

NAME

od – dump files in octal and other formats

SYNOPSIS

od [*OPTION*]... [*FILE*]...

od [-*abcdfilosx*]... [*FILE*] [[+]OFFSET[.][*b*]]

od --traditional [*OPTION*]... [*FILE*] [[+]OFFSET[.][*b*] [+][*LABEL*][.][*b*]]

DESCRIPTION

Write an unambiguous representation, octal bytes by default, of *FILE* to standard output. With more than one *FILE* argument, concatenate them in the listed order to form the input.

With no *FILE*, or when *FILE* is –, read standard input.

If first and second call formats both apply, the second format is assumed if the last operand begins with + or (if there are 2 operands) a digit. An *OFFSET* operand means –*j* *OFFSET*. *LABEL* is the pseudo-address at first byte printed, incremented when dump is progressing. For *OFFSET* and *LABEL*, a 0x or 0X prefix indicates hexadecimal; suffixes may be . for octal and b for multiply by 512.

Mandatory arguments to long options are mandatory for short options too.

–A, --address–radix=*RADIX*

output format for file offsets; *RADIX* is one of [doxn], for Decimal, Octal, Hex or None

--endian={big|little}

swap input bytes according the specified order

–j, --skip–bytes=*BYTES*

skip *BYTES* input bytes first

–N, --read–bytes=*BYTES*

limit dump to *BYTES* input bytes

–S *BYTES*, --strings[=*BYTES*]

output strings of at least *BYTES* graphic chars; 3 is implied when *BYTES* is not specified

–t, --format=*TYPE*

select output format or formats

–v, --output–duplicates

do not use * to mark line suppression

–w[*BYTES*], --width[=*BYTES*]

output *BYTES* bytes per output line; 32 is implied when *BYTES* is not specified

--traditional

accept arguments in third form above

--help display this help and exit

--version

output version information and exit

Traditional format specifications may be intermixed; they accumulate:

–a same as –t a, select named characters, ignoring high–order bit

–b same as –t o1, select octal bytes

–c same as –t c, select printable characters or backslash escapes

–d same as –t u2, select unsigned decimal 2–byte units

–f same as –t fF, select floats

–i same as –t dI, select decimal ints

–l same as –t dL, select decimal longs

- o** same as **-t o2**, select octal 2-byte units
- s** same as **-t d2**, select decimal 2-byte units
- x** same as **-t x2**, select hexadecimal 2-byte units

TYPE is made up of one or more of these specifications:

- a** named character, ignoring high-order bit
- c** printable character or backslash escape
- d[SIZE]**
signed decimal, SIZE bytes per integer
- f[SIZE]**
floating point, SIZE bytes per float
- o[SIZE]**
octal, SIZE bytes per integer
- u[SIZE]**
unsigned decimal, SIZE bytes per integer
- x[SIZE]**
hexadecimal, SIZE bytes per integer

SIZE is a number. For TYPE in [doux], SIZE may also be C for sizeof(char), S for sizeof(short), I for sizeof(int) or L for sizeof(long). If TYPE is f, SIZE may also be F for sizeof(float), D for sizeof(double) or L for sizeof(long double).

Adding a z suffix to any type displays printable characters at the end of each output line.

BYTES is hex with 0x or 0X prefix, and may have a multiplier suffix:

- b** 512
- KB** 1000
- K** 1024
- MB** 1000*1000
- M** 1024*1024

and so on for G, T, P, E, Z, Y.

EXAMPLES

od -A x -t x1z -v
Display hexdump format output

od -A o -t oS -w16
The default output format used by od

AUTHOR

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REPORTING BUGS

GNU coreutils online help: <<https://www.gnu.org/software/coreutils/>>
Report od translation bugs to <<https://translationproject.org/team/>>

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SEE ALSO

Full documentation at: <<https://www.gnu.org/software/coreutils/od>>
or available locally via: info '(coreutils) od invocation'