns DW\_DLV\_ERROR on error. It returns DW\_DLV\_NO\_ENTRY if it cannot find exception handling entries. It returns DW\_DLV\_OK on a successful return.

On successful return, structures pointed to by a descriptor should be freed using dwarf\_fde\_cie\_list\_dealloc(). This dealloc approach is new as of July 15, 2005.

```
Dwarf_Signed cnt;
Dwarf_Cie *cie_data;
Dwarf_Signed cie_count;
Dwarf_Fde *fde_data;
Dwarf_Signed fde_count;
int fres;

fres = dwarf_get_fde_list(dbg,&cie_data,&cie_count,
                        &fde_data,&fde_count,&error);
if (fres == DW_DLV_OK) {
    dwarf_fde_cie_list_dealloc(dbg, cie_data, cie_count,
                              fde_data,fde_count);
}
```

#### 5.14.0.3 dwarf\_get\_cie\_of\_fde()

```
int dwarf_get_cie_of_fde(Dwarf_Fde fde,
                        Dwarf_Cie *cie_returned,
                        Dwarf_Error *error);
```

dwarf\_get\_cie\_of\_fde() stores a Dwarf\_Cie into the Dwarf\_Cie that cie\_returned points at.

If one has called dwarf\_get\_fde\_list and does not wish to dwarf\_dealloc() all the individual FDEs immediately, one must also avoid dwarf\_dealloc-ing the CIEs for those FDEs not immediately dealloc'd. Failing to observe this restriction will cause the FDE(s) not dealloc'd to become invalid: an FDE contains (hidden in it) a CIE pointer which will be be invalid (stale, pointing to freed memory) if the CIE is dealloc'd. The invalid CIE pointer internal to the FDE cannot be detected as invalid by libdwarf. If one later passes an FDE with a stale internal CIE pointer to one of the routines taking an FDE as input the result will be failure of the call (returning DW\_DLV\_ERROR) at best and it is possible a coredump or worse will happen (eventually).

dwarf\_get\_cie\_of\_fde() returns DW\_DLV\_OK if it is successful (it will be unless fde is the NULL pointer). It returns DW\_DLV\_ERROR if the fde is invalid (NULL).

Each Dwarf\_Fde descriptor describes information about the frame for a particular subroutine or function.

int dwarf\_get\_fde\_for\_die is SGI/MIPS specific.

#### 5.14.0.4 dwarf\_get\_fde\_for\_die()

```
int dwarf_get_fde_for_die(
    Dwarf_Debug dbg,
    Dwarf_Die die,
    Dwarf_Fde * return_fde,
    Dwarf_Error *error)
```

When it succeeds, dwarf\_get\_fde\_for\_die() returns DW\_DLV\_OK and sets \*return\_fde to a Dwarf\_Fde descriptor representing frame information for the given die. It looks for the DW\_AT\_MIPS\_fde attribute in the given die. If it finds it, it uses the value of the attribute as the offset in the .debug\_frame section where the FDE begins. If there is no DW\_AT\_MIPS\_fde it returns DW\_DLV\_NO\_ENTRY. If there is an error it returns DW\_DLV\_ERROR.



#### 5.14.0.5 dwarf\_get\_fde\_range()

```
int dwarf_get_fde_range(  
    Dwarf_Fde fde,  
    Dwarf_Addr *low_pc,  
    Dwarf_Unsigned *func_length,  
    Dwarf_Ptr *fde_bytes,  
    Dwarf_Unsigned *fde_byte_length,  
    Dwarf_Off *cie_offset,  
    Dwarf_Signed *cie_index,  
    Dwarf_Off *fde_offset,  
    Dwarf_Error *error);
```

On success, `dwarf_get_fde_range()` returns `DW_DLV_OK`. The location pointed to by `low_pc` is set to the low pc value for this function. The location pointed to by `func_length` is set to the length of the function in bytes. This is essentially the length of the text section for the function. The location pointed to by `fde_bytes` is set to the address where the FDE begins in the `.debug_frame` section. The location pointed to by `fde_byte_length` is set to the length in bytes of the portion of `.debug_frame` for this FDE. This is the same as the value returned by `dwarf_get_fde_range`. The location pointed to by `cie_offset` is set to the offset in the `.debug_frame` section of the CIE used by this FDE. The location pointed to by `cie_index` is set to the index of the CIE used by this FDE. The index is the index of the CIE in the list pointed to by `cie_data` as set by the function `dwarf_get_fde_list()`. However, if the function `dwarf_get_fde_for_die()` was used to obtain the given `fde`, this index may not be correct. The location pointed to by `fde_offset` is set to the offset of the start of this FDE in the `.debug_frame` section. `dwarf_get_fde_range()` returns `DW_DLV_ERROR` on error.

#### 5.14.0.6 dwarf\_get\_cie\_info()

```
int dwarf_get_cie_info(  
    Dwarf_Cie cie,  
    Dwarf_Unsigned *bytes_in_cie,  
    Dwarf_Small *version,  
    char **augmenter,  
    Dwarf_Unsigned *code_alignment_factor,  
    Dwarf_Signed *data_alignment_factor,  
    Dwarf_Half *return_address_register_rule,  
    Dwarf_Ptr *initial_instructions,  
    Dwarf_Unsigned *initial_instructions_length,  
    Dwarf_Error *error);
```

`dwarf_get_cie_info()` is primarily for Internal-level Interface consumers. If successful, it returns `DW_DLV_OK` and sets `*bytes_in_cie` to the number of bytes in the portion of the frames section for the CIE represented by the given `Dwarf_Cie` descriptor, `cie`. The other fields are directly taken from the `cie` and returned, via the pointers to the caller. It returns `DW_DLV_ERROR` on error.

#### 5.14.0.7 dwarf\_get\_fde\_instr\_bytes()

```
int dwarf_get_fde_instr_bytes(  
    Dwarf_Fde fde,  
    Dwarf_Ptr *outinstrs,  
    Dwarf_Unsigned *outlen,  
    Dwarf_Error *error);
```

`dwarf_get_fde_instr_bytes()` returns `DW_DLV_OK` and sets `*outinstrs` to a pointer to a set of bytes which are the actual frame instructions for this `fde`. It also sets `*outlen` to the length, in bytes,

of the frame instructions. It returns DW\_DLV\_ERROR on error. It never returns DW\_DLV\_NO\_ENTRY. The intent is to allow low-level consumers like a dwarf-dumper to print the bytes in some fashion. The memory pointed to by `outinstrs` must not be changed and there is nothing to free.

#### 5.14.0.8 dwarf\_get\_fde\_info\_for\_reg()

This interface is suitable for DWARF2 but is not sufficient for DWARF3. See `int dwarf_get_fde_info_for_reg3`.

```
int dwarf_get_fde_info_for_reg(  
    Dwarf_Fde fde,  
    Dwarf_Half table_column,  
    Dwarf_Addr pc_requested,  
    Dwarf_Signed *offset_relevant,  
    Dwarf_Signed *register_num,  
    Dwarf_Signed *offset,  
    Dwarf_Addr *row_pc,  
    Dwarf_Error *error);
```

`dwarf_get_fde_info_for_reg()` returns DW\_DLV\_OK and sets `*offset_relevant` to non-zero if the offset is relevant for the row specified by `pc_requested` and column specified by `table_column`, for the FDE specified by `fde`. The intent is to return the rule for the given pc value and register. The location pointed to by `register_num` is set to the register value for the rule. The location pointed to by `offset` is set to the offset value for the rule. If offset is not relevant for this rule, `*offset_relevant` is set to zero. Since more than one pc value will have rows with identical entries, the user may want to know the earliest pc value after which the rules for all the columns remained unchanged. Recall that in the virtual table that the frame information represents there may be one or more table rows with identical data (each such table row at a different pc value). Given a `pc_requested` which refers to a pc in such a group of identical rows, the location pointed to by `row_pc` is set to the lowest pc value within the group of identical rows. The value put in `*register_num` any of the DW\_FRAME\_\* table columns values specified in `libdwarf.h` or `dwarf.h`.

`dwarf_get_fde_info_for_reg` returns DW\_DLV\_ERROR if there is an error.

It is usable with either `dwarf_get_fde_n()` or `dwarf_get_fde_at_pc()`.

#### 5.14.0.9 dwarf\_get\_fde\_info\_for\_all\_regs()

```
int dwarf_get_fde_info_for_all_regs(  
    Dwarf_Fde fde,  
    Dwarf_Addr pc_requested,  
    Dwarf_Regtable *reg_table,  
    Dwarf_Addr *row_pc,  
    Dwarf_Error *error);
```

`dwarf_get_fde_info_for_all_regs()` returns DW\_DLV\_OK and sets `*reg_table` for the row specified by `pc_requested` for the FDE specified by `fde`.

The intent is to return the rules for decoding all the registers, given a pc value. `reg_table` is an array of rules, one for each register specified in `dwarf.h`. The rule for each register contains three items - `dw_regnum` which denotes the register value for that rule, `dw_offset` which denotes the offset value for that rule and `dw_offset_relevant` which is set to zero if offset is not relevant for that rule. See `dwarf_get_fde_info_for_reg()` for a description of `row_pc`.

`dwarf_get_fde_info_for_all_regs` returns DW\_DLV\_ERROR if there is an error.

`int dwarf_get_fde_info_for_all_regs` is SGI/MIPS specific.

#### 5.14.0.10 dwarf\_set\_frame\_rule\_table\_size()

This allows consumers to set the size of the (internal to libdwarf) rule table. It should be at least as large as the number of real registers in the ABI which is to be read in for the dwarf\_get\_fde\_info\_for\_reg3() or dwarf\_get\_fde\_info\_for\_all\_regs3() functions to work properly. It must be less than the marker values DW\_FRAME\_UNDEFINED\_VAL, DW\_FRAME\_SAME\_VAL, DW\_FRAME\_CFA\_COL3.

```
Dwarf_Half
dwarf_set_frame_rule_table_size(Dwarf_Debug dbg,
                                Dwarf_Half value);
```

ddwarf\_set\_frame\_rule\_table\_size() sets the value value as the size of libdwarf-internal rules tables of dbg. The function returns the previous value of the rules table size setting (taken from the dbg structure).

#### 5.14.0.11 dwarf\_set\_frame\_rule\_initial\_value()

This allows consumers to set the initial value for rows in the frame tables. By default it is taken from libdwarf.h and is DW\_FRAME\_REG\_INITIAL\_VALUE (which itself is either DW\_FRAME\_SAME\_VAL or DW\_FRAME\_UNDEFINED\_VAL). The MIPS/IRIX default is DW\_FRAME\_SAME\_VAL. Consumer code should set this appropriately and for many architectures (but probably not MIPS) DW\_FRAME\_UNDEFINED\_VAL is an appropriate setting. Note: an earlier spelling of dwarf\_set\_frame\_rule\_initial\_value() is still supported as an interface, but please change to use the new correctly spelled name.

```
Dwarf_Half
dwarf_set_frame_rule_initial_value(Dwarf_Debug dbg,
                                   Dwarf_Half value);
```

dwarf\_set\_frame\_rule\_initial\_value() sets the value value as the initial value for this dbg when initializing rules tables. The function returns the previous value of the initial setting (taken from the dbg structure).

#### 5.14.0.12 dwarf\_set\_frame\_cfa\_value()

This allows consumers to set the number of the CFA register for rows in the frame tables. By default it is taken from libdwarf.h and is DW\_FRAME\_CFA\_COL. Consumer code should set this appropriately and for nearly all architectures DW\_FRAME\_CFA\_COL3 is an appropriate setting.

```
Dwarf_Half
dwarf_set_frame_rule_cfa_value(Dwarf_Debug dbg,
                               Dwarf_Half value);
```

dwarf\_set\_frame\_rule\_cfa\_value() sets the value value as the number of the cfa 'register rule' for this dbg when initializing rules tables. The function returns the previous value of the initial setting (taken from the dbg structure).

#### 5.14.0.13 dwarf\_set\_frame\_same\_value()

This allows consumers to set the number of the pseudo-register when DW\_CFA\_same\_value is the operation. By default it is taken from libdwarf.h and is DW\_FRAME\_SAME\_VAL. Consumer code should set this appropriately, though for many architectures DW\_FRAME\_SAME\_VAL is an appropriate setting.

```
Dwarf_Half
dwarf_set_frame_rule_same_value(Dwarf_Debug dbg,
                                Dwarf_Half value);
```

`dwarf_set_frame_rule_same_value()` sets the value value as the number of the register that is the pseudo-register set by the `DW_CFA_same_value` frame operation. The function returns the previous value of the initial setting (taken from the `dbg` structure).

#### 5.14.0.14 `dwarf_set_frame_undefined_value()`

This allows consumers to set the number of the pseudo-register when `DW_CFA_undefined_value` is the operation. By default it is taken from `libdwarf.h` and is `DW_FRAME_UNDEFINED_VAL`. Consumer code should set this appropriately, though for many architectures `DW_FRAME_UNDEFINED_VAL` is an appropriate setting.

```
Dwarf_Half
dwarf_set_frame_rule_undefined_value(Dwarf_Debug dbg,
                                     Dwarf_Half value);
```

`dwarf_set_frame_rule_undefined_value()` sets the value value as the number of the register that is the pseudo-register set by the `DW_CFA_undefined_value` frame operation. The function returns the previous value of the initial setting (taken from the `dbg` structure).

#### 5.14.0.15 `dwarf_get_fde_info_for_reg3()`

This interface is suitable for DWARF3 and DWARF2. It returns the values for a particular real register (Not for the CFA register, see `dwarf_get_fde_info_for_cfa_reg3()` below). If the application is going to retrieve the value for more than a few `table_column` values at this `pc_requested` (by calling this function multiple times) it is much more efficient to call `dwarf_get_fde_info_for_all_regs3()` (in spite of the additional setup that requires of the caller).

```
int dwarf_get_fde_info_for_reg3(
    Dwarf_Fde fde,
    Dwarf_Half table_column,
    Dwarf_Addr pc_requested,
    Dwarf_Small *value_type,
    Dwarf_Signed *offset_relevant,
    Dwarf_Signed *register_num,
    Dwarf_Signed *offset_or_block_len,
    Dwarf_Ptr *block_ptr,
    Dwarf_Addr *row_pc,
    Dwarf_Error *error);
```

`dwarf_get_fde_info_for_reg3()` returns `DW_DLV_OK` on success. It sets `*value_type` to one of `DW_EXPR_OFFSET` (0), `DW_EXPR_VAL_OFFSET`(1), `DW_EXPR_EXPRESSION`(2) or `DW_EXPR_VAL_EXPRESSION`(3). On call, `table_column` must be set to the register number of a real register. Not the cfa 'register' or `DW_FRAME_SAME_VALUE` or `DW_FRAME_UNDEFINED_VALUE`.

if `*value_type` has the value `DW_EXPR_OFFSET` (0) then:

It sets `*offset_relevant` to non-zero if the offset is relevant for the row specified by

`pc_requested` and column specified by `table_column` or, for the FDE specified by `fde`. In this case the `*register_num` will be set to `DW_FRAME_CFA_COL3`. This is an `offset(N)` rule as specified in the DWARF3/2 documents. Adding the value of `*offset_or_block_len` to the value of the CFA register gives the address of a location holding the previous value of register `table_column`.

If offset is not relevant for this rule, `*offset_relevant` is set to zero. `*register_num` will be set to the number of the real register holding the value of the `table_column` register. This is the `register(R)` rule as specified in DWARF3/2 documents.

The intent is to return the rule for the given `pc` value and register. The location pointed to by `register_num` is set to the register value for the rule. The location pointed to by `offset` is set to the offset value for the rule. Since more than one `pc` value will have rows with identical entries, the user may want to know the earliest `pc` value after which the rules for all the columns remained unchanged. Recall that in the virtual table that the frame information represents there may be one or more table rows with identical data (each such table row at a different `pc` value). Given a `pc_requested` which refers to a `pc` in such a group of identical rows, the location pointed to by `row_pc` is set to the lowest `pc` value within the group of identical rows.

If `*value_type` has the value `DW_EXPR_VAL_OFFSET` (1) then:

This will be a `val_offset(N)` rule as specified in the DWARF3/2 documents so `*offset_relevant` will be non zero. The calculation is identical to the `DW_EXPR_OFFSET` (0) calculation with `*offset_relevant` non-zero, but the value resulting is the actual `table_column` value (rather than the address where the value may be found).

If `*value_type` has the value `DW_EXPR_EXPRESSION` (1) then:

`*offset_or_block_len` is set to the length in bytes of a block of memory with a DWARF expression in the block. `*block_ptr` is set to point at the block of memory. The consumer code should evaluate the block as a DWARF-expression. The result is the address where the previous value of the register may be found. This is a DWARF3/2 `expression(E)` rule.

If `*value_type` has the value `DW_EXPR_VAL_EXPRESSION` (1) then:

The calculation is exactly as for `DW_EXPR_EXPRESSION` (1) but the result of the DWARF-expression evaluation is the value of the `table_column` (not the address of the value). This is a DWARF3/2 `val_expression(E)` rule.

`dwarf_get_fde_info_for_reg` returns `DW_DLV_ERROR` if there is an error and if there is an error only the error pointer is set, none of the other output arguments are touched.

It is usable with either `dwarf_get_fde_n()` or `dwarf_get_fde_at_pc()`.

#### 5.14.0.16 `dwarf_get_fde_info_for_cfa_reg3()`

```
int dwarf_get_fde_info_for_cfa_reg3(Dwarf_Fde fde,
    Dwarf_Addr      pc_requested,
    Dwarf_Small *    value_type,
    Dwarf_Signed*    offset_relevant,
    Dwarf_Signed*    register_num,
    Dwarf_Signed*    offset_or_block_len,
    Dwarf_Ptr *      block_ptr ,
    Dwarf_Addr *      row_pc_out,
    Dwarf_Error *     error)
```

This is identical to `dwarf_get_fde_info_for_reg3()` except the returned values are for the CFA rule. So register number `*register_num` will be set to a real register, not `DW_FRAME_CFA_COL3`, `DW_FRAME_SAME_VALUE`, or `DW_FRAME_UNDEFINED_VALUE`.

#### 5.14.0.17 `dwarf_get_fde_info_for_all_regs3()`

```
int dwarf_get_fde_info_for_all_regs3(
    Dwarf_Fde fde,
    Dwarf_Addr pc_requested,
    Dwarf_Regtable3 *reg_table,
    Dwarf_Addr *row_pc,
    Dwarf_Error *error)
```

`dwarf_get_fde_info_for_all_regs3()` returns `DW_DLV_OK` and sets `*reg_table` for the row specified by `pc_requested` for the FDE specified by `fde`. The intent is to return the rules for decoding all the registers, given a pc value. `reg_table` is an array of rules, the array size specified by the caller. plus a rule for the CFA. The rule for the cfa returned in `*reg_table` defines the CFA value at `pc_requested`. The rule for each register contains several values that enable the consumer to determine the previous value of the register (see the earlier documentation of `Dwarf_Regtable3`). `dwarf_get_fde_info_for_reg3()` and the `Dwarf_Regtable3` documentation above for a description of the values for each row.

`dwarf_get_fde_info_for_all_regs3` returns `DW_DLV_ERROR` if there is an error.

It is up to the caller to allocate space for `*reg_table` and initialize it properly.

#### 5.14.0.18 `dwarf_get_fde_n()`

```
int dwarf_get_fde_n(
    Dwarf_Fde *fde_data,
    Dwarf_Unsigned fde_index,
    Dwarf_Fde *returned_fde,
    Dwarf_Error *error)
```

`dwarf_get_fde_n()` returns `DW_DLV_OK` and sets `returned_fde` to the `Dwarf_Fde` descriptor whose index is `fde_index` in the table of `Dwarf_Fde` descriptors pointed to by `fde_data`. The index starts with 0. The table pointed to by `fde_data` is required to contain at least one entry. If the table has no entries at all the error checks may refer to uninitialized memory. Returns `DW_DLV_NO_ENTRY` if the index does not exist in the table of `Dwarf_Fde` descriptors. Returns `DW_DLV_ERROR` if there is an error. This function cannot be used unless the block of `Dwarf_Fde` descriptors has been created by a call to `dwarf_get_fde_list()`.

#### 5.14.0.19 dwarf\_get\_fde\_at\_pc()

```
int dwarf_get_fde_at_pc(
    Dwarf_Fde *fde_data,
    Dwarf_Addr pc_of_interest,
    Dwarf_Fde *returned_fde,
    Dwarf_Addr *lopc,
    Dwarf_Addr *hipc,
    Dwarf_Error *error)
```

`dwarf_get_fde_at_pc()` returns `DW_DLV_OK` and sets `returned_fde` to a `Dwarf_Fde` descriptor for a function which contains the pc value specified by `pc_of_interest`. In addition, it sets the locations pointed to by `lopc` and `hipc` to the low address and the high address covered by this FDE, respectively. The table pointed to by `fde_data` is required to contain at least one entry. If the table has no entries at all the error checks may refer to uninitialized memory. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if `pc_of_interest` is not in any of the FDEs represented by the block of `Dwarf_Fde` descriptors pointed to by `fde_data`. This function cannot be used unless the block of `Dwarf_Fde` descriptors has been created by a call to `dwarf_get_fde_list()`.

#### 5.14.0.20 dwarf\_expand\_frame\_instructions()

```
int dwarf_expand_frame_instructions(
    Dwarf_Debug dbg,
    Dwarf_Ptr instruction,
    Dwarf_Unsigned i_length,
    Dwarf_Frame_Op **returned_op_list,
    Dwarf_Signed * returned_op_count,
    Dwarf_Error *error);
```

`dwarf_expand_frame_instructions()` is a High-level interface function which expands a frame instruction byte stream into an array of `Dwarf_Frame_Op` structures. To indicate success, it returns `DW_DLV_OK`. The address where the byte stream begins is specified by `instruction`, and the length of the byte stream is specified by `i_length`. The location pointed to by `returned_op_list` is set to point to a table of `returned_op_count` pointers to `Dwarf_Frame_Op` which contain the frame instructions in the byte stream. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`. After a successful return, the array of structures should be freed using `dwarf_dealloc()` with the allocation type `DW_DLA_FRAME_BLOCK` (when they are no longer of interest).

```
Dwarf_Signed cnt;
Dwarf_Frame_Op *frameops;
Dwarf_Ptr instruction;
Dwarf_Unsigned len;
int res;

res = dwarf_expand_frame_instructions(dbg,instruction,len, &frameops,&cnt, &error);
if (res == DW_DLV_OK) {

    for (i = 0; i < cnt; ++i) {
        /* use frameops[i] */
    }
    dwarf_dealloc(dbg, frameops, DW_DLA_FRAME_BLOCK);
}
```

#### 5.14.0.21 dwarf\_get\_fde\_exception\_info()

```
int dwarf_get_fde_exception_info(  
    Dwarf_Fde fde,  
    Dwarf_Signed * offset_into_exception_tables,  
    Dwarf_Error * error);
```

dwarf\_get\_fde\_exception\_info() is an IRIX specific function which returns an exception table signed offset through offset\_into\_exception\_tables. The function never returns DW\_DLV\_NO\_ENTRY. If DW\_DLV\_NO\_ENTRY is NULL the function returns DW\_DLV\_ERROR. For non-IRIX objects the offset returned will always be zero. For non-C++ objects the offset returned will always be zero. The meaning of the offset and the content of the tables is not defined in this document. The applicable CIE augmentation string (see above) determines whether the value returned has meaning.

### 5.15 Location Expression Evaluation

An "interpreter" which evaluates a location expression is required in any debugger. There is no interface defined here at this time.

One problem with defining an interface is that operations are machine dependent: they depend on the interpretation of register numbers and the methods of getting values from the environment the expression is applied to.

It would be desirable to specify an interface.

#### 5.15.1 Location List Internal-level Interface

##### 5.15.1.1 dwarf\_get\_loclist\_entry()

```
int dwarf_get_loclist_entry(  
    Dwarf_Debug dbg,  
    Dwarf_Unsigned offset,  
    Dwarf_Addr *hipc_offset,  
    Dwarf_Addr *lopc_offset,  
    Dwarf_Ptr *data,  
    Dwarf_Unsigned *entry_len,  
    Dwarf_Unsigned *next_entry,  
    Dwarf_Error *error)
```

The function reads a location list entry starting at offset and returns through pointers (when successful) the high pc hipc\_offset, low pc lopc\_offset, a pointer to the location description data data, the length of the location description data entry\_len, and the offset of the next location description entry next\_entry.

This function will usually work correctly (meaning with most objects) but will not work correctly (and can crash an application calling it) if either some location list applies to a compilation unit with an address\_size different from the overall address\_size of the object file being read or if the .debug\_loc section being read has random padding bytes between loclists. Neither of these characteristics necessarily represents a bug in the compiler/linker toolset that produced the object file being read. The DWARF standard allows both characteristics.

dwarf\_dwarf\_get\_loclist\_entry() returns DW\_DLV\_OK if successful. DW\_DLV\_NO\_ENTRY is returned when the offset passed in is beyond the end of the .debug\_loc section (expected if you start at



offset zero and proceed through all the entries). DW\_DLV\_ERROR is returned on error.

The `hipc_offset`, `low pc` `lopc_offset` are offsets from the beginning of the current procedure, not genuine pc values.

```
/* Looping through the dwarf_loc section finding loclists:
   an example. */
int res;
Dwarf_Unsigned next_entry;
Dwarf_unsigned offset=0;
Dwarf_Addr hipc_off;
Dwarf_Addr lopc_off;
Dwarf_Ptr data;
Dwarf_Unsigned entry_len;
Dwarf_Unsigned next_entry;
Dwarf_Error err;

for(;;) {
    res = dwarf_get_loclist_entry(dbg,newoffset,&hipc_off,
        &lopc_off, &data, &entry_len,&next_entry,&err);
    if (res == DW_DLV_OK) {
        /* A valid entry. */
        newoffset = next_entry;
        continue;
    } else if (res ==DW_DLV_NO_ENTRY) {
        /* Done! */
        break;
    } else {
        /* Error! */
        break;
    }
}
}
```

## 5.16 Abbreviations access

These are Internal-level Interface functions. Debuggers can ignore this.

### 5.16.1 dwarf\_get\_abbrev()

```
int dwarf_get_abbrev(
    Dwarf_Debug dbg,
    Dwarf_Unsigned offset,
    Dwarf_Abbrev *returned_abbrev,
    Dwarf_Unsigned *length,
    Dwarf_Unsigned *attr_count,
    Dwarf_Error *error)
```

The function `dwarf_get_abbrev()` returns DW\_DLV\_OK and sets `*returned_abbrev` to Dwarf\_Abbrev descriptor for an abbreviation at offset `*offset` in the abbreviations section (i.e

.debug\_abbrev) on success. The user is responsible for making sure that a valid abbreviation begins at *offset* in the abbreviations section. The location pointed to by *length* is set to the length in bytes of the abbreviation in the abbreviations section. The location pointed to by *attr\_count* is set to the number of attributes in the abbreviation. An abbreviation entry with a length of 1 is the 0 byte of the last abbreviation entry of a compilation unit. `dwarf_get_abbrev()` returns `DW_DLV_ERROR` on error. If the call succeeds, the storage pointed to by *\*returned\_abbrev* should be freed, using `dwarf_dealloc()` with the allocation type `DW_DLA_ABBREV` when no longer needed.

### 5.16.2 dwarf\_get\_abbrev\_tag()

```
int dwarf_get_abbrev_tag(  
    Dwarf_abbrev abbrev,  
    Dwarf_Half *return_tag,  
    Dwarf_Error *error);
```

If successful, `dwarf_get_abbrev_tag()` returns `DW_DLV_OK` and sets *\*return\_tag* to the *tag* of the given abbreviation. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

### 5.16.3 dwarf\_get\_abbrev\_code()

```
int dwarf_get_abbrev_code(  
    Dwarf_abbrev abbrev,  
    Dwarf_Unsigned *return_code,  
    Dwarf_Error *error);
```

If successful, `dwarf_get_abbrev_code()` returns `DW_DLV_OK` and sets *\*return\_code* to the abbreviation code of the given abbreviation. It returns `DW_DLV_ERROR` on error. It never returns `DW_DLV_NO_ENTRY`.

### 5.16.4 dwarf\_get\_abbrev\_children\_flag()

```
int dwarf_get_abbrev_children_flag(  
    Dwarf_Abbrev abbrev,  
    Dwarf_Signed *returned_flag,  
    Dwarf_Error *error)
```

The function `dwarf_get_abbrev_children_flag()` returns `DW_DLV_OK` and sets *returned\_flag* to `DW_children_no` (if the given abbreviation indicates that a die with that abbreviation has no children) or `DW_children_yes` (if the given abbreviation indicates that a die with that abbreviation has a child). It returns `DW_DLV_ERROR` on error.

### 5.16.5 dwarf\_get\_abbrev\_entry()

```
int dwarf_get_abbrev_entry(  
    Dwarf_Abbrev abbrev,  
    Dwarf_Signed index,  
    Dwarf_Half *attr_num,  
    Dwarf_Signed *form,  
    Dwarf_Off *offset,  
    Dwarf_Error *error)
```

If successful, `dwarf_get_abbrev_entry()` returns `DW_DLV_OK` and sets `*attr_num` to the attribute code of the attribute whose index is specified by `index` in the given abbreviation. The index starts at 0. The location pointed to by `form` is set to the form of the attribute. The location pointed to by `offset` is set to the byte offset of the attribute in the abbreviations section. It returns `DW_DLV_NO_ENTRY` if the index specified is outside the range of attributes in this abbreviation. It returns `DW_DLV_ERROR` on error.

## 5.17 String Section Operations

The `.debug_str` section contains only strings. Debuggers need never use this interface: it is only for debugging problems with the string section itself.

### 5.17.1 `dwarf_get_str()`

```
int dwarf_get_str(
    Dwarf_Debug dbg,
    Dwarf_Off offset,
    char **string,
    Dwarf_Signed *returned_str_len,
    Dwarf_Error *error)
```

The function `dwarf_get_str()` returns `DW_DLV_OK` and sets `*returned_str_len` to the length of the string, not counting the null terminator, that begins at the offset specified by `offset` in the `.debug_str` section. The location pointed to by `string` is set to a pointer to this string. The next string in the `.debug_str` section begins at the previous `offset + 1 + *returned_str_len`. A zero-length string is NOT the end of the section. If there is no `.debug_str` section, `DW_DLV_NO_ENTRY` is returned. If there is an error, `DW_DLV_ERROR` is returned. If we are at the end of the section (that is, `offset` is one past the end of the section) `DW_DLV_NO_ENTRY` is returned. If the `offset` is some other too-large value then `DW_DLV_ERROR` is returned.

## 5.18 Address Range Operations

These functions provide information about address ranges. Address ranges map ranges of pc values to the corresponding compilation-unit die that covers the address range.

### 5.18.1 `dwarf_get_aranges()`

```
int dwarf_get_aranges(
    Dwarf_Debug dbg,
    Dwarf_Arange **aranges,
    Dwarf_Signed * returned_arange_count,
    Dwarf_Error *error)
```

The function `dwarf_get_aranges()` returns `DW_DLV_OK` and sets `*returned_arange_count` to the count of the number of address ranges in the `.debug_aranges` section (for all compilation units). It sets `*aranges` to point to a block of `Dwarf_Arange` descriptors, one for each address range. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if there is no `.debug_aranges` section.

```
Dwarf_Signed cnt;
Dwarf_Arange *arang;
int res;

res = dwarf_get_aranges(dbg, &arang,&cnt, &error);
if (res == DW_DLV_OK) {

    for (i = 0; i < cnt; ++i) {
        /* use arang[i] */
        dwarf_dealloc(dbg, arang[i], DW_DLA_ARANGE);
    }
    dwarf_dealloc(dbg, arang, DW_DLA_LIST);
}
```

### 5.18.2 dwarf\_get\_arange()

```
int dwarf_get_arange(
    Dwarf_Arange *aranges,
    Dwarf_Unsigned arange_count,
    Dwarf_Addr address,
    Dwarf_Arange *returned_arange,
    Dwarf_Error *error);
```

The function `dwarf_get_arange()` takes as input a pointer to a block of `Dwarf_Arange` pointers, and a count of the number of descriptors in the block. It then searches for the descriptor that covers the given address. If it finds one, it returns `DW_DLV_OK` and sets `*returned_arange` to the descriptor. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if there is no `.debug_aranges` entry covering that address.

### 5.18.3 dwarf\_get\_cu\_die\_offset()

```
int dwarf_get_cu_die_offset(
    Dwarf_Arange arange,
    Dwarf_Off *returned_cu_die_offset,
    Dwarf_Error *error);
```

The function `dwarf_get_cu_die_offset()` takes a `Dwarf_Arange` descriptor as input, and if successful returns `DW_DLV_OK` and sets `*returned_cu_die_offset` to the offset in the `.debug_info` section of the compilation-unit DIE for the compilation-unit represented by the given address range. It returns `DW_DLV_ERROR` on error.

### 5.18.4 dwarf\_get\_arange\_cu\_header\_offset()

```
int dwarf_get_arange_cu_header_offset(
    Dwarf_Arange arange,
    Dwarf_Off *returned_cu_header_offset,
    Dwarf_Error *error)
```

The function `dwarf_get_arange_cu_header_offset()` takes a `Dwarf_Arange` descriptor as

input, and if successful returns DW\_DLV\_OK and sets `*returned_cu_header_offset` to the offset in the `.debug_info` section of the compilation-unit header for the compilation-unit represented by the given address range. It returns DW\_DLV\_ERROR on error.

This function added Rev 1.45, June, 2001.

This function is declared as 'optional' in `libdwarf.h` on IRIX systems so the `_MIPS_SYMBOL_PRESENT` predicate may be used at run time to determine if the version of `libdwarf` linked into an application has this function.

### 5.18.5 dwarf\_get\_arange\_info()

```
int dwarf_get_arange_info(
    Dwarf_Arange arange,
    Dwarf_Addr *start,
    Dwarf_Unsigned *length,
    Dwarf_Off *cu_die_offset,
    Dwarf_Error *error)
```

The function `dwarf_get_arange_info()` returns DW\_DLV\_OK and stores the starting value of the address range in the location pointed to by `start`, the length of the address range in the location pointed to by `length`, and the offset in the `.debug_info` section of the compilation-unit DIE for the compilation-unit represented by the address range. It returns DW\_DLV\_ERROR on error.

## 5.19 General Low Level Operations

This function is low-level and intended for use only by programs such as `dwarf-dumpers`.

### 5.19.1 dwarf\_get\_address\_size()

```
int dwarf_get_address_size(Dwarf_Debug dbg,
    Dwarf_Half *addr_size,
    Dwarf_Error *error)
```

The function `dwarf_get_address_size()` returns DW\_DLV\_OK on success and sets the `*addr_size` to the size in bytes of an address. In case of error, it returns DW\_DLV\_ERROR and does not set `*addr_size`.

## 5.20 Ranges Operations (.debug\_ranges)

These functions provide information about the address ranges indicated by a `DW_AT_ranges` attribute (the ranges are recorded in the `.debug_ranges` section) of a DIE. Each call of `dwarf_get_ranges_a()` or `dwarf_get_ranges()` returns an array of `Dwarf_Ranges` structs, each of which represents a single ranges entry. The struct is defined in `libdwarf.h`.

### 5.20.1 dwarf\_get\_ranges()

This is the original call and it will work fine when all compilation units have the same `address_size`. There is no `die` argument to this original version of the function. Other arguments (and deallocation) match the

use of `dwarf_get_ranges_a()` (described next).

### 5.20.2 `dwarf_get_ranges_a()`

```
int dwarf_get_ranges_a(
    Dwarf_Debug dbg,
    Dwarf_Off  offset,
    Dwarf_Die  die,
    Dwarf_Ranges **ranges,
    Dwarf_Signed * returned_ranges_count,
    Dwarf_Unsigned * returned_byte_count,
    Dwarf_Error *error)
```

The function `dwarf_get_ranges_a()` returns `DW_DLV_OK` and sets `*returned_ranges_count` to the count of the number of address ranges in the group of ranges in the `.debug_ranges` section at offset `offset` (which ends with a pair of zeros of pointer-size). This function is new as of 27 April 2009.

The `offset` argument should be the value of a `DW_AT_ranges` attribute of a Debugging Information Entry.

The `die` argument should be the value of a `Dwarf_Die` pointer of a `Dwarf_Die` with the attribute containing this range set offset. Because each compilation unit has its own `address_size` field this argument is necessary to correctly read ranges. (Most executables have the same `address_size` in every compilation unit, but some ABIs allow multiple address sized in an executable). If a `NULL` pointer is passed in `libdwarf` assumes a single `address_size` is appropriate for all ranges records.

The call sets `*ranges` to point to a block of `Dwarf_Ranges` structs, one for each address range. It returns `DW_DLV_ERROR` on error. It returns `DW_DLV_NO_ENTRY` if there is no `.debug_ranges` section or if `offset` is past the end of the `.debug_ranges` section.

If the `*returned_byte_count` pointer is passed as non-`NULL` the number of bytes that the returned ranges were taken from is returned through the pointer (for example if the `returned_ranges_count` is 2 and the pointer-size is 4, then `returned_byte_count` will be 8). If the `*returned_byte_count` pointer is passed as `NULL` the parameter is ignored. The `*returned_byte_count` is only of use to certain dumper applications, most applications will not use it.

```
Dwarf_Signed cnt;
Dwarf_Ranges *ranges;
Dwarf_Unsigned bytes;
int res;
res = dwarf_get_ranges_a(dbg, off, dieptr, &ranges, &cnt, &bytes, &error);
if (res == DW_DLV_OK) {
    Dwarf_Signed i;
    for( i = 0; i < cnt; ++i ) {
        Dwarf_Ranges *cur = ranges+i;
        /* Use cur. */
    }
    dwarf_ranges_dealloc(dbg, ranges, cnt);
}
```

### 5.20.3 dwarf\_ranges\_dealloc()

```
int dwarf_ranges_dealloc(  
    Dwarf_Debug dbg,  
    Dwarf_Ranges *ranges,  
    Dwarf_Signed range_count,  
    );
```

The function `dwarf_ranges_dealloc()` takes as input a pointer to a block of `Dwarf_Ranges` array and the number of structures in the block. It frees all the data in the array of structures.

### 5.21 TAG ATTR etc names as strings

These functions turn a value into a string. So applications wanting the string "DW\_TAG\_compile\_unit" given the value 0x11 (the value defined for this TAG) can do so easily.

The general form is

```
int dwarf_get_<something>_name(  
    unsigned value,  
    char **s_out,  
    );
```

If the value passed in is known, the function returns `DW_DLV_OK` and places a pointer to the appropriate string into `*s_out`. The string is in static storage and applications must never free the string. If the value is not known, `DW_DLV_NO_ENTRY` is returned and `*s_out` is not set. `DW_DLV_ERROR` is never returned.

`Libdwarf` generates these functions at `libdwarf` build time by reading `dwarf.h`.

All these follow this pattern rigidly, so the details of each are not repeated for each function.

The choice of 'unsigned' for the value type argument (the code value) argument is somewhat arbitrary, 'int' could have been used.

The library simply assumes the value passed in is applicable. So, for example, passing a TAG value code to `dwarf_get_ACCESS_name()` is a coding error which `libdwarf` will process as if it was an accessibility code value. Examples of bad and good usage are:

```
const char * out;
int res;
/* The following is wrong, do not do it! */
res = dwarf_get_ACCESS_name(DW_TAG_entry_point,&out);
/* Nothing one does here with 'res' or 'out'
   is meaningful. */

/* The following is meaningful.*/
res = dwarf_get_TAG_name(DW_TAG_entry_point,&out);
if( res == DW_DLV_OK) {
    /* Here 'out' is a pointer one can use which
       points to the string "DW_TAG_entry_point". */
} else {
    /* Here 'out' has not been touched, it is
       uninitialized. Do not use it. */
}
```

## 5.22 dwarf\_get\_ACCESS\_name()

Returns an accessibility code name through the s\_out pointer.

## 5.23 dwarf\_get\_AT\_name()

Returns an attribute code name through the s\_out pointer.

## 5.24 dwarf\_get\_ATE\_name()

Returns a base type encoding name through the s\_out pointer.

## 5.25 dwarf\_get\_ADDR\_name()

Returns an address type encoding name through the s\_out pointer. As of this writing only DW\_ADDR\_none is defined in dwarf.h.

## 5.26 dwarf\_get\_ATCF\_name()

Returns a SUN code flag encoding name through the s\_out pointer. This code flag is entirely a DWARF extension.

## 5.27 dwarf\_get\_CHILDREN\_name()

Returns a child determination name (which is seen in the abbreviations section data) through the s\_out pointer. The only value this recognizes for a 'yes' value is 1. As a flag value this is not quite correct (any non-zero value means yes) but dealing with this is left up to client code (normally compilers really do emit a value of 1 for a flag).

## 5.28 dwarf\_get\_children\_name()

Returns a child determination name through the s\_out pointer, though this version is really a libdwarf artifact. The standard function is dwarf\_get\_CHILDREN\_name() which appears just above. As a flag value this is not quite correct (any non-zero value means yes) but dealing with this is left up to client code (normally compilers really do emit a value of 1 for a flag).



### **5.29 dwarf\_get\_CC\_name()**

Returns a calling convention case code name through the `s_out` pointer.

### **5.30 dwarf\_get\_CFA\_name()**

Returns a call frame information instruction name through the `s_out` pointer.

### **5.31 dwarf\_get\_DS\_name()**

Returns a decimal sign code name through the `s_out` pointer.

### **5.32 dwarf\_get\_DSC\_name()**

Returns a discriminant descriptor code name through the `s_out` pointer.

### **5.33 dwarf\_get\_EH\_name()**

Returns a GNU exception header code name through the `s_out` pointer.

### **5.34 dwarf\_get\_END\_name()**

Returns an endian code name through the `s_out` pointer.

### **5.35 dwarf\_get\_FORM\_name()**

Returns an form code name through the `s_out` pointer.

### **5.36 dwarf\_get\_FRAME\_name()**

Returns a frame code name through the `s_out` pointer. These are dependent on the particular ABI, so unless the `dwarf.h` used to generate `libdwarf` matches your ABI these names are unlikely to be very useful and certainly won't be entirely appropriate.

### **5.37 dwarf\_get\_ID\_name()**

Returns an identifier case code name through the `s_out` pointer.

### **5.38 dwarf\_get\_INL\_name()**

Returns an inline code name through the `s_out` pointer.

### **5.39 dwarf\_get\_LANG\_name()**

Returns a language code name through the `s_out` pointer.

### **5.40 dwarf\_get\_LNE\_name()**

Returns a line table extended opcode code name through the `s_out` pointer.

### **5.41 dwarf\_get\_LNS\_name()**

Returns a line table standard opcode code name through the `s_out` pointer.

### **5.42 dwarf\_get\_MACINFO\_name()**

Returns a macro information `macinfo` code name through the `s_out` pointer.

### **5.43 dwarf\_get\_OP\_name()**

Returns a DWARF expression operation code name through the `s_out` pointer.

#### **5.44 dwarf\_get\_ORD\_name()**

Returns an array ordering code name through the `s_out` pointer.

#### **5.45 dwarf\_get\_TAG\_name()**

Returns a TAG name through the `s_out` pointer.

#### **5.46 dwarf\_get\_VIRTUALITY\_name()**

Returns a virtuality code name through the `s_out` pointer.

#### **5.47 dwarf\_get\_VIS\_name()**

Returns a visibility code name through the `s_out` pointer.

### **5.48 Utility Operations**

These functions aid in the management of errors encountered when using functions in the *libdwarf* library and releasing memory allocated as a result of a *libdwarf* operation.

#### **5.48.1 dwarf\_errno()**

```
Dwarf_Unsigned dwarf_errno(  
    Dwarf_Error error)
```

The function `dwarf_errno()` returns the error number corresponding to the error specified by `error`.

#### **5.48.2 dwarf\_errmsg()**

```
const char* dwarf_errmsg(  
    Dwarf_Error error)
```

The function `dwarf_errmsg()` returns a pointer to a null-terminated error message string corresponding to the error specified by `error`. The string returned by `dwarf_errmsg()` should not be deallocated using `dwarf_dealloc()`.

The set of errors enumerated in Figure 3 below were defined in Dwarf 1. These errors are not used by the current implementation of Dwarf 2.

<b>SYMBOLIC NAME</b>	<b>DESCRIPTION</b>
DW_DLE_NE	No error (0)
DW_DLE_VMM	Version of DWARF information newer than libdwarf
DW_DLE_MAP	Memory map failure
DW_DLE_LEE	Propagation of libelf error
DW_DLE_NDS	No debug section
DW_DLE_NLS	No line section
DW_DLE_ID	Requested information not associated with descriptor
DW_DLE_IOF	I/O failure
DW_DLE_MAF	Memory allocation failure
DW_DLE_IA	Invalid argument
DW_DLE_MDE	Mangled debugging entry
DW_DLE_MLE	Mangled line number entry
DW_DLE_FNO	File descriptor does not refer to an open file
DW_DLE_FNR	File is not a regular file
DW_DLE_FWA	File is opened with wrong access
DW_DLE_NOB	File is not an object file
DW_DLE_MOF	Mangled object file header
DW_DLE_EOLL	End of location list entries
DW_DLE_NOLL	No location list section
DW_DLE_BADOFF	Invalid offset
DW_DLE_EOS	End of section
DW_DLE_ATRUNC	Abbreviations section appears truncated
DW_DLE_BADBITC	Address size passed to dwarf bad

**Figure 6.** List of Dwarf Error Codes

The set of errors returned by SGI Libdwarf functions is listed below. Some of the errors are SGI specific.

SYMBOLIC NAME	DESCRIPTION
DW_DLE_DBG_ALLOC	Could not allocate Dwarf_Debug struct
DW_DLE_FSTAT_ERROR	Error in fstat()-ing object
DW_DLE_FSTAT_MODE_ERROR	Error in mode of object file
DW_DLE_INIT_ACCESS_WRONG	Incorrect access to dwarf_init()
DW_DLE_ELF_BEGIN_ERROR	Error in elf_begin() on object
DW_DLE_ELF_GETEHDR_ERROR	Error in elf_getehdr() on object
DW_DLE_ELF_GETSHDR_ERROR	Error in elf_getshdr() on object
DW_DLE_ELF_STRPTR_ERROR	Error in elf_strptr() on object
DW_DLE_DEBUG_INFO_DUPLICATE	Multiple .debug_info sections
DW_DLE_DEBUG_INFO_NULL	No data in .debug_info section
DW_DLE_DEBUG_ABBREV_DUPLICATE	Multiple .debug_abbrev sections
DW_DLE_DEBUG_ABBREV_NULL	No data in .debug_abbrev section
DW_DLE_DEBUG_ARANGES_DUPLICATE	Multiple .debug_arange sections
DW_DLE_DEBUG_ARANGES_NULL	No data in .debug_arange section
DW_DLE_DEBUG_LINE_DUPLICATE	Multiple .debug_line sections
DW_DLE_DEBUG_LINE_NULL	No data in .debug_line section
DW_DLE_DEBUG_LOC_DUPLICATE	Multiple .debug_loc sections
DW_DLE_DEBUG_LOC_NULL	No data in .debug_loc section
DW_DLE_DEBUG_MACINFO_DUPLICATE	Multiple .debug_macinfo sections
DW_DLE_DEBUG_MACINFO_NULL	No data in .debug_macinfo section
DW_DLE_DEBUG_PUBNAMES_DUPLICATE	Multiple .debug_pubnames sections
DW_DLE_DEBUG_PUBNAMES_NULL	No data in .debug_pubnames section
DW_DLE_DEBUG_STR_DUPLICATE	Multiple .debug_str sections
DW_DLE_DEBUG_STR_NULL	No data in .debug_str section
DW_DLE_CU_LENGTH_ERROR	Length of compilation-unit bad
DW_DLE_VERSION_STAMP_ERROR	Incorrect Version Stamp
DW_DLE_ABBREV_OFFSET_ERROR	Offset in .debug_abbrev bad
DW_DLE_ADDRESS_SIZE_ERROR	Size of addresses in target bad
DW_DLE_DEBUG_INFO_PTR_NULL	Pointer into .debug_info in DIE null
DW_DLE_DIE_NULL	Null Dwarf_Die
DW_DLE_STRING_OFFSET_BAD	Offset in .debug_str bad
DW_DLE_DEBUG_LINE_LENGTH_BAD	Length of .debug_line segment bad
DW_DLE_LINE_PROLOG_LENGTH_BAD	Length of .debug_line prolog bad
DW_DLE_LINE_NUM_OPERANDS_BAD	Number of operands to line instr bad
DW_DLE_LINE_SET_ADDR_ERROR	Error in DW_LNE_set_address instruction
DW_DLE_LINE_EXT_OPCODE_BAD	Error in DW_EXTENDED_OPCODE instruction
DW_DLE_DWARF_LINE_NULL	Null Dwarf_line argument
DW_DLE_INCL_DIR_NUM_BAD	Error in included directory for given line
DW_DLE_LINE_FILE_NUM_BAD	File number in .debug_line bad
DW_DLE_ALLOC_FAIL	Failed to allocate required structs
DW_DLE_DBG_NULL	Null Dwarf_Debug argument
DW_DLE_DEBUG_FRAME_LENGTH_BAD	Error in length of frame
DW_DLE_FRAME_VERSION_BAD	Bad version stamp for frame
DW_DLE_CIE_RET_ADDR_REG_ERROR	Bad register specified for return address
DW_DLE_FDE_NULL	Null Dwarf_Fde argument
DW_DLE_FDE_DBG_NULL	No Dwarf_Debug associated with FDE
DW_DLE_CIE_NULL	Null Dwarf_Cie argument
DW_DLE_CIE_DBG_NULL	No Dwarf_Debug associated with CIE
DW_DLE_FRAME_TABLE_COL_BAD	Bad column in frame table specified

**Figure 7.** List of Dwarf 2 Error Codes (continued)

SYMBOLIC NAME	DESCRIPTION
DW_DLE_PC_NOT_IN_FDE_RANGE	PC requested not in address range of FDE
DW_DLE_CIE_INSTR_EXEC_ERROR	Error in executing instructions in CIE
DW_DLE_FRAME_INSTR_EXEC_ERROR	Error in executing instructions in FDE
DW_DLE_FDE_PTR_NULL	Null Pointer to Dwarf_Fde specified
DW_DLE_RET_OP_LIST_NULL	No location to store pointer to Dwarf_Frame_Op
DW_DLE_LINE_CONTEXT_NULL	Dwarf_Line has no context
DW_DLE_DBG_NO_CU_CONTEXT	dbg has no CU context for dwarf_siblingof()
DW_DLE_DIE_NO_CU_CONTEXT	Dwarf_Die has no CU context
DW_DLE_FIRST_DIE_NOT_CU	First DIE in CU not DW_TAG_compilation_unit
DW_DLE_NEXT_DIE_PTR_NULL	Error in moving to next DIE in .debug_info
DW_DLE_DEBUG_FRAME_DUPLICATE	Multiple .debug_frame sections
DW_DLE_DEBUG_FRAME_NULL	No data in .debug_frame section
DW_DLE_ABBREV_DECODE_ERROR	Error in decoding abbreviation
DW_DLE_DWARF_ABBREV_NULL	Null Dwarf_Abbrev specified
DW_DLE_ATTR_NULL	Null Dwarf_Attribute specified
DW_DLE_DIE_BAD	DIE bad
DW_DLE_DIE_ABBREV_BAD	No abbreviation found for code in DIE
DW_DLE_ATTR_FORM_BAD	Inappropriate attribute form for attribute
DW_DLE_ATTR_NO_CU_CONTEXT	No CU context for Dwarf_Attribute struct
DW_DLE_ATTR_FORM_SIZE_BAD	Size of block in attribute value bad
DW_DLE_ATTR_DBG_NULL	No Dwarf_Debug for Dwarf_Attribute struct
DW_DLE_BAD_REF_FORM	Inappropriate form for reference attribute
DW_DLE_ATTR_FORM_OFFSET_BAD	Offset reference attribute outside current CU
DW_DLE_LINE_OFFSET_BAD	Offset of lines for current CU outside .debug_line
DW_DLE_DEBUG_STR_OFFSET_BAD	Offset into .debug_str past its end
DW_DLE_STRING_PTR_NULL	Pointer to pointer into .debug_str NULL
DW_DLE_PUBNAMES_VERSION_ERROR	Version stamp of pubnames incorrect
DW_DLE_PUBNAMES_LENGTH_BAD	Read pubnames past end of .debug_pubnames
DW_DLE_GLOBAL_NULL	Null Dwarf_Global specified
DW_DLE_GLOBAL_CONTEXT_NULL	No context for Dwarf_Global given
DW_DLE_DIR_INDEX_BAD	Error in directory index read
DW_DLE_LOC_EXPR_BAD	Bad operator read for location expression
DW_DLE_DIE_LOC_EXPR_BAD	Expected block value for attribute not found
DW_DLE_OFFSET_BAD	Offset for next compilation-unit in .debug_info bad
DW_DLE_MAKE_CU_CONTEXT_FAIL	Could not make CU context
DW_DLE_ARANGE_OFFSET_BAD	Offset into .debug_info in .debug_aranges bad
DW_DLE_SEGMENT_SIZE_BAD	Segment size should be 0 for MIPS processors
DW_DLE_ARANGE_LENGTH_BAD	Length of arange section in .debug_arange bad
DW_DLE_ARANGE_DECODE_ERROR	Aranges do not end at end of .debug_aranges
DW_DLE_ARANGES_NULL	NULL pointer to Dwarf_Arange specified
DW_DLE_ARANGE_NULL	NULL Dwarf_Arange specified
DW_DLE_NO_FILE_NAME	No file name for Dwarf_Line struct
DW_DLE_NO_COMP_DIR	No Compilation directory for compilation-unit
DW_DLE_CU_ADDRESS_SIZE_BAD	CU header address size not match Elf class
DW_DLE_ELF_GETIDENT_ERROR	Error in elf_getident() on object
DW_DLE_NO_AT_MIPS_FDE	DIE does not have DW_AT_MIPS_fde attribute
DW_DLE_NO_CIE_FOR_FDE	No CIE specified for FDE
DW_DLE_DIE_ABBREV_LIST_NULL	No abbreviation for the code in DIE found
DW_DLE_DEBUG_FUNCNAMES_DUPLICATE	Multiple .debug_funcnames sections
DW_DLE_DEBUG_FUNCNAMES_NULL	No data in .debug_funcnames section

**Figure 8.** List of Dwarf 2 Error Codes (continued)

SYMBOLIC NAME	DESCRIPTION
DW_DLE_DEBUG_FUNCNAMES_VERSION_ERROR	Version stamp in .debug_funcnames bad
DW_DLE_DEBUG_FUNCNAMES_LENGTH_BAD	Length error in reading .debug_funcnames
DW_DLE_FUNC_NULL	NULL Dwarf_Func specified
DW_DLE_FUNC_CONTEXT_NULL	No context for Dwarf_Func struct
DW_DLE_DEBUG_TYENAMES_DUPLICATE	Multiple .debug_tyenames sections
DW_DLE_DEBUG_TYENAMES_NULL	No data in .debug_tyenames section
DW_DLE_DEBUG_TYENAMES_VERSION_ERROR	Version stamp in .debug_tyenames bad
DW_DLE_DEBUG_TYENAMES_LENGTH_BAD	Length error in reading .debug_tyenames
DW_DLE_TYPE_NULL	NULL Dwarf_Type specified
DW_DLE_TYPE_CONTEXT_NULL	No context for Dwarf_Type given
DW_DLE_DEBUG_VARNAMEES_DUPLICATE	Multiple .debug_varnamees sections
DW_DLE_DEBUG_VARNAMEES_NULL	No data in .debug_varnamees section
DW_DLE_DEBUG_VARNAMEES_VERSION_ERROR	Version stamp in .debug_varnamees bad
DW_DLE_DEBUG_VARNAMEES_LENGTH_BAD	Length error in reading .debug_varnamees
DW_DLE_VAR_NULL	NULL Dwarf_Var specified
DW_DLE_VAR_CONTEXT_NULL	No context for Dwarf_Var given
DW_DLE_DEBUG_WEAKNAMEES_DUPLICATE	Multiple .debug_weaknamees section
DW_DLE_DEBUG_WEAKNAMEES_NULL	No data in .debug_varnamees section
DW_DLE_DEBUG_WEAKNAMEES_VERSION_ERROR	Version stamp in .debug_varnamees bad
DW_DLE_DEBUG_WEAKNAMEES_LENGTH_BAD	Length error in reading .debug_weaknamees
DW_DLE_WEAK_NULL	NULL Dwarf_Weak specified
DW_DLE_WEAK_CONTEXT_NULL	No context for Dwarf_Weak given

**Figure 9.** List of Dwarf 2 Error Codes

This list of errors is not necessarily complete; additional errors might be added when functionality to create debugging information entries are added to *libdwarf* and by the implementors of *libdwarf* to describe internal errors not addressed by the above list. Some of the above errors may be unused. Errors may not have the same meaning in different implementations.

### 5.48.3 dwarf\_seterrhand()

```
Dwarf_Handler dwarf_seterrhand(
    Dwarf_Debug dbg,
    Dwarf_Handler errhand)
```

The function `dwarf_seterrhand()` replaces the error handler (see `dwarf_init()`) with `errhand`. The old error handler is returned. This function is currently unimplemented.

### 5.48.4 dwarf\_seterrarg()

```
Dwarf_Ptr dwarf_seterrarg(
    Dwarf_Debug dbg,
    Dwarf_Ptr errarg)
```

The function `dwarf_seterrarg()` replaces the pointer to the error handler communication area (see `dwarf_init()`) with `errarg`. A pointer to the old area is returned. This function is currently unimplemented.

### 5.48.5 dwarf\_dealloc()

```
void dwarf_dealloc(  
    Dwarf_Debug dbg,  
    void* space,  
    Dwarf_Unsigned type)
```

The function `dwarf_dealloc` frees the dynamic storage pointed to by `space`, and allocated to the given `Dwarf_Debug`. The argument `type` is an integer code that specifies the allocation type of the region pointed to by the `space`. Refer to section 4 for details on *libdwarf* memory management.





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# **A Consumer Library Interface to DWARF**

*David Anderson*

## *ABSTRACT*

This document describes an interface to a library of functions to access DWARF debugging information entries and DWARF line number information (and other DWARF2/3 information). It does not make recommendations as to how the functions described in this document should be implemented nor does it suggest possible optimizations.

The document is oriented to reading DWARF version 2 and version 3. There are certain sections which are SGI-specific (those are clearly identified in the document).

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