

**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. Binary prefixes can be used, too: KiB=K, MiB=M, and so on.

## 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

Written by Jim Meyering.

## REPORTING BUGS

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

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## SEE ALSO

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