libbfd

The Binary File Descriptor Library

First Edition—BFD version < 3.0 % Since no product is stable before version 3.0:-) Original Document Created: April 1991

Steve Chamberlain Cygnus Support

Free Software Foundation $sac@www.gnu.org\\BFD,\ 1.5$ TeXinfo 2017-08-23.19

Copyright © 1991-2019 Free Software Foundation, Inc.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, with no Front-Cover Texts, and with no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".

Table of Contents

1	Introduction	1
	1.1 History	1
	1.2 How To Use BFD	
	1.3 What BFD Version 2 Can Do	2
	1.3.1 Information Loss	2
	1.3.2 The BFD canonical object-file format	3
2	BFD Front End	5
	2.1 typedef bfd	5
	2.2 Error reporting	. 12
	2.2.1 Type bfd_error_type	12
	2.2.1.1 bfd_get_error	. 12
	2.2.1.2 bfd_set_error	. 13
	2.2.1.3 bfd_set_input_error	13
	$2.2.1.4$ bfd_errmsg	
	$2.2.1.5$ bfd_perror	
	2.2.2 BFD error handler	
	2.2.2.1 _bfd_error_handler	
	2.2.2.2 bfd_set_error_handler	
	2.2.2.3 bfd_set_error_program_name	
	2.2.3 BFD assert handler	
	2.2.3.1 bfd_set_assert_handler	
	2.3 Miscellaneous	
	2.3.1 Miscellaneous functions	
	2.3.1.1 bfd_get_reloc_upper_bound	
	2.3.1.3 bfd_set_reloc	
	2.3.1.4 bfd_set_file_flags	
	2.3.1.5 bfd_get_arch_size	
	2.3.1.6 bfd_get_sign_extend_vma	
	2.3.1.7 bfd_set_start_address	
	2.3.1.8 bfd_get_gp_size	
	2.3.1.9 bfd_set_gp_size	
	2.3.1.10 bfd_scan_vma	
	2.3.1.11 bfd_copy_private_header_data	
	2.3.1.12 bfd_copy_private_bfd_data	
	2.3.1.13 bfd_set_private_flags	. 17
	2.3.1.14 Other functions	
	$2.3.1.15 \mathtt{bfd_alt_mach_code} \ldots \ldots \ldots$. 20
	2.3.1.16 bfd_emul_get_maxpagesize	20
	2.3.1.17 bfd_emul_set_maxpagesize	20
	2.3.1.18 bfd_emul_get_commonpagesize	. 20
	2.3.1.19 bfd_emul_set_commonpagesize	. 20

2.3.1.20	bfd_demangle	$\dots 21$
2.3.1.21	bfd_update_compression_header	21
2.3.1.22		
2.3.1.23	bfd_get_compression_header_size	21
2.3.1.24	bfd_convert_section_size	21
2.3.1.25	bfd_convert_section_contents	22
2.3.1.26	struct bfd_iovec	22
2.3.1.27		
2.3.1.28	bfd_get_size	23
2.3.1.29	bfd_get_file_size	23
2.3.1.30	bfd_mmap	23
2.4 Memory	$\operatorname{Usage} \dots \dots$	24
2.5 Initializa	tion	24
2.5.1 Initi	ialization functions	24
2.5.1.1	bfd_init	24
2.6 Sections		24
2.6.1 Sect	tion input	$\dots 25$
2.6.2 Sect	tion output	$\dots 25$
2.6.3 Link	k orders	$\dots 25$
2.6.4 type	edef asection	26
2.6.5 Sect	tion prototypes	39
2.6.5.1	bfd_section_list_clear	39
2.6.5.2	bfd_get_section_by_name	39
2.6.5.3	bfd_get_next_section_by_name	39
2.6.5.4	bfd_get_linker_section	39
2.6.5.5	bfd_get_section_by_name_if	39
2.6.5.6	bfd_get_unique_section_name	40
2.6.5.7	bfd_make_section_old_way	40
2.6.5.8	bfd_make_section_anyway_with_flags	40
2.6.5.9	bfd_make_section_anyway	40
2.6.5.10	bfd_make_section_with_flags	41
2.6.5.11	bfd_make_section	41
2.6.5.12	bfd_set_section_flags	41
2.6.5.13		
2.6.5.14	bfd_map_over_sections	42
2.6.5.15		
2.6.5.16		
2.6.5.17		
2.6.5.18	bfd_get_section_contents	43
2.6.5.19		
2.6.5.20	bfd_copy_private_section_data	43
2.6.5.21	-00 1-	
2.6.5.22	-66 1	
2.7.1 Rea	ding symbols	44
2.7.2 Wri	ting symbols	45
2.7.3 Min	ii Symbols	
274 type	edef asymbol	46

2.7.5 Symb	ool handling functions	. 49
· ·	ofd_get_symtab_upper_bound	
	ofd_is_local_label	
2.7.5.3 1	ofd_is_local_label_name	. 50
	ofd_is_target_special_symbol	
	ofd_canonicalize_symtab	
2.7.5.6 1	ofd_set_symtab	. 50
2.7.5.7 1	ofd_print_symbol_vandf	. 50
2.7.5.8 1	ofd_make_empty_symbol	. 51
2.7.5.9	_bfd_generic_make_empty_symbol	. 51
2.7.5.10	bfd_make_debug_symbol	. 51
2.7.5.11	bfd_decode_symclass	. 51
2.7.5.12	bfd_is_undefined_symclass	. 51
2.7.5.13	bfd_symbol_info	. 51
2.7.5.14	bfd_copy_private_symbol_data	. 52
2.8 Archives		. 52
2.8.1 Archi	ve functions	. 53
2.8.1.1 1	ofd_get_next_mapent	. 53
2.8.1.2 1	ofd_set_archive_head	. 53
2.8.1.3 1	ofd_openr_next_archived_file	. 53
2.9 File forma	ts	. 53
2.9.1 File fe	ormat functions	. 54
2.9.1.1 1	ofd_check_format	. 54
2.9.1.2 1	ofd_check_format_matches	. 54
2.9.1.3 1	ofd_set_format	. 54
2.9.1.4 1	ofd_format_string	. 55
2.10 Relocatio	ons	. 55
2.10.1 type	def arelent	. 55
2.10.1.1	enum complain_overflow	. 58
2.10.1.2	reloc_howto_type	. 59
2.10.1.3	The HOWTO Macro	. 61
2.10.1.4	bfd_get_reloc_size	. 61
2.10.1.5	arelent_chain	. 61
2.10.1.6	bfd_check_overflow	. 61
2.10.1.7	bfd_reloc_offset_in_range	. 62
2.10.1.8	bfd_perform_relocation	. 62
2.10.1.9	bfd_install_relocation	. 62
2.10.2 The	howto manager	. 63
2.10.2.1	bfd_reloc_code_type	. 63
2.10.2.2	bfd_reloc_type_lookup	
2.10.2.3	bfd_default_reloc_type_lookup	
2.10.2.4	bfd_get_reloc_code_name	140
2.10.2.5	bfd_generic_relax_section	
2.10.2.6	bfd_generic_gc_sections	
2.10.2.7	bfd_generic_lookup_section_flags	
2.10.2.8	bfd_generic_merge_sections	
2.10.2.9	${\tt bfd_generic_get_relocated_section_contents}.$	
2.10.2.10	_bfd_generic_set_reloc	142

	2.10.2.11	_bfd_unrecognized_reloc	142
2.11	Core files	3	142
2.	11.1 Core	e file functions	142
	2.11.1.1	bfd_core_file_failing_command	142
	2.11.1.2	bfd_core_file_failing_signal	
	2.11.1.3	bfd_core_file_pid	
	2.11.1.4	core_file_matches_executable_p	
	2.11.1.5	<pre>generic_core_file_matches_executable_p</pre>	
2.12	Targets.		
2.	_	target	
	2.12.1.1	bfd_set_default_target	
	2.12.1.2	bfd_find_target	
	2.12.1.3	bfd_get_target_info	
	2.12.1.4	bfd_target_list	
	2.12.1.5	bfd_iterate_over_targets	
	2.12.1.6	bfd_flavour_name	
2.13	Architect	cures	
2.	13.1 bfd_	architecture	156
2.		arch_info	
	2.13.2.1	bfd_printable_name	
	2.13.2.2	bfd_scan_arch	
	2.13.2.3	bfd_arch_list	
	2.13.2.4	bfd_arch_get_compatible	
	2.13.2.5	bfd_default_arch_struct	
	2.13.2.6	bfd_set_arch_info	
	2.13.2.7	bfd_default_set_arch_mach	
	2.13.2.8	bfd_get_arch	
	2.13.2.9	bfd_get_mach	
	2.13.2.10	<u> </u>	
	2.13.2.11	bfd_arch_bits_per_address	
	2.13.2.12	bfd_default_compatible	
	2.13.2.13	<u>-</u>	
	2.13.2.14		
	2.13.2.15	S	
	2.13.2.16	-	
	2.13.2.17		
	2.13.2.18	bfd_arch_mach_octets_per_byte	170
	2.13.2.19	bfd_arch_default_fill	
2.14	Opening	and closing BFDs	
2.	14.1 Fund	ctions for opening and closing	170
	2.14.1.1	bfd_fopen	170
	2.14.1.2	bfd_openr	
	2.14.1.3	bfd_fdopenr	
	2.14.1.4	bfd_openstreamr	
	2.14.1.5	bfd_openr_iovec	
	2.14.1.6	bfd_openw	
	2.14.1.7	bfd_close	
	2.14.1.8	bfd_close_all_done	

2.14.1.9	bfd_create	173
2.14.1.10	bfd_make_writable	173
2.14.1.11	bfd_make_readable	174
2.14.1.12	bfd_alloc	. 174
2.14.1.13	bfd_alloc2	174
2.14.1.14	bfd_zalloc	174
2.14.1.15	bfd_zalloc2	174
2.14.1.16	bfd_calc_gnu_debuglink_crc32	174
2.14.1.17	bfd_get_debug_link_info_1	. 175
2.14.1.18	bfd_get_debug_link_info	175
2.14.1.19	bfd_get_alt_debug_link_info	175
2.14.1.20	separate_debug_file_exists	175
2.14.1.21	separate_alt_debug_file_exists	. 176
2.14.1.22	find_separate_debug_file	176
2.14.1.23	bfd_follow_gnu_debuglink	176
2.14.1.24	bfd_follow_gnu_debugaltlink	177
2.14.1.25	bfd_create_gnu_debuglink_section	177
2.14.1.26	bfd_fill_in_gnu_debuglink_section	177
2.14.1.27	get_build_id	177
2.14.1.28	get_build_id_name	178
2.14.1.29	check_build_id_file	. 178
2.14.1.30	bfd_follow_build_id_debuglink	178
2.15 Implement	ntation details	179
2.15.1 Inter	rnal functions	. 179
2.15.1.1	bfd_write_bigendian_4byte_int	179
2.15.1.2	bfd_put_size	179
2.15.1.3	bfd_get_size	179
2.15.1.4	bfd_h_put_size	181
2.15.1.5	bfd_log2	182
2.16 File cach	ing	182
2.16.1 Cacl	ning functions	. 182
2.16.1.1	bfd_cache_init	182
2.16.1.2	bfd_cache_close	. 183
	bfd_cache_close_all	
2.16.1.4	bfd_open_file	183
	inctions	
2.17.1 Crea	ating a linker hash table	. 184
2.17.2 Add	ing symbols to the hash table	184
2.17.2.1	Differing file formats	184
2.17.2.2	Adding symbols from an object file	
2.17.2.3	Adding symbols from an archive	185
2.17.3 Perf	orming the final link	186
2.17.3.1	Information provided by the linker	
2.17.3.2	Relocating the section contents	
2.17.3.3	Writing the symbol table	. 187
2.17.3.4	bfd_link_split_section	
2.17.3.5	bfd_section_already_linked	. 188
2.17.3.6	bfd_generic_define_common_symbol	188

	2.17.3.7 _bfd_generic_link_hide_symbol	188
	2.17.3.8 bfd_generic_define_start_stop	189
	2.17.3.9 bfd_find_version_for_sym	189
	2.17.3.10 bfd_hide_sym_by_version	189
	2.17.3.11 bfd_link_check_relocs	
	2.17.3.12 _bfd_generic_link_check_relocs	189
	2.17.3.13 bfd_merge_private_bfd_data	190
	2.17.3.14 _bfd_generic_verify_endian_match	
	2.18 Hash Tables	
	2.18.1 Creating and freeing a hash table	190
	2.18.2 Looking up or entering a string	
	2.18.3 Traversing a hash table	191
	2.18.4 Deriving a new hash table type	191
	2.18.4.1 Define the derived structures	
	2.18.4.2 Write the derived creation routine	192
	2.18.4.3 Write other derived routines	193
3	BFD back ends	194
	3.1 What to Put Where	
	3.2 a.out backends	
	3.2.1 Relocations	
	3.2.2 Internal entry points	
	3.2.2.1 aout_size_swap_exec_header_in	
	3.2.2.2 aout_size_swap_exec_header_out	
	3.2.2.3 aout_size_some_aout_object_p	
	3.2.2.4 aout_size_mkobject	
	3.2.2.5 aout_size_machine_type	
	3.2.2.6 aout_size_set_arch_mach	
	3.2.2.7 aout_size_new_section_hook	
	3.3 coff backends	
	3.3.1 Porting to a new version of coff	
	3.3.2 How the coff backend works	
	3.3.2.1 File layout	
	3.3.2.2 Coff long section names	
	3.3.2.3 Bit twiddling	
	3.3.2.4 Symbol reading	
	3.3.2.5 Symbol writing	
	3.3.2.6 coff_symbol_type	
	3.3.2.7 bfd_coff_backend_data	
	3.3.2.8 Writing relocations	
	3.3.2.9 Reading linenumbers	
	3.3.2.10 Reading relocations	
	3.4 ELF backends	
	3.5 mmo backend	209
	3.5.1 File layout	209
	3.5.2 Symbol table format	
	3.5.3 mmo section mapping	

BFD Index	 	

1 Introduction

BFD is a package which allows applications to use the same routines to operate on object files whatever the object file format. A new object file format can be supported simply by creating a new BFD back end and adding it to the library.

BFD is split into two parts: the front end, and the back ends (one for each object file format).

- The front end of BFD provides the interface to the user. It manages memory and various canonical data structures. The front end also decides which back end to use and when to call back end routines.
- The back ends provide BFD its view of the real world. Each back end provides a set of calls which the BFD front end can use to maintain its canonical form. The back ends also may keep around information for their own use, for greater efficiency.

1.1 History

One spur behind BFD was the desire, on the part of the GNU 960 team at Intel Oregon, for interoperability of applications on their COFF and boout file formats. Cygnus was providing GNU support for the team, and was contracted to provide the required functionality.

The name came from a conversation David Wallace was having with Richard Stallman about the library: RMS said that it would be quite hard—David said "BFD". Stallman was right, but the name stuck.

At the same time, Ready Systems wanted much the same thing, but for different object file formats: IEEE-695, Oasys, Srecords, a.out and 68k coff.

BFD was first implemented by members of Cygnus Support; Steve Chamberlain (sac@cygnus.com), John Gilmore (gnu@cygnus.com), K. Richard Pixley (rich@cygnus.com) and David Henkel-Wallace (gumby@cygnus.com).

1.2 How To Use BFD

To use the library, include bfd.h and link with libbfd.a.

BFD provides a common interface to the parts of an object file for a calling application.

When an application successfully opens a target file (object, archive, or whatever), a pointer to an internal structure is returned. This pointer points to a structure called bfd, described in bfd.h. Our convention is to call this pointer a BFD, and instances of it within code abfd. All operations on the target object file are applied as methods to the BFD. The mapping is defined within bfd.h in a set of macros, all beginning with 'bfd_' to reduce namespace pollution.

For example, this sequence does what you would probably expect: return the number of sections in an object file attached to a BFD abfd.

```
#include "bfd.h"
unsigned int number_of_sections (abfd)
bfd *abfd;
{
```

```
return bfd_count_sections (abfd);
}
```

The abstraction used within BFD is that an object file has:

- a header,
- a number of sections containing raw data (see Section 2.6 [Sections], page 24),
- a set of relocations (see Section 2.10 [Relocations], page 55), and
- some symbol information (see Section 2.7 [Symbols], page 44).

Also, BFDs opened for archives have the additional attribute of an index and contain subordinate BFDs. This approach is fine for a out and coff, but loses efficiency when applied to formats such as S-records and IEEE-695.

1.3 What BFD Version 2 Can Do

When an object file is opened, BFD subroutines automatically determine the format of the input object file. They then build a descriptor in memory with pointers to routines that will be used to access elements of the object file's data structures.

As different information from the object files is required, BFD reads from different sections of the file and processes them. For example, a very common operation for the linker is processing symbol tables. Each BFD back end provides a routine for converting between the object file's representation of symbols and an internal canonical format. When the linker asks for the symbol table of an object file, it calls through a memory pointer to the routine from the relevant BFD back end which reads and converts the table into a canonical form. The linker then operates upon the canonical form. When the link is finished and the linker writes the output file's symbol table, another BFD back end routine is called to take the newly created symbol table and convert it into the chosen output format.

1.3.1 Information Loss

Information can be lost during output. The output formats supported by BFD do not provide identical facilities, and information which can be described in one form has nowhere to go in another format. One example of this is alignment information in b.out. There is nowhere in an a.out format file to store alignment information on the contained data, so when a file is linked from b.out and an a.out image is produced, alignment information will not propagate to the output file. (The linker will still use the alignment information internally, so the link is performed correctly).

Another example is COFF section names. COFF files may contain an unlimited number of sections, each one with a textual section name. If the target of the link is a format which does not have many sections (e.g., a.out) or has sections without names (e.g., the Oasys format), the link cannot be done simply. You can circumvent this problem by describing the desired input-to-output section mapping with the linker command language.

Information can be lost during canonicalization. The BFD internal canonical form of the external formats is not exhaustive; there are structures in input formats for which there is no direct representation internally. This means that the BFD back ends cannot maintain all possible data richness through the transformation between external to internal and back to external formats.

This limitation is only a problem when an application reads one format and writes another. Each BFD back end is responsible for maintaining as much data as possible, and the internal BFD canonical form has structures which are opaque to the BFD core, and exported only to the back ends. When a file is read in one format, the canonical form is generated for BFD and the application. At the same time, the back end saves away any information which may otherwise be lost. If the data is then written back in the same format, the back end routine will be able to use the canonical form provided by the BFD core as well as the information it prepared earlier. Since there is a great deal of commonality between back ends, there is no information lost when linking or copying big endian COFF to little endian COFF, or a.out to b.out. When a mixture of formats is linked, the information is only lost from the files whose format differs from the destination.

1.3.2 The BFD canonical object-file format

The greatest potential for loss of information occurs when there is the least overlap between the information provided by the source format, that stored by the canonical format, and that needed by the destination format. A brief description of the canonical form may help you understand which kinds of data you can count on preserving across conversions.

files

Information stored on a per-file basis includes target machine architecture, particular implementation format type, a demand pageable bit, and a write protected bit. Information like Unix magic numbers is not stored here—only the magic numbers' meaning, so a ZMAGIC file would have both the demand pageable bit and the write protected text bit set. The byte order of the target is stored on a per-file basis, so that big- and little-endian object files may be used with one another.

sections

Each section in the input file contains the name of the section, the section's original address in the object file, size and alignment information, various flags, and pointers into other BFD data structures.

symbols

Each symbol contains a pointer to the information for the object file which originally defined it, its name, its value, and various flag bits. When a BFD back end reads in a symbol table, it relocates all symbols to make them relative to the base of the section where they were defined. Doing this ensures that each symbol points to its containing section. Each symbol also has a varying amount of hidden private data for the BFD back end. Since the symbol points to the original file, the private data format for that symbol is accessible. 1d can operate on a collection of symbols of wildly different formats without problems.

Normal global and simple local symbols are maintained on output, so an output file (no matter its format) will retain symbols pointing to functions and to global, static, and common variables. Some symbol information is not worth retaining; in a.out, type information is stored in the symbol table as long symbol names. This information would be useless to most COFF debuggers; the linker has command-line switches to allow users to throw it away.

There is one word of type information within the symbol, so if the format supports symbol type information within symbols (for example, COFF, Oasys) and the type is simple enough to fit within one word (nearly everything but aggregates), the information will be preserved.

relocation level

Each canonical BFD relocation record contains a pointer to the symbol to relocate to, the offset of the data to relocate, the section the data is in, and a pointer to a relocation type descriptor. Relocation is performed by passing messages through the relocation type descriptor and the symbol pointer. Therefore, relocations can be performed on output data using a relocation method that is only available in one of the input formats. For instance, Oasys provides a byte relocation format. A relocation record requesting this relocation type would point indirectly to a routine to perform this, so the relocation may be performed on a byte being written to a 68k COFF file, even though 68k COFF has no such relocation type.

line numbers

Object formats can contain, for debugging purposes, some form of mapping between symbols, source line numbers, and addresses in the output file. These addresses have to be relocated along with the symbol information. Each symbol with an associated list of line number records points to the first record of the list. The head of a line number list consists of a pointer to the symbol, which allows finding out the address of the function whose line number is being described. The rest of the list is made up of pairs: offsets into the section and line numbers. Any format which can simply derive this information can pass it successfully between formats.

2 BFD Front End

2.1 typedef bfd

A BFD has type bfd; objects of this type are the cornerstone of any application using BFD. Using BFD consists of making references though the BFD and to data in the BFD.

Here is the structure that defines the type bfd. It contains the major data about the file and pointers to the rest of the data.

```
enum bfd_direction
   no_direction = 0,
   read_direction = 1,
   write_direction = 2,
   both_direction = 3
  };
enum bfd_plugin_format
    bfd_plugin_unknown = 0,
   bfd_plugin_yes = 1,
    bfd_plugin_no = 2
 };
struct bfd_build_id
   bfd_size_type size;
   bfd_byte data[1];
  };
struct bfd
  /* The filename the application opened the BFD with. */
  const char *filename:
  /* A pointer to the target jump table. */
  const struct bfd_target *xvec;
  /* The IOSTREAM, and corresponding IO vector that provide access
     to the file backing the BFD. */
  void *iostream;
  const struct bfd_iovec *iovec;
  /* The caching routines use these to maintain a
     least-recently-used list of BFDs. */
  struct bfd *lru_prev, *lru_next;
```

```
/* Track current file position (or current buffer offset for
     in-memory BFDs). When a file is closed by the caching routines,
     BFD retains state information on the file here. */
 ufile_ptr where;
 /* File modified time, if mtime_set is TRUE. */
 long mtime;
 /* A unique identifier of the BFD */
 unsigned int id;
 /* The format which belongs to the BFD. (object, core, etc.) */
 ENUM_BITFIELD (bfd_format) format : 3;
 /* The direction with which the BFD was opened. */
 ENUM_BITFIELD (bfd_direction) direction : 2;
 /* Format_specific flags. */
 flagword flags: 20;
 /* Values that may appear in the flags field of a BFD. These also
     appear in the object_flags field of the bfd_target structure, where
     they indicate the set of flags used by that backend (not all flags
     are meaningful for all object file formats) (FIXME: at the moment,
     the object_flags values have mostly just been copied from backend
     to another, and are not necessarily correct). */
#define BFD_NO_FLAGS
                                    0x0
 /* BFD contains relocation entries. */
#define HAS_RELOC
                                    0x1
 /* BFD is directly executable. */
#define EXEC P
                                    0x2
 /* BFD has line number information (basically used for F_LNNO in a
     COFF header).
#define HAS_LINENO
                                    0x4
 /* BFD has debugging information. */
#define HAS_DEBUG
                                   80x0
  /* BFD has symbols. */
#define HAS_SYMS
                                   0x10
 /* BFD has local symbols (basically used for F_LSYMS in a COFF
```

```
header). */
#define HAS_LOCALS
                                  0x20
  /* BFD is a dynamic object. */
#define DYNAMIC
                                   0x40
 /* Text section is write protected (if D_PAGED is not set, this is
     like an a.out NMAGIC file) (the linker sets this by default, but
     clears it for -r or -N). */
#define WP_TEXT
                                   0x80
  /* BFD is dynamically paged (this is like an a.out ZMAGIC file) (the
     linker sets this by default, but clears it for -r or -n or -N). */
#define D_PAGED
                                  0x100
 /* BFD is relaxable (this means that bfd_relax_section may be able to
     do something) (sometimes bfd_relax_section can do something even if
     this is not set). */
#define BFD_IS_RELAXABLE
                                 0x200
 /* This may be set before writing out a BFD to request using a
     traditional format. For example, this is used to request that when
     writing out an a.out object the symbols not be hashed to eliminate
     duplicates. */
#define BFD_TRADITIONAL_FORMAT
                                 0x400
 /* This flag indicates that the BFD contents are actually cached
     in memory. If this is set, iostream points to a bfd_in_memory
     struct. */
#define BFD_IN_MEMORY
                                 0x800
 /* This BFD has been created by the linker and doesn't correspond
     to any input file. */
#define BFD_LINKER_CREATED
                                 0x1000
 /* This may be set before writing out a BFD to request that it
     be written using values for UIDs, GIDs, timestamps, etc. that
     will be consistent from run to run. */
#define BFD_DETERMINISTIC_OUTPUT 0x2000
  /* Compress sections in this BFD. */
#define BFD_COMPRESS
                                 0x4000
  /* Decompress sections in this BFD. */
#define BFD_DECOMPRESS
                                 0008x0
 /* BFD is a dummy, for plugins. */
```

```
#define BFD_PLUGIN
                               0x10000
 /* Compress sections in this BFD with SHF_COMPRESSED from gABI. */
#define BFD_COMPRESS_GABI
                              0x20000
 /* Convert ELF common symbol type to STT_COMMON or STT_OBJECT in this
#define BFD_CONVERT_ELF_COMMON 0x40000
  /* Use the ELF STT_COMMON type in this BFD. */
#define BFD_USE_ELF_STT_COMMON 0x80000
  /* Flags bits to be saved in bfd_preserve_save. */
#define BFD_FLAGS_SAVED \
  (BFD_IN_MEMORY | BFD_COMPRESS | BFD_DECOMPRESS | BFD_LINKER_CREATED \
   | BFD_PLUGIN | BFD_COMPRESS_GABI | BFD_CONVERT_ELF_COMMON \
   | BFD_USE_ELF_STT_COMMON)
  /* Flags bits which are for BFD use only. */
#define BFD_FLAGS_FOR_BFD_USE_MASK \
  (BFD_IN_MEMORY | BFD_COMPRESS | BFD_DECOMPRESS | BFD_LINKER_CREATED \
   | BFD_PLUGIN | BFD_TRADITIONAL_FORMAT | BFD_DETERMINISTIC_OUTPUT \
   | BFD_COMPRESS_GABI | BFD_CONVERT_ELF_COMMON | BFD_USE_ELF_STT_COMMON)■
 /* Is the file descriptor being cached? That is, can it be closed as
    needed, and re-opened when accessed later? */
 unsigned int cacheable: 1;
 /* Marks whether there was a default target specified when the
    BFD was opened. This is used to select which matching algorithm
    to use to choose the back end. */
 unsigned int target_defaulted : 1;
  /* ... and here: (''once'' means at least once). */
 unsigned int opened_once : 1;
 /* Set if we have a locally maintained mtime value, rather than
    getting it from the file each time. */
 unsigned int mtime_set : 1;
 /* Flag set if symbols from this BFD should not be exported. */
 unsigned int no_export : 1;
  /* Remember when output has begun, to stop strange things
    from happening. */
 unsigned int output_has_begun : 1;
```

```
/* Have archive map. */
unsigned int has_armap : 1;
/* Set if this is a thin archive. */
unsigned int is_thin_archive : 1;
/* Set if only required symbols should be added in the link hash table for ■
   this object. Used by VMS linkers. */
unsigned int selective_search : 1;
/* Set if this is the linker output BFD. */
unsigned int is_linker_output : 1;
/* Set if this is the linker input BFD. */
unsigned int is_linker_input : 1;
/* If this is an input for a compiler plug-in library. */
ENUM_BITFIELD (bfd_plugin_format) plugin_format : 2;
/* Set if this is a plugin output file. */
unsigned int lto_output : 1;
/* Set to dummy BFD created when claimed by a compiler plug-in
   library. */
bfd *plugin_dummy_bfd;
/* Currently my_archive is tested before adding origin to
   anything. I believe that this can become always an add of
   origin, with origin set to 0 for non archive files. */
ufile_ptr origin;
/* The origin in the archive of the proxy entry. This will
   normally be the same as origin, except for thin archives,
   when it will contain the current offset of the proxy in the
   thin archive rather than the offset of the bfd in its actual
   container. */
ufile_ptr proxy_origin;
/* A hash table for section names. */
struct bfd_hash_table section_htab;
/* Pointer to linked list of sections. */
struct bfd_section *sections;
/* The last section on the section list. */
struct bfd_section *section_last;
```

```
/* The number of sections. */
unsigned int section_count;
/* A field used by _bfd_generic_link_add_archive_symbols. This will
  be used only for archive elements. */
int archive_pass;
/* Stuff only useful for object files:
  The start address. */
bfd_vma start_address;
/* Symbol table for output BFD (with symcount entries).
  Also used by the linker to cache input BFD symbols. */
struct bfd_symbol **outsymbols;
/* Used for input and output. */
unsigned int symcount;
/* Used for slurped dynamic symbol tables. */
unsigned int dynsymcount;
/* Pointer to structure which contains architecture information. */
const struct bfd_arch_info *arch_info;
/* Stuff only useful for archives. */
void *arelt_data;
struct bfd *archive_next; /* The next BFD in the archive. */
struct bfd *archive_head; /* The first BFD in the archive. */
struct bfd *nested_archives; /* List of nested archive in a flattened
                              thin archive. */
union {
 /* For input BFDs, a chain of BFDs involved in a link. */
 struct bfd *next:
 /* For output BFD, the linker hash table. */
 struct bfd_link_hash_table *hash;
} link;
/* Used by the back end to hold private data. */
union
 {
   struct aout_data_struct *aout_data;
   struct artdata *aout_ar_data;
   struct coff_tdata *coff_obj_data;
   struct pe_tdata *pe_obj_data;
   struct xcoff_tdata *xcoff_obj_data;
```

```
struct ecoff_tdata *ecoff_obj_data;
      struct srec_data_struct *srec_data;
      struct verilog_data_struct *verilog_data;
      struct ihex_data_struct *ihex_data;
      struct tekhex_data_struct *tekhex_data;
      struct elf_obj_tdata *elf_obj_data;
      struct mmo_data_struct *mmo_data;
      struct sun_core_struct *sun_core_data;
      struct sco5_core_struct *sco5_core_data;
      struct trad_core_struct *trad_core_data;
      struct som_data_struct *som_data;
      struct hpux_core_struct *hpux_core_data;
      struct hppabsd_core_struct *hppabsd_core_data;
      struct sgi_core_struct *sgi_core_data;
      struct lynx_core_struct *lynx_core_data;
      struct osf_core_struct *osf_core_data;
      struct cisco_core_struct *cisco_core_data;
      struct versados_data_struct *versados_data;
      struct netbsd_core_struct *netbsd_core_data;
      struct mach_o_data_struct *mach_o_data;
      struct mach_o_fat_data_struct *mach_o_fat_data;
      struct plugin_data_struct *plugin_data;
      struct bfd_pef_data_struct *pef_data;
      struct bfd_pef_xlib_data_struct *pef_xlib_data;
      struct bfd_sym_data_struct *sym_data;
      void *any;
    }
  tdata;
  /* Used by the application to hold private data. */
  void *usrdata:
  /* Where all the allocated stuff under this BFD goes. This is a
     struct objalloc *, but we use void * to avoid requiring the inclusion
     of objalloc.h. */
 void *memory;
  /* For input BFDs, the build ID, if the object has one. */
  const struct bfd_build_id *build_id;
};
/* See note beside bfd_set_section_userdata. */
static inline bfd_boolean
bfd_set_cacheable (bfd * abfd, bfd_boolean val)
  abfd->cacheable = val;
 return TRUE;
```

}

2.2 Error reporting

Most BFD functions return nonzero on success (check their individual documentation for precise semantics). On an error, they call bfd_set_error to set an error condition that callers can check by calling bfd_get_error. If that returns bfd_error_system_call, then check errno.

The easiest way to report a BFD error to the user is to use bfd_perror.

2.2.1 Type bfd_error_type

The values returned by bfd_get_error are defined by the enumerated type bfd_error_type.

```
typedef enum bfd_error
 bfd_error_no_error = 0,
 bfd_error_system_call,
 bfd_error_invalid_target,
  bfd_error_wrong_format,
  bfd_error_wrong_object_format,
  bfd_error_invalid_operation,
  bfd_error_no_memory,
  bfd_error_no_symbols,
  bfd_error_no_armap,
  bfd_error_no_more_archived_files,
  bfd_error_malformed_archive,
  bfd_error_missing_dso,
  bfd_error_file_not_recognized,
  bfd_error_file_ambiguously_recognized,
  bfd_error_no_contents,
  bfd_error_nonrepresentable_section,
  bfd_error_no_debug_section,
  bfd_error_bad_value,
  bfd_error_file_truncated,
  bfd_error_file_too_big,
  bfd_error_on_input,
 bfd_error_invalid_error_code
}
bfd_error_type;
```

2.2.1.1 bfd_get_error

Synopsis

```
bfd_error_type bfd_get_error (void);
```

Description

Return the current BFD error condition.

2.2.1.2 bfd_set_error

Synopsis

```
void bfd_set_error (bfd_error_type error_tag);
```

Description

Set the BFD error condition to be error_tag.

error_tag must not be bfd_error_on_input. Use bfd_set_input_error for input errors instead.

2.2.1.3 bfd_set_input_error

Synopsis

```
void bfd_set_input_error (bfd *input, bfd_error_type error_tag);
```

Description

Set the BFD error condition to be bfd_error_on_input. *input* is the input bfd where the error occurred, and *error_tag* the bfd_error_type error.

2.2.1.4 bfd_errmsg

Synopsis

```
const char *bfd_errmsg (bfd_error_type error_tag);
```

Description

Return a string describing the error *error_tag*, or the system error if *error_tag* is bfd_error_system_call.

2.2.1.5 bfd_perror

Synopsis

```
void bfd_perror (const char *message);
```

Description

Print to the standard error stream a string describing the last BFD error that occurred, or the last system error if the last BFD error was a system call failure. If *message* is non-NULL and non-empty, the error string printed is preceded by *message*, a colon, and a space. It is followed by a newline.

2.2.2 BFD error handler

Some BFD functions want to print messages describing the problem. They call a BFD error handler function. This function may be overridden by the program.

The BFD error handler acts like vprintf.

```
typedef void (*bfd_error_handler_type) (const char *, va_list);
```

2.2.2.1 _bfd_error_handler

Synopsis

```
void _bfd_error_handler (const char *fmt, ...) ATTRIBUTE_PRINTF_1;
```

Description

This is the default routine to handle BFD error messages. Like fprintf (stderr, ...), but also handles some extra format specifiers.

%pA section name from section. For group components, prints group name too. %pB file name from bfd. For archive components, prints archive too.

Beware: Only supports a maximum of 9 format arguments.

2.2.2 bfd_set_error_handler

Synopsis

```
bfd_error_handler_type bfd_set_error_handler (bfd_error_handler_type);
```

Description

Set the BFD error handler function. Returns the previous function.

2.2.2.3 bfd_set_error_program_name

Synopsis

```
void bfd_set_error_program_name (const char *);
```

Description

Set the program name to use when printing a BFD error. This is printed before the error message followed by a colon and space. The string must not be changed after it is passed to this function.

2.2.3 BFD assert handler

If BFD finds an internal inconsistency, the bfd assert handler is called with information on the BFD version, BFD source file and line. If this happens, most programs linked against BFD are expected to want to exit with an error, or mark the current BFD operation as failed, so it is recommended to override the default handler, which just calls _bfd_error_handler and continues.

2.2.3.1 bfd_set_assert_handler

Synopsis

```
bfd_assert_handler_type bfd_set_assert_handler (bfd_assert_handler_type);
```

Description

Set the BFD assert handler function. Returns the previous function.

2.3 Miscellaneous

2.3.1 Miscellaneous functions

2.3.1.1 bfd_get_reloc_upper_bound

Synopsis

```
long bfd_get_reloc_upper_bound (bfd *abfd, asection *sect);
```

Description

Return the number of bytes required to store the relocation information associated with section sect attached to bfd abfd. If an error occurs, return -1.

2.3.1.2 bfd_canonicalize_reloc

Synopsis

```
long bfd_canonicalize_reloc
  (bfd *abfd, asection *sec, arelent **loc, asymbol **syms);
```

Description

Call the back end associated with the open BFD abfd and translate the external form of the relocation information attached to sec into the internal canonical form. Place the table into memory at loc, which has been preallocated, usually by a call to bfd_get_reloc_upper_bound. Returns the number of relocs, or -1 on error.

The syms table is also needed for horrible internal magic reasons.

2.3.1.3 bfd_set_reloc

Synopsis

```
void bfd_set_reloc
  (bfd *abfd, asection *sec, arelent **rel, unsigned int count);
```

Description

Set the relocation pointer and count within section sec to the values rel and count. The argument abfd is ignored.

2.3.1.4 bfd_set_file_flags

Synopsis

```
bfd_boolean bfd_set_file_flags (bfd *abfd, flagword flags);
```

Description

Set the flag word in the BFD abfd to the value flags.

Possible errors are:

- bfd_error_wrong_format The target bfd was not of object format.
- bfd_error_invalid_operation The target bfd was open for reading.
- bfd_error_invalid_operation The flag word contained a bit which was not applicable to the type of file. E.g., an attempt was made to set the D_PAGED bit on a BFD format which does not support demand paging.

2.3.1.5 bfd_get_arch_size

Synopsis

```
int bfd_get_arch_size (bfd *abfd);
```

Description

Returns the normalized architecture address size, in bits, as determined by the object file's format. By normalized, we mean either 32 or 64. For ELF, this information is included in the header. Use bfd_arch_bits_per_address for number of bits in the architecture address.

Returns

Returns the arch size in bits if known, -1 otherwise.

2.3.1.6 bfd_get_sign_extend_vma

Synopsis

```
int bfd_get_sign_extend_vma (bfd *abfd);
```

Description

Indicates if the target architecture "naturally" sign extends an address. Some architectures implicitly sign extend address values when they are converted to types larger than the size of an address. For instance, bfd_get_start_address() will return an address sign extended to fill a bfd_vma when this is the case.

Returns

Returns 1 if the target architecture is known to sign extend addresses, 0 if the target architecture is known to not sign extend addresses, and -1 otherwise.

2.3.1.7 bfd_set_start_address

Synopsis

```
bfd_boolean bfd_set_start_address (bfd *abfd, bfd_vma vma);
```

Description

Make vma the entry point of output BFD abfd.

Returns

Returns TRUE on success, FALSE otherwise.

2.3.1.8 bfd_get_gp_size

Synopsis

```
unsigned int bfd_get_gp_size (bfd *abfd);
```

Description

Return the maximum size of objects to be optimized using the GP register under MIPS ECOFF. This is typically set by the -G argument to the compiler, assembler or linker.

2.3.1.9 bfd_set_gp_size

Synopsis

```
void bfd_set_gp_size (bfd *abfd, unsigned int i);
```

Description

Set the maximum size of objects to be optimized using the GP register under ECOFF or MIPS ELF. This is typically set by the -G argument to the compiler, assembler or linker.

2.3.1.10 bfd_scan_vma

Synopsis

```
bfd_vma bfd_scan_vma (const char *string, const char **end, int base);
```

Description

Convert, like strtoul, a numerical expression string into a bfd_vma integer, and return that integer. (Though without as many bells and whistles as strtoul.) The expression is assumed to be unsigned (i.e., positive). If given a base, it is used as the base for conversion. A base of 0 causes the function to interpret the string in hex if a leading "0x" or "0X" is found, otherwise in octal if a leading zero is found, otherwise in decimal.

If the value would overflow, the maximum bfd_vma value is returned.

2.3.1.11 bfd_copy_private_header_data

Synopsis

```
bfd_boolean bfd_copy_private_header_data (bfd *ibfd, bfd *obfd);
```

Description

Copy private BFD header information from the BFD *ibfd* to the the BFD *obfd*. This copies information that may require sections to exist, but does not require symbol tables. Return true on success, false on error. Possible error returns are:

• bfd_error_no_memory - Not enough memory exists to create private data for obfd.

2.3.1.12 bfd_copy_private_bfd_data

Synopsis

```
bfd_boolean bfd_copy_private_bfd_data (bfd *ibfd, bfd *obfd);
```

Description

Copy private BFD information from the BFD *ibfd* to the BFD *obfd*. Return TRUE on success, FALSE on error. Possible error returns are:

• bfd_error_no_memory - Not enough memory exists to create private data for obfd.

2.3.1.13 bfd_set_private_flags

Synopsis

```
bfd_boolean bfd_set_private_flags (bfd *abfd, flagword flags);
```

Description

Set private BFD flag information in the BFD *abfd*. Return TRUE on success, FALSE on error. Possible error returns are:

• bfd_error_no_memory - Not enough memory exists to create private data for obfd.

```
#define bfd_set_private_flags(abfd, flags) \
          BFD_SEND (abfd, _bfd_set_private_flags, (abfd, flags))
```

2.3.1.14 Other functions

Description

The following functions exist but have not yet been documented.

```
#define bfd_sizeof_headers(abfd, info) \
       BFD_SEND (abfd, _bfd_sizeof_headers, (abfd, info))
#define bfd_find_nearest_line(abfd, sec, syms, off, file, func, line) \
       BFD_SEND (abfd, _bfd_find_nearest_line, \
                 (abfd, syms, sec, off, file, func, line, NULL))
#define bfd_find_nearest_line_discriminator(abfd, sec, syms, off, file, func, \
                                           line, disc) \
      BFD_SEND (abfd, _bfd_find_nearest_line, \
                 (abfd, syms, sec, off, file, func, line, disc))
#define bfd_find_line(abfd, syms, sym, file, line) \
      BFD_SEND (abfd, _bfd_find_line, \
                 (abfd, syms, sym, file, line))
#define bfd_find_inliner_info(abfd, file, func, line) \
       BFD_SEND (abfd, _bfd_find_inliner_info, \
                 (abfd, file, func, line))
#define bfd_debug_info_start(abfd) \
       BFD_SEND (abfd, _bfd_debug_info_start, (abfd))
#define bfd_debug_info_end(abfd) \
       BFD_SEND (abfd, _bfd_debug_info_end, (abfd))
#define bfd_debug_info_accumulate(abfd, section) \
       BFD_SEND (abfd, _bfd_debug_info_accumulate, (abfd, section))
#define bfd_stat_arch_elt(abfd, stat) \
       BFD_SEND (abfd, _bfd_stat_arch_elt,(abfd, stat))
#define bfd_update_armap_timestamp(abfd) \
       BFD_SEND (abfd, _bfd_update_armap_timestamp, (abfd))
#define bfd_set_arch_mach(abfd, arch, mach)\
       BFD_SEND ( abfd, _bfd_set_arch_mach, (abfd, arch, mach))
#define bfd_relax_section(abfd, section, link_info, again) \
       BFD_SEND (abfd, _bfd_relax_section, (abfd, section, link_info, again))
#define bfd_gc_sections(abfd, link_info) \
       BFD_SEND (abfd, _bfd_gc_sections, (abfd, link_info))
```

```
#define bfd_lookup_section_flags(link_info, flag_info, section) \
      BFD_SEND (abfd, _bfd_lookup_section_flags, (link_info, flag_info, section))
#define bfd_merge_sections(abfd, link_info) \
      BFD_SEND (abfd, _bfd_merge_sections, (abfd, link_info))
#define bfd_is_group_section(abfd, sec) \
      BFD_SEND (abfd, _bfd_is_group_section, (abfd, sec))
#define bfd_discard_group(abfd, sec) \
      BFD_SEND (abfd, _bfd_discard_group, (abfd, sec))
#define bfd_link_hash_table_create(abfd) \
      BFD_SEND (abfd, _bfd_link_hash_table_create, (abfd))
#define bfd_link_add_symbols(abfd, info) \
      BFD_SEND (abfd, _bfd_link_add_symbols, (abfd, info))
#define bfd_link_just_syms(abfd, sec, info) \
      BFD_SEND (abfd, _bfd_link_just_syms, (sec, info))
#define bfd_final_link(abfd, info) \
      BFD_SEND (abfd, _bfd_final_link, (abfd, info))
#define bfd_free_cached_info(abfd) \
      BFD_SEND (abfd, _bfd_free_cached_info, (abfd))
#define bfd_get_dynamic_symtab_upper_bound(abfd) \
      BFD_SEND (abfd, _bfd_get_dynamic_symtab_upper_bound, (abfd))
#define bfd_print_private_bfd_data(abfd, file)\
      BFD_SEND (abfd, _bfd_print_private_bfd_data, (abfd, file))
#define bfd_canonicalize_dynamic_symtab(abfd, asymbols) \
       BFD_SEND (abfd, _bfd_canonicalize_dynamic_symtab, (abfd, asymbols))
#define bfd_get_synthetic_symtab(abfd, count, syms, dyncount, dynsyms, ret)
      BFD_SEND (abfd, _bfd_get_synthetic_symtab, (abfd, count, syms, \
                                                   dyncount, dynsyms, ret))
#define bfd_get_dynamic_reloc_upper_bound(abfd) \
      BFD_SEND (abfd, _bfd_get_dynamic_reloc_upper_bound, (abfd))
#define bfd_canonicalize_dynamic_reloc(abfd, arels, asyms) \
      BFD_SEND (abfd, _bfd_canonicalize_dynamic_reloc, (abfd, arels, asyms))
```

```
extern bfd_byte *bfd_get_relocated_section_contents
  (bfd *, struct bfd_link_info *, struct bfd_link_order *, bfd_byte *,
    bfd_boolean, asymbol **);
```

2.3.1.15 bfd_alt_mach_code

Synopsis

```
bfd_boolean bfd_alt_mach_code (bfd *abfd, int alternative);
```

Description

When more than one machine code number is available for the same machine type, this function can be used to switch between the preferred one (alternative == 0) and any others. Currently, only ELF supports this feature, with up to two alternate machine codes.

2.3.1.16 bfd_emul_get_maxpagesize

Synopsis

```
bfd_vma bfd_emul_get_maxpagesize (const char *);
```

Description

Returns the maximum page size, in bytes, as determined by emulation.

Returns

Returns the maximum page size in bytes for ELF, 0 otherwise.

2.3.1.17 bfd_emul_set_maxpagesize

Synopsis

```
void bfd_emul_set_maxpagesize (const char *, bfd_vma);
```

Description

For ELF, set the maximum page size for the emulation. It is a no-op for other formats.

2.3.1.18 bfd_emul_get_commonpagesize

Synopsis

```
bfd_vma bfd_emul_get_commonpagesize (const char *, bfd_boolean);
```

Description

Returns the common page size, in bytes, as determined by emulation.

Returns

Returns the common page size in bytes for ELF, 0 otherwise.

2.3.1.19 bfd_emul_set_commonpagesize

Synopsis

```
void bfd_emul_set_commonpagesize (const char *, bfd_vma);
```

Description

For ELF, set the common page size for the emulation. It is a no-op for other formats.

2.3.1.20 bfd_demangle

Synopsis

```
char *bfd_demangle (bfd *, const char *, int);
```

Description

Wrapper around cplus_demangle. Strips leading underscores and other such chars that would otherwise confuse the demangler. If passed a g++ v3 ABI mangled name, returns a buffer allocated with malloc holding the demangled name. Returns NULL otherwise and on memory alloc failure.

2.3.1.21 bfd_update_compression_header

Synopsis

```
void bfd_update_compression_header
  (bfd *abfd, bfd_byte *contents, asection *sec);
```

Description

Set the compression header at CONTENTS of SEC in ABFD and update elf_section_flags for compression.

2.3.1.22 bfd_check_compression_header

Synopsis

```
bfd_boolean bfd_check_compression_header
  (bfd *abfd, bfd_byte *contents, asection *sec,
    bfd_size_type *uncompressed_size,
    unsigned int *uncompressed_alignment_power);
```

Description

Check the compression header at CONTENTS of SEC in ABFD and store the uncompressed size in UNCOMPRESSED_SIZE and the uncompressed data alignment in UNCOMPRESSED_ALIGNMENT_POWER if the compression header is valid.

Returns

Return TRUE if the compression header is valid.

2.3.1.23 bfd_get_compression_header_size

Synopsis

```
int bfd_get_compression_header_size (bfd *abfd, asection *sec);
```

Description

Return the size of the compression header of SEC in ABFD.

Returns

Return the size of the compression header in bytes.

2.3.1.24 bfd_convert_section_size

Synopsis

```
bfd_size_type bfd_convert_section_size
  (bfd *ibfd, asection *isec, bfd *obfd, bfd_size_type size);
```

Description

Convert the size size of the section isec in input BFD ibfd to the section size in output BFD obfd.

2.3.1.25 bfd_convert_section_contents

Synopsis

```
bfd_boolean bfd_convert_section_contents
  (bfd *ibfd, asection *isec, bfd *obfd,
    bfd_byte **ptr, bfd_size_type *ptr_size);
```

Description

Convert the contents, stored in *ptr, of the section isec in input BFD ibfd to output BFD obfd if needed. The original buffer pointed to by *ptr may be freed and *ptr is returned with memory malloc'd by this function, and the new size written to ptr_size.

2.3.1.26 struct bfd_iovec

Description

The struct bfd_iovec contains the internal file I/O class. Each BFD has an instance of this class and all file I/O is routed through it (it is assumed that the instance implements all methods listed below).

```
struct bfd_iovec
 /* To avoid problems with macros, a "b" rather than "f"
    prefix is prepended to each method name. */
 /* Attempt to read/write NBYTES on ABFD's IOSTREAM storing/fetching
    bytes starting at PTR. Return the number of bytes actually
    transfered (a read past end-of-file returns less than NBYTES),
    or -1 (setting bfd_error) if an error occurs. */
 file_ptr (*bread) (struct bfd *abfd, void *ptr, file_ptr nbytes);
 file_ptr (*bwrite) (struct bfd *abfd, const void *ptr,
                     file_ptr nbytes);
 /* Return the current IOSTREAM file offset, or -1 (setting bfd_error
    if an error occurs. */
 file_ptr (*btell) (struct bfd *abfd);
 /* For the following, on successful completion a value of 0 is returned.
    Otherwise, a value of -1 is returned (and bfd_error is set).
  int (*bseek) (struct bfd *abfd, file_ptr offset, int whence);
  int (*bclose) (struct bfd *abfd);
  int (*bflush) (struct bfd *abfd);
  int (*bstat) (struct bfd *abfd, struct stat *sb);
  /* Mmap a part of the files. ADDR, LEN, PROT, FLAGS and OFFSET are the usual ▮
    mmap parameter, except that LEN and OFFSET do not need to be page
    aligned. Returns (void *)-1 on failure, mmapped address on success.
    Also write in MAP_ADDR the address of the page aligned buffer and in
    MAP_LEN the size mapped (a page multiple). Use unmap with MAP_ADDR and
    MAP_LEN to unmap. */
 void *(*bmmap) (struct bfd *abfd, void *addr, bfd_size_type len,
```

2.3.1.27 bfd_get_mtime

Synopsis

```
long bfd_get_mtime (bfd *abfd);
```

Description

Return the file modification time (as read from the file system, or from the archive header for archive members).

2.3.1.28 bfd_get_size

Synopsis

```
ufile_ptr bfd_get_size (bfd *abfd);
```

Description

Return the file size (as read from file system) for the file associated with BFD abfd.

The initial motivation for, and use of, this routine is not so we can get the exact size of the object the BFD applies to, since that might not be generally possible (archive members for example). It would be ideal if someone could eventually modify it so that such results were guaranteed.

Instead, we want to ask questions like "is this NNN byte sized object I'm about to try read from file offset YYY reasonable?" As as example of where we might do this, some object formats use string tables for which the first sizeof (long) bytes of the table contain the size of the table itself, including the size bytes. If an application tries to read what it thinks is one of these string tables, without some way to validate the size, and for some reason the size is wrong (byte swapping error, wrong location for the string table, etc.), the only clue is likely to be a read error when it tries to read the table, or a "virtual memory exhausted" error when it tries to allocate 15 bazillon bytes of space for the 15 bazillon byte table it is about to read. This function at least allows us to answer the question, "is the size reasonable?".

2.3.1.29 bfd_get_file_size

Synopsis

```
ufile_ptr bfd_get_file_size (bfd *abfd);
```

Description

Return the file size (as read from file system) for the file associated with BFD abfd. It supports both normal files and archive elements.

2.3.1.30 bfd_mmap

Synopsis

```
void *bfd_mmap (bfd *abfd, void *addr, bfd_size_type len,
    int prot, int flags, file_ptr offset,
    void **map_addr, bfd_size_type *map_len);
```

Description

Return mmap()ed region of the file, if possible and implemented. LEN and OFFSET do not need to be page aligned. The page aligned address and length are written to MAP_ADDR and MAP_LEN.

2.4 Memory Usage

BFD keeps all of its internal structures in obstacks. There is one obstack per open BFD file, into which the current state is stored. When a BFD is closed, the obstack is deleted, and so everything which has been allocated by BFD for the closing file is thrown away.

BFD does not free anything created by an application, but pointers into bfd structures become invalid on a bfd_close; for example, after a bfd_close the vector passed to bfd_canonicalize_symtab is still around, since it has been allocated by the application, but the data that it pointed to are lost.

The general rule is to not close a BFD until all operations dependent upon data from the BFD have been completed, or all the data from within the file has been copied. To help with the management of memory, there is a function (bfd_alloc_size) which returns the number of bytes in obstacks associated with the supplied BFD. This could be used to select the greediest open BFD, close it to reclaim the memory, perform some operation and reopen the BFD again, to get a fresh copy of the data structures.

2.5 Initialization

2.5.1 Initialization functions

These are the functions that handle initializing a BFD.

2.5.1.1 bfd_init

Synopsis

```
unsigned int bfd_init (void);
```

Description

This routine must be called before any other BFD function to initialize magical internal data structures. Returns a magic number, which may be used to check that the bfd library is configured as expected by users.

```
/* Value returned by bfd_init. */
#define BFD_INIT_MAGIC (sizeof (struct bfd_section))
```

2.6 Sections

The raw data contained within a BFD is maintained through the section abstraction. A single BFD may have any number of sections. It keeps hold of them by pointing to the first; each one points to the next in the list.

Sections are supported in BFD in section.c.

2.6.1 Section input

When a BFD is opened for reading, the section structures are created and attached to the BFD.

Each section has a name which describes the section in the outside world—for example, a.out would contain at least three sections, called .text, .data and .bss.

Names need not be unique; for example a COFF file may have several sections named .data. Sometimes a BFD will contain more than the "natural" number of sections. A back end may attach other sections containing constructor data, or an application may add a section (using bfd_make_section) to the sections attached to an already open BFD. For example, the linker creates an extra section COMMON for each input file's BFD to hold information about common storage.

The raw data is not necessarily read in when the section descriptor is created. Some targets may leave the data in place until a bfd_get_section_contents call is made. Other back ends may read in all the data at once. For example, an S-record file has to be read once to determine the size of the data.

2.6.2 Section output

To write a new object style BFD, the various sections to be written have to be created. They are attached to the BFD in the same way as input sections; data is written to the sections using bfd_set_section_contents.

Any program that creates or combines sections (e.g., the assembler and linker) must use the assection fields output_section and output_offset to indicate the file sections to which each section must be written. (If the section is being created from scratch, output_section should probably point to the section itself and output_offset should probably be zero.)

The data to be written comes from input sections attached (via output_section pointers) to the output sections. The output section structure can be considered a filter for the input section: the output section determines the vma of the output data and the name, but the input section determines the offset into the output section of the data to be written.

E.g., to create a section "O", starting at 0x100, 0x123 long, containing two subsections, "A" at offset 0x0 (i.e., at vma 0x100) and "B" at offset 0x20 (i.e., at vma 0x120) the asection structures would look like:

"A"		
0x00		
0x20		
>	section name	"0"
	vma	0x100
"B"	size	0x123
0x20		
0x103		
	0x00 0x20 > "B" 0x20	0x00 0x20

2.6.3 Link orders

The data within a section is stored in a *link_order*. These are much like the fixups in gas. The link_order abstraction allows a section to grow and shrink within itself.

A link_order knows how big it is, and which is the next link_order and where the raw data for it is; it also points to a list of relocations which apply to it.

The link_order is used by the linker to perform relaxing on final code. The compiler creates code which is as big as necessary to make it work without relaxing, and the user can select whether to relax. Sometimes relaxing takes a lot of time. The linker runs around the relocations to see if any are attached to data which can be shrunk, if so it does it on a link_order by link_order basis.

2.6.4 typedef asection

Here is the section structure:

```
typedef struct bfd_section
 /* The name of the section; the name isn't a copy, the pointer is
     the same as that passed to bfd_make_section. */
 const char *name;
 /* A unique sequence number. */
 unsigned int id;
 /* Which section in the bfd; 0..n-1 as sections are created in a bfd. */■
 unsigned int index;
 /* The next section in the list belonging to the BFD, or NULL. */
 struct bfd_section *next;
 /* The previous section in the list belonging to the BFD, or NULL. */
 struct bfd_section *prev;
 /* The field flags contains attributes of the section. Some
     flags are read in from the object file, and some are
     synthesized from other information. */
 flagword flags;
#define SEC_NO_FLAGS
                                          0x0
 /* Tells the OS to allocate space for this section when loading.
     This is clear for a section containing debug information only. */
#define SEC_ALLOC
                                          0x1
 /* Tells the OS to load the section from the file when loading.
     This is clear for a .bss section.
#define SEC_LOAD
                                          0x2
 /* The section contains data still to be relocated, so there is
     some relocation information too. */
```

#define SEC_RELOC

0x4

0x80

- /* The section contains code only. */ #define SEC_CODE 0x10
- - /* The section contains constructor information. This section type is used by the linker to create lists of constructors and destructors used by g++. When a back end sees a symbol which should be used in a constructor list, it creates a new section for the type of name (e.g., __CTOR_LIST__), attaches the symbol to it, and builds a relocation. To build the lists of constructors, all the linker has to do is catenate all the sections called __CTOR_LIST__ and relocate the data contained within exactly the operations it would peform on standard data. */

#define SEC_CONSTRUCTOR

- /* An instruction to the linker to not output the section even if it has information which would normally be written. */ #define SEC_NEVER_LOAD 0x200
- /* The section contains thread local data. */ #define SEC_THREAD_LOCAL 0x400
- - /* The section contains common symbols (symbols may be defined multiple times, the value of a symbol is the amount of space it requires, and the largest symbol value is the one used). Most targets have exactly one of these (which we

```
translate to bfd_com_section_ptr), but ECOFF has two. */
#define SEC_IS_COMMON
                                      0x1000
 /* The section contains only debugging information. For
    example, this is set for ELF .debug and .stab sections.
    strip tests this flag to see if a section can be
    discarded. */
#define SEC_DEBUGGING
                                      0x2000
 /* The contents of this section are held in memory pointed to
    by the contents field. This is checked by bfd_get_section_contents,
    and the data is retrieved from memory if appropriate. */
#define SEC_IN_MEMORY
 /* The contents of this section are to be excluded by the
    linker for executable and shared objects unless those
    objects are to be further relocated. */
#define SEC_EXCLUDE
 /* The contents of this section are to be sorted based on the sum of
    the symbol and addend values specified by the associated relocation
    entries. Entries without associated relocation entries will be
    appended to the end of the section in an unspecified order. */
#define SEC_SORT_ENTRIES
                                     0x10000
 /* When linking, duplicate sections of the same name should be
    discarded, rather than being combined into a single section as
    is usually done. This is similar to how common symbols are
    handled. See SEC_LINK_DUPLICATES below. */
#define SEC_LINK_ONCE
                                     0x20000
 /* If SEC_LINK_ONCE is set, this bitfield describes how the linker
    should handle duplicate sections. */
#define SEC_LINK_DUPLICATES
  /* This value for SEC_LINK_DUPLICATES means that duplicate
    sections with the same name should simply be discarded. */
#define SEC_LINK_DUPLICATES_DISCARD
                                          0x0
 /* This value for SEC_LINK_DUPLICATES means that the linker
    should warn if there are any duplicate sections, although
    it should still only link one copy. */
#define SEC_LINK_DUPLICATES_ONE_ONLY 0x40000
```

/* This value for SEC_LINK_DUPLICATES means that the linker

#define SEC_LINK_DUPLICATES_SAME_SIZE 0x80000

should warn if any duplicate sections are a different size. */

```
/* This value for SEC_LINK_DUPLICATES means that the linker
    should warn if any duplicate sections contain different
    contents. */
#define SEC_LINK_DUPLICATES_SAME_CONTENTS \
  (SEC_LINK_DUPLICATES_ONE_ONLY | SEC_LINK_DUPLICATES_SAME_SIZE)
 /* This section was created by the linker as part of dynamic
    relocation or other arcane processing. It is skipped when
    going through the first-pass output, trusting that someone
    else up the line will take care of it later. */
#define SEC_LINKER_CREATED
                                    0x100000
 /* This section should not be subject to garbage collection.
    Also set to inform the linker that this section should not be
    listed in the link map as discarded. */
#define SEC_KEEP
                                    0x200000
 /* This section contains "short" data, and should be placed
     "near" the GP. */
#define SEC_SMALL_DATA
                                    0x400000
 /* Attempt to merge identical entities in the section.
    Entity size is given in the entsize field. */
#define SEC_MERGE
                                    0x800000
 /* If given with SEC_MERGE, entities to merge are zero terminated
    strings where entsize specifies character size instead of fixed
    size entries. */
#define SEC_STRINGS
                                    0x1000000
 /* This section contains data about section groups. */
#define SEC_GROUP
                                    0x2000000
 /* The section is a COFF shared library section. This flag is
    only for the linker. If this type of section appears in
    the input file, the linker must copy it to the output file
    without changing the vma or size. FIXME: Although this
    was originally intended to be general, it really is COFF
    specific (and the flag was renamed to indicate this). It
    might be cleaner to have some more general mechanism to
    allow the back end to control what the linker does with
    sections. */
#define SEC_COFF_SHARED_LIBRARY
                                    0x4000000
 /* This input section should be copied to output in reverse order
```

as an array of pointers. This is for ELF linker internal use

```
only. */
#define SEC_ELF_REVERSE_COPY 0x4000000
 /* This section contains data which may be shared with other
    executables or shared objects. This is for COFF only. */
#define SEC_COFF_SHARED
                                   0x8000000
 /* This section should be compressed. This is for ELF linker
    internal use only. */
#define SEC_ELF_COMPRESS
                                   0x8000000
  /* When a section with this flag is being linked, then if the size of
    the input section is less than a page, it should not cross a page
    boundary. If the size of the input section is one page or more,
    it should be aligned on a page boundary. This is for TI
    TMS320C54X only. */
#define SEC_TIC54X_BLOCK
                                  0x10000000
 /* This section should be renamed. This is for ELF linker
    internal use only. */
#define SEC_ELF_RENAME
                                  0x10000000
 /* Conditionally link this section; do not link if there are no
    references found to any symbol in the section. This is for TI
    TMS320C54X only. */
                                 0x20000000
#define SEC_TIC54X_CLINK
  /st This section contains vliw code. This is for Toshiba MeP only. st/
#define SEC MEP VLIW
                                  0x20000000
 /* Indicate that section has the no read flag set. This happens
    when memory read flag isn't set. */
#define SEC_COFF_NOREAD
                                  0x40000000
 /* Indicate that section has the purecode flag set. */
#define SEC_ELF_PURECODE
                                  0x80000000
 /* End of section flags. */
 /* Some internal packed boolean fields. */
 /* See the vma field. */
 unsigned int user_set_vma : 1;
 /* A mark flag used by some of the linker backends. */
 unsigned int linker_mark : 1;
```

```
/* Another mark flag used by some of the linker backends. Set for
     output sections that have an input section. */
 unsigned int linker_has_input : 1;
 /* Mark flag used by some linker backends for garbage collection. */
 unsigned int gc_mark : 1;
 /* Section compression status. */
 unsigned int compress_status : 2;
#define COMPRESS_SECTION_NONE
#define COMPRESS_SECTION_DONE
#define DECOMPRESS_SECTION_SIZED 2
 /* The following flags are used by the ELF linker. */
 /* Mark sections which have been allocated to segments. */
 unsigned int segment_mark : 1;
 /* Type of sec_info information. */
 unsigned int sec_info_type:3;
#define SEC_INFO_TYPE_NONE
#define SEC_INFO_TYPE_STABS
                                1
#define SEC_INFO_TYPE_MERGE
#define SEC_INFO_TYPE_EH_FRAME 3
#define SEC_INFO_TYPE_JUST_SYMS 4
#define SEC_INFO_TYPE_TARGET
#define SEC_INFO_TYPE_EH_FRAME_ENTRY 6
 /* Nonzero if this section uses RELA relocations, rather than REL. */
 unsigned int use_rela_p:1;
 /* Bits used by various backends. The generic code doesn't touch
     these fields. */
 unsigned int sec_flg0:1;
 unsigned int sec_flg1:1;
 unsigned int sec_flg2:1;
 unsigned int sec_flg3:1;
 unsigned int sec_flg4:1;
 unsigned int sec_flg5:1;
 /* End of internal packed boolean fields. */
 /* The virtual memory address of the section - where it will be
      at run time. The symbols are relocated against this. The
      user_set_vma flag is maintained by bfd; if it's not set, the
     backend can assign addresses (for example, in a.out, where
```

```
the default address for .data is dependent on the specific
   target and various flags). */
bfd_vma vma;
/* The load address of the section - where it would be in a
   rom image; really only used for writing section header
    information. */
bfd_vma lma;
/* The size of the section in *octets*, as it will be output.
   Contains a value even if the section has no contents (e.g., the
   size of .bss). */
bfd_size_type size;
/* For input sections, the original size on disk of the section, in
   octets. This field should be set for any section whose size is
   changed by linker relaxation. It is required for sections where
   the linker relaxation scheme doesn't cache altered section and
   reloc contents (stabs, eh_frame, SEC_MERGE, some coff relaxing
   targets), and thus the original size needs to be kept to read the
   section multiple times. For output sections, rawsize holds the
   section size calculated on a previous linker relaxation pass. */
bfd_size_type rawsize;
/* The compressed size of the section in octets. */
bfd_size_type compressed_size;
/* Relaxation table. */
struct relax_table *relax;
/* Count of used relaxation table entries. */
int relax_count;
/* If this section is going to be output, then this value is the
   offset in *bytes* into the output section of the first byte in the
   input section (byte ==> smallest addressable unit on the
   target). In most cases, if this was going to start at the
   100th octet (8-bit quantity) in the output section, this value
   would be 100. However, if the target byte size is 16 bits
   (bfd_octets_per_byte is "2"), this value would be 50. */
bfd_vma output_offset;
/* The output section through which to map on output. */
struct bfd_section *output_section;
/* The alignment requirement of the section, as an exponent of 2 -
```

```
e.g., 3 aligns to 2^3 (or 8). */
unsigned int alignment_power;
/* If an input section, a pointer to a vector of relocation
   records for the data in this section.
struct reloc_cache_entry *relocation;
/* If an output section, a pointer to a vector of pointers to
   relocation records for the data in this section. */
struct reloc_cache_entry **orelocation;
/* The number of relocation records in one of the above. */
unsigned reloc_count;
/* Information below is back end specific - and not always used
   or updated. */
/* File position of section data. */
file_ptr filepos;
/* File position of relocation info. */
file_ptr rel_filepos;
/* File position of line data. */
file_ptr line_filepos;
/* Pointer to data for applications. */
void *userdata;
/* If the SEC_IN_MEMORY flag is set, this points to the actual
   contents. */
unsigned char *contents;
/* Attached line number information. */
alent *lineno:
/* Number of line number records. */
unsigned int lineno_count;
/* Entity size for merging purposes. */
unsigned int entsize;
/* Points to the kept section if this section is a link-once section,
   and is discarded. */
struct bfd_section *kept_section;
/* When a section is being output, this value changes as more
```

```
linenumbers are written out. */
 file_ptr moving_line_filepos;
 /* What the section number is in the target world. */
 int target_index;
 void *used_by_bfd;
 /* If this is a constructor section then here is a list of the
     relocations created to relocate items within it. */
 struct relent_chain *constructor_chain;
 /* The BFD which owns the section. */
 bfd *owner;
 /* A symbol which points at this section only. */
 struct bfd_symbol *symbol;
 struct bfd_symbol **symbol_ptr_ptr;
 /* Early in the link process, map_head and map_tail are used to build
     a list of input sections attached to an output section. Later,
     output sections use these fields for a list of bfd_link_order
     structs. */
 union {
   struct bfd_link_order *link_order;
   struct bfd_section *s;
 } map_head, map_tail;
} asection;
/* Relax table contains information about instructions which can
  be removed by relaxation -- replacing a long address with a
  short address. */
struct relax_table {
  /* Address where bytes may be deleted. */
 bfd_vma addr;
 /* Number of bytes to be deleted. */
 int size;
};
/* Note: the following are provided as inline functions rather than macros
  because not all callers use the return value. A macro implementation
  would use a comma expression, eg: "((ptr)->foo = val, TRUE)" and some
   compilers will complain about comma expressions that have no effect. */
static inline bfd_boolean
bfd_set_section_userdata (bfd * abfd ATTRIBUTE_UNUSED, asection * ptr,
                          void * val)
```

```
{
 ptr->userdata = val;
 return TRUE;
static inline bfd_boolean
bfd_set_section_vma (bfd * abfd ATTRIBUTE_UNUSED, asection * ptr, bfd_vma val)■
{
 ptr->vma = ptr->lma = val;
 ptr->user_set_vma = TRUE;
 return TRUE;
static inline bfd_boolean
bfd_set_section_alignment (bfd * abfd ATTRIBUTE_UNUSED, asection * ptr,
                           unsigned int val)
 ptr->alignment_power = val;
 return TRUE;
/* These sections are global, and are managed by BFD. The application
   and target back end are not permitted to change the values in
  these sections. */
extern asection _bfd_std_section[4];
#define BFD_ABS_SECTION_NAME "*ABS*"
#define BFD_UND_SECTION_NAME "*UND*"
#define BFD_COM_SECTION_NAME "*COM*"
#define BFD_IND_SECTION_NAME "*IND*"
/* Pointer to the common section. */
#define bfd_com_section_ptr (&_bfd_std_section[0])
/* Pointer to the undefined section. */
#define bfd_und_section_ptr (&_bfd_std_section[1])
/* Pointer to the absolute section. */
#define bfd_abs_section_ptr (&_bfd_std_section[2])
/* Pointer to the indirect section. */
#define bfd_ind_section_ptr (&_bfd_std_section[3])
#define bfd_is_und_section(sec) ((sec) == bfd_und_section_ptr)
#define bfd_is_abs_section(sec) ((sec) == bfd_abs_section_ptr)
#define bfd_is_ind_section(sec) ((sec) == bfd_ind_section_ptr)
#define bfd_is_const_section(SEC)
 ( ((SEC) == bfd_abs_section_ptr)
 || ((SEC) == bfd_und_section_ptr)
                                               \
```

```
|| ((SEC) == bfd_com_section_ptr)
  || ((SEC) == bfd_ind_section_ptr))
/* Macros to handle insertion and deletion of a bfd's sections. These
  only handle the list pointers, ie. do not adjust section_count,
   target_index etc. */
#define bfd_section_list_remove(ABFD, S) \
 do
    {
      asection *_s = S;
      asection *_next = _s->next;
      asection *_prev = _s->prev;
      if (_prev)
       _prev->next = _next;
      else
        (ABFD)->sections = _next;
      if (_next)
       _next->prev = _prev;
      else
        (ABFD)->section_last = _prev;
   }
  while (0)
#define bfd_section_list_append(ABFD, S) \
 do
    {
      asection *_s = S;
     bfd *_abfd = ABFD;
      _s->next = NULL;
      if (_abfd->section_last)
        {
          _s->prev = _abfd->section_last;
          _abfd->section_last->next = _s;
        }
      else
        {
          _s->prev = NULL;
          _abfd->sections = _s;
      _abfd->section_last = _s;
    }
  while (0)
#define bfd_section_list_prepend(ABFD, S) \
 do
     asection *_s = S;
     bfd *_abfd = ABFD;
      _s->prev = NULL;
```

```
if (_abfd->sections)
        {
          _s->next = _abfd->sections;
          _abfd->sections->prev = _s;
        }
      else
          _s->next = NULL;
          _abfd->section_last = _s;
      _abfd->sections = _s;
 while (0)
#define bfd_section_list_insert_after(ABFD, A, S) \
  do
    {
      asection *_a = A;
      asection *_s = S;
      asection *_next = _a->next;
      _s->next = _next;
      _s->prev = _a;
      a->next = s;
      if (_next)
        _next->prev = _s;
        (ABFD)->section_last = _s;
    }
 while (0)
#define bfd_section_list_insert_before(ABFD, B, S) \
 do
    {
      asection *_b = B;
      asection *_s = S;
      asection *_prev = _b->prev;
      _s->prev = _prev;
      _s->next = _b;
      _b->prev = _s;
      if (_prev)
        _prev->next = _s;
      else
        (ABFD)->sections = _s;
    }
  while (0)
#define bfd_section_removed_from_list(ABFD, S) \
  ((S)-\text{next} == \text{NULL ? (ABFD)}-\text{section_last }!=(S) : (S)-\text{next}-\text{prev }!=(S))
#define BFD_FAKE_SECTION(SEC, SYM, NAME, IDX, FLAGS)
                                                                          \
```

```
/* name, id, index, next, prev, flags, user_set_vma,
 { NAME, IDX, O, NULL, NULL, FLAGS, O,
 /* linker_mark, linker_has_input, gc_mark, decompress_status,
          0,
                     1, 0,
 /* segment_mark, sec_info_type, use_rela_p,
    0,
                 Ο,
 /* sec_flg0, sec_flg1, sec_flg2, sec_flg3, sec_flg4, sec_flg5,
    Ο,
             Ο,
                       Ο,
                               Ο,
                                         Ο,
                                                   Ο,
 /* vma, lma, size, rawsize, compressed_size, relax, relax_count, */
    0, 0, 0,
                 Ο,
                      0,
                                          0, 0,
 /* output_offset, output_section, alignment_power,
                  &SEC,
                                 0,
    0,
 /* relocation, orelocation, reloc_count, filepos, rel_filepos,
               NULL, O,
    NULL,
                                 0, 0,
 /* line_filepos, userdata, contents, lineno, lineno_count,
                 NULL, NULL, O,
 /* entsize, kept_section, moving_line_filepos,
            NULL,
                          0,
 /* target_index, used_by_bfd, constructor_chain, owner,
                NULL, NULL,
                                               NULL.
                             symbol_ptr_ptr,
 /* symbol,
    (struct bfd_symbol *) SYM, &SEC.symbol,
 /* map_head, map_tail
    { NULL }, { NULL }
   }
/* We use a macro to initialize the static asymbol structures because
  traditional C does not permit us to initialize a union member while
  gcc warns if we don't initialize it.
  the_bfd, name, value, attr, section [, udata] */
#ifdef __STDC__
#define GLOBAL_SYM_INIT(NAME, SECTION) \
 { O, NAME, O, BSF_SECTION_SYM, SECTION, { O }}
#else
#define GLOBAL_SYM_INIT(NAME, SECTION) \
 { O, NAME, O, BSF_SECTION_SYM, SECTION }
```

#endif

2.6.5 Section prototypes

These are the functions exported by the section handling part of BFD.

2.6.5.1 bfd_section_list_clear

Synopsis

```
void bfd_section_list_clear (bfd *);
```

Description

Clears the section list, and also resets the section count and hash table entries.

2.6.5.2 bfd_get_section_by_name

Synopsis

```
asection *bfd_get_section_by_name (bfd *abfd, const char *name);
```

Description

Return the most recently created section attached to abfd named name. Return NULL if no such section exists.

2.6.5.3 bfd_get_next_section_by_name

Synopsis

```
asection *bfd_get_next_section_by_name (bfd *ibfd, asection *sec);
```

Description

Given sec is a section returned by bfd_get_section_by_name, return the next most recently created section attached to the same BFD with the same name, or if no such section exists in the same BFD and IBFD is non-NULL, the next section with the same name in any input BFD following IBFD. Return NULL on finding no section.

2.6.5.4 bfd_get_linker_section

Synopsis

```
asection *bfd_get_linker_section (bfd *abfd, const char *name);
```

Description

Return the linker created section attached to abfd named name. Return NULL if no such section exists.

2.6.5.5 bfd_get_section_by_name_if

Synopsis

```
asection *bfd_get_section_by_name_if
  (bfd *abfd,
   const char *name,
   bfd_boolean (*func) (bfd *abfd, asection *sect, void *obj),
   void *obj);
```

Call the provided function func for each section attached to the BFD abfd whose name matches name, passing obj as an argument. The function will be called as if by

```
func (abfd, the_section, obj);
```

It returns the first section for which func returns true, otherwise NULL.

2.6.5.6 bfd_get_unique_section_name

Synopsis

```
char *bfd_get_unique_section_name
  (bfd *abfd, const char *templat, int *count);
```

Description

Invent a section name that is unique in *abfd* by tacking a dot and a digit suffix onto the original *templat*. If *count* is non-NULL, then it specifies the first number tried as a suffix to generate a unique name. The value pointed to by *count* will be incremented in this case.

2.6.5.7 bfd_make_section_old_way

Synopsis

```
asection *bfd_make_section_old_way (bfd *abfd, const char *name);
```

Description

Create a new empty section called *name* and attach it to the end of the chain of sections for the BFD *abfd*. An attempt to create a section with a name which is already in use returns its pointer without changing the section chain.

It has the funny name since this is the way it used to be before it was rewritten....

Possible errors are:

- bfd_error_invalid_operation If output has already started for this BFD.
- bfd_error_no_memory If memory allocation fails.

2.6.5.8 bfd_make_section_anyway_with_flags

Synopsis

```
asection *bfd_make_section_anyway_with_flags
  (bfd *abfd, const char *name, flagword flags);
```

Description

Create a new empty section called *name* and attach it to the end of the chain of sections for *abfd*. Create a new section even if there is already a section with that name. Also set the attributes of the new section to the value *flags*.

Return NULL and set bfd_error on error; possible errors are:

- bfd_error_invalid_operation If output has already started for abfd.
- bfd_error_no_memory If memory allocation fails.

2.6.5.9 bfd_make_section_anyway

Synopsis

```
asection *bfd_make_section_anyway (bfd *abfd, const char *name);
```

Create a new empty section called *name* and attach it to the end of the chain of sections for *abfd*. Create a new section even if there is already a section with that name.

Return NULL and set bfd_error on error; possible errors are:

- bfd_error_invalid_operation If output has already started for abfd.
- bfd_error_no_memory If memory allocation fails.

2.6.5.10 bfd_make_section_with_flags

Synopsis

```
asection *bfd_make_section_with_flags
  (bfd *, const char *name, flagword flags);
```

Description

Like bfd_make_section_anyway, but return NULL (without calling bfd_set_error ()) without changing the section chain if there is already a section named name. Also set the attributes of the new section to the value flags. If there is an error, return NULL and set bfd_error.

2.6.5.11 bfd_make_section

Synopsis

```
asection *bfd_make_section (bfd *, const char *name);
```

Description

Like bfd_make_section_anyway, but return NULL (without calling bfd_set_error ()) without changing the section chain if there is already a section named name. If there is an error, return NULL and set bfd_error.

2.6.5.12 bfd_set_section_flags

Synopsis

```
bfd_boolean bfd_set_section_flags
   (bfd *abfd, asection *sec, flagword flags);
```

Description

Set the attributes of the section sec in the BFD abfd to the value flags. Return TRUE on success, FALSE on error. Possible error returns are:

• bfd_error_invalid_operation - The section cannot have one or more of the attributes requested. For example, a .bss section in a.out may not have the SEC_HAS_CONTENTS field set.

2.6.5.13 bfd_rename_section

Synopsis

```
void bfd_rename_section
  (bfd *abfd, asection *sec, const char *newname);
```

Description

Rename section sec in abfd to newname.

2.6.5.14 bfd_map_over_sections

Synopsis

```
void bfd_map_over_sections
  (bfd *abfd,
    void (*func) (bfd *abfd, asection *sect, void *obj),
    void *obj);
```

Description

Call the provided function func for each section attached to the BFD abfd, passing obj as an argument. The function will be called as if by

```
func (abfd, the_section, obj);
```

This is the preferred method for iterating over sections; an alternative would be to use a loop:

```
asection *p;
for (p = abfd->sections; p != NULL; p = p->next)
  func (abfd, p, ...)
```

2.6.5.15 bfd_sections_find_if

Synopsis

```
asection *bfd_sections_find_if
  (bfd *abfd,
   bfd_boolean (*operation) (bfd *abfd, asection *sect, void *obj),
   void *obj);
```

Description

Call the provided function operation for each section attached to the BFD abfd, passing obj as an argument. The function will be called as if by

```
operation (abfd, the_section, obj);
```

It returns the first section for which operation returns true.

2.6.5.16 bfd_set_section_size

Synopsis

```
bfd_boolean bfd_set_section_size
   (bfd *abfd, asection *sec, bfd_size_type val);
```

Description

Set sec to the size val. If the operation is ok, then TRUE is returned, else FALSE.

Possible error returns:

• bfd_error_invalid_operation - Writing has started to the BFD, so setting the size is invalid.

2.6.5.17 bfd_set_section_contents

Synopsis

```
bfd_boolean bfd_set_section_contents
   (bfd *abfd, asection *section, const void *data,
    file_ptr offset, bfd_size_type count);
```

Sets the contents of the section section in BFD abfd to the data starting in memory at location. The data is written to the output section starting at offset offset for count octets.

Normally TRUE is returned, but FALSE is returned if there was an error. Possible error returns are:

- bfd_error_no_contents The output section does not have the SEC_HAS_CONTENTS attribute, so nothing can be written to it.
- bfd_error_bad_value The section is unable to contain all of the data.
- bfd_error_invalid_operation The BFD is not writeable.
- and some more too.

This routine is front end to the back end function _bfd_set_section_contents.

2.6.5.18 bfd_get_section_contents

Synopsis

```
bfd_boolean bfd_get_section_contents
   (bfd *abfd, asection *section, void *location, file_ptr offset,
        bfd_size_type count);
```

Description

Read data from section in BFD abfd into memory starting at location. The data is read at an offset of offset from the start of the input section, and is read for count bytes.

If the contents of a constructor with the SEC_CONSTRUCTOR flag set are requested or if the section does not have the SEC_HAS_CONTENTS flag set, then the *location* is filled with zeroes. If no errors occur, TRUE is returned, else FALSE.

2.6.5.19 bfd_malloc_and_get_section

Synopsis

```
bfd_boolean bfd_malloc_and_get_section
  (bfd *abfd, asection *section, bfd_byte **buf);
```

Description

Read all data from section in BFD abfd into a buffer, *buf, malloc'd by this function.

2.6.5.20 bfd_copy_private_section_data

Synopsis

```
bfd_boolean bfd_copy_private_section_data
   (bfd *ibfd, asection *isec, bfd *obfd, asection *osec);
```

Description

Copy private section information from *isec* in the BFD *ibfd* to the section *osec* in the BFD *obfd*. Return TRUE on success, FALSE on error. Possible error returns are:

• bfd_error_no_memory - Not enough memory exists to create private data for osec.

2.6.5.21 bfd_generic_is_group_section

Synopsis

```
bfd_boolean bfd_generic_is_group_section (bfd *, const asection *sec);
```

Description

Returns TRUE if sec is a member of a group.

2.6.5.22 bfd_generic_discard_group

Synopsis

```
bfd_boolean bfd_generic_discard_group (bfd *abfd, asection *group);
```

Description

Remove all members of group from the output.

2.7 Symbols

BFD tries to maintain as much symbol information as it can when it moves information from file to file. BFD passes information to applications though the asymbol structure. When the application requests the symbol table, BFD reads the table in the native form and translates parts of it into the internal format. To maintain more than the information passed to applications, some targets keep some information "behind the scenes" in a structure only the particular back end knows about. For example, the coff back end keeps the original symbol table structure as well as the canonical structure when a BFD is read in. On output, the coff back end can reconstruct the output symbol table so that no information is lost, even information unique to coff which BFD doesn't know or understand. If a coff symbol table were read, but were written through an a.out back end, all the coff specific information would be lost. The symbol table of a BFD is not necessarily read in until a canonicalize request is made. Then the BFD back end fills in a table provided by the application with pointers to the canonical information. To output symbols, the application provides BFD with a table of pointers to pointers to asymbols. This allows applications like the linker to output a symbol as it was read, since the "behind the scenes" information will be still available.

2.7.1 Reading symbols

There are two stages to reading a symbol table from a BFD: allocating storage, and the actual reading process. This is an excerpt from an application which reads the symbol table:

```
long storage_needed;
asymbol **symbol_table;
long number_of_symbols;
long i;
storage_needed = bfd_get_symtab_upper_bound (abfd);
if (storage_needed < 0)
    FAIL

if (storage_needed == 0)</pre>
```

```
return;
symbol_table = xmalloc (storage_needed);
...
number_of_symbols =
    bfd_canonicalize_symtab (abfd, symbol_table);
if (number_of_symbols < 0)
    FAIL

for (i = 0; i < number_of_symbols; i++)
    process_symbol (symbol_table[i]);</pre>
```

All storage for the symbols themselves is in an objalloc connected to the BFD; it is freed when the BFD is closed.

2.7.2 Writing symbols

Writing of a symbol table is automatic when a BFD open for writing is closed. The application attaches a vector of pointers to pointers to symbols to the BFD being written, and fills in the symbol count. The close and cleanup code reads through the table provided and performs all the necessary operations. The BFD output code must always be provided with an "owned" symbol: one which has come from another BFD, or one which has been created using bfd_make_empty_symbol. Here is an example showing the creation of a symbol table with only one element:

```
#include "sysdep.h"
#include "bfd.h"
int main (void)
{
  bfd *abfd;
  asymbol *ptrs[2];
  asymbol *new;
  abfd = bfd_openw ("foo", "a.out-sunos-big");
  bfd_set_format (abfd, bfd_object);
  new = bfd_make_empty_symbol (abfd);
  new->name = "dummy_symbol";
  new->section = bfd_make_section_old_way (abfd, ".text");
  new->flags = BSF_GLOBAL;
  new->value = 0x12345;
  ptrs[0] = new;
  ptrs[1] = 0;
  bfd_set_symtab (abfd, ptrs, 1);
  bfd_close (abfd);
  return 0;
}
```

```
./makesym
nm foo
00012345 A dummy_symbol
```

Many formats cannot represent arbitrary symbol information; for instance, the a.out object format does not allow an arbitrary number of sections. A symbol pointing to a section which is not one of .text, .data or .bss cannot be described.

2.7.3 Mini Symbols

Mini symbols provide read-only access to the symbol table. They use less memory space, but require more time to access. They can be useful for tools like nm or objdump, which may have to handle symbol tables of extremely large executables.

The bfd_read_minisymbols function will read the symbols into memory in an internal form. It will return a void * pointer to a block of memory, a symbol count, and the size of each symbol. The pointer is allocated using malloc, and should be freed by the caller when it is no longer needed.

The function bfd_minisymbol_to_symbol will take a pointer to a minisymbol, and a pointer to a structure returned by bfd_make_empty_symbol, and return a asymbol structure. The return value may or may not be the same as the value from bfd_make_empty_symbol which was passed in.

2.7.4 typedef asymbol

symvalue value;

An asymbol has the form:

```
typedef struct bfd_symbol
 /* A pointer to the BFD which owns the symbol. This information
     is necessary so that a back end can work out what additional
     information (invisible to the application writer) is carried
     with the symbol.
     This field is *almost* redundant, since you can use section->owner
     instead, except that some symbols point to the global sections
     bfd_{abs,com,und}_section. This could be fixed by making
     these globals be per-bfd (or per-target-flavor). FIXME. */
 struct bfd *the_bfd; /* Use bfd_asymbol_bfd(sym) to access this field.
  /* The text of the symbol. The name is left alone, and not copied; the
     application may not alter it. */
  const char *name;
  /* The value of the symbol. This really should be a union of a
     numeric value with a pointer, since some flags indicate that
     a pointer to another symbol is stored here. */
```

```
/* Attributes of a symbol. */
#define BSF_NO_FLAGS
 /* The symbol has local scope; static in C. The value
    is the offset into the section of the data. */
#define BSF_LOCAL
                                (1 << 0)
 /* The symbol has global scope; initialized data in C. The
    value is the offset into the section of the data. */
#define BSF_GLOBAL
                                (1 << 1)
 /* The symbol has global scope and is exported. The value is
    the offset into the section of the data. */
#define BSF_EXPORT
                               BSF_GLOBAL /* No real difference. */
 /* A normal C symbol would be one of:
    BSF_LOCAL, BSF_UNDEFINED or BSF_GLOBAL. */
 /* The symbol is a debugging record. The value has an arbitrary
    meaning, unless BSF_DEBUGGING_RELOC is also set. */
#define BSF_DEBUGGING
                               (1 << 2)
 /* The symbol denotes a function entry point. Used in ELF,
    perhaps others someday. */
#define BSF_FUNCTION
                                (1 << 3)
 /* Used by the linker. */
#define BSF_KEEP
                                (1 << 5)
 /* An ELF common symbol. */
#define BSF_ELF_COMMON
                                (1 << 6)
 /* A weak global symbol, overridable without warnings by
    a regular global symbol of the same name. */
#define BSF_WEAK
                                (1 << 7)
 /* This symbol was created to point to a section, e.g. ELF's
    STT_SECTION symbols. */
#define BSF_SECTION_SYM
                                (1 << 8)
  /* The symbol used to be a common symbol, but now it is
    allocated. */
#define BSF_OLD_COMMON (1 << 9)</pre>
 /* In some files the type of a symbol sometimes alters its
    location in an output file - ie in coff a ISFCN symbol
    which is also C_EXT symbol appears where it was
```

```
declared and not at the end of a section. This bit is set
    by the target BFD part to convey this information. */
#define BSF_NOT_AT_END
                                (1 << 10)
 /* Signal that the symbol is the label of constructor section. */
#define BSF_CONSTRUCTOR
                               (1 << 11)
 /* Signal that the symbol is a warning symbol. The name is a
    warning. The name of the next symbol is the one to warn about;
    if a reference is made to a symbol with the same name as the next
    symbol, a warning is issued by the linker. */
#define BSF_WARNING
                                (1 << 12)
 /* Signal that the symbol is indirect. This symbol is an indirect
    pointer to the symbol with the same name as the next symbol. */
#define BSF_INDIRECT
                                (1 << 13)
 /* BSF_FILE marks symbols that contain a file name. This is used
    for ELF STT_FILE symbols. */
#define BSF_FILE
                                (1 << 14)
 /* Symbol is from dynamic linking information. */
#define BSF_DYNAMIC
                                (1 << 15)
 /* The symbol denotes a data object. Used in ELF, and perhaps
    others someday. */
#define BSF_OBJECT
                               (1 << 16)
 /* This symbol is a debugging symbol. The value is the offset
    into the section of the data. BSF_DEBUGGING should be set
    as well. */
#define BSF_DEBUGGING_RELOC (1 << 17)</pre>
  /* This symbol is thread local. Used in ELF. */
#define BSF_THREAD_LOCAL
                              (1 << 18)
 /* This symbol represents a complex relocation expression,
    with the expression tree serialized in the symbol name. */
#define BSF_RELC
                                (1 << 19)
 /* This symbol represents a signed complex relocation expression,
    with the expression tree serialized in the symbol name. */
#define BSF_SRELC
                                (1 << 20)
 /* This symbol was created by bfd_get_synthetic_symtab. */
#define BSF_SYNTHETIC
                              (1 << 21)
```

```
/* This symbol is an indirect code object. Unrelated to BSF_INDIRECT.
     The dynamic linker will compute the value of this symbol by
     calling the function that it points to. BSF_FUNCTION must
     also be also set. */
#define BSF_GNU_INDIRECT_FUNCTION (1 << 22)</pre>
 /* This symbol is a globally unique data object. The dynamic linker
     will make sure that in the entire process there is just one symbol
     with this name and type in use. BSF_OBJECT must also be set. */
#define BSF_GNU_UNIQUE
                                (1 << 23)
 flagword flags;
 /* A pointer to the section to which this symbol is
    relative. This will always be non NULL, there are special
     sections for undefined and absolute symbols. */
 struct bfd_section *section;
 /* Back end special data. */
 union
   {
     void *p;
     bfd_vma i;
   }
 udata;
asymbol;
```

2.7.5 Symbol handling functions

2.7.5.1 bfd_get_symtab_upper_bound

Description

Return the number of bytes required to store a vector of pointers to asymbols for all the symbols in the BFD *abfd*, including a terminal NULL pointer. If there are no symbols in the BFD, then return 0. If an error occurs, return -1.

```
#define bfd_get_symtab_upper_bound(abfd) \
     BFD_SEND (abfd, _bfd_get_symtab_upper_bound, (abfd))
```

2.7.5.2 bfd_is_local_label

Synopsis

```
bfd_boolean bfd_is_local_label (bfd *abfd, asymbol *sym);
```

Description

Return TRUE if the given symbol sym in the BFD abfd is a compiler generated local label, else return FALSE.

2.7.5.3 bfd_is_local_label_name

Synopsis

```
bfd_boolean bfd_is_local_label_name (bfd *abfd, const char *name);
```

Description

Return TRUE if a symbol with the name name in the BFD abfd is a compiler generated local label, else return FALSE. This just checks whether the name has the form of a local label.

```
#define bfd_is_local_label_name(abfd, name) \
    BFD_SEND (abfd, _bfd_is_local_label_name, (abfd, name))
```

2.7.5.4 bfd_is_target_special_symbol

Synopsis

```
bfd_boolean bfd_is_target_special_symbol (bfd *abfd, asymbol *sym);
```

Description

Return TRUE iff a symbol sym in the BFD abfd is something special to the particular target represented by the BFD. Such symbols should normally not be mentioned to the user.

2.7.5.5 bfd_canonicalize_symtab

Description

Read the symbols from the BFD *abfd*, and fills in the vector *location* with pointers to the symbols and a trailing NULL. Return the actual number of symbol pointers, not including the NULL.

2.7.5.6 bfd_set_symtab

Synopsis

```
bfd_boolean bfd_set_symtab
   (bfd *abfd, asymbol **location, unsigned int count);
```

Description

Arrange that when the output BFD *abfd* is closed, the table *location* of *count* pointers to symbols will be written.

2.7.5.7 bfd_print_symbol_vandf

Synopsis

```
void bfd_print_symbol_vandf (bfd *abfd, void *file, asymbol *symbol);
```

Description

Print the value and flags of the symbol supplied to the stream file.

2.7.5.8 bfd_make_empty_symbol

Description

Create a new asymbol structure for the BFD abfd and return a pointer to it.

This routine is necessary because each back end has private information surrounding the asymbol. Building your own asymbol and pointing to it will not create the private information, and will cause problems later on.

```
#define bfd_make_empty_symbol(abfd) \
    BFD_SEND (abfd, _bfd_make_empty_symbol, (abfd))
```

2.7.5.9 _bfd_generic_make_empty_symbol

Synopsis

```
asymbol *_bfd_generic_make_empty_symbol (bfd *);
```

Description

Create a new asymbol structure for the BFD abfd and return a pointer to it. Used by core file routines, binary back-end and anywhere else where no private info is needed.

2.7.5.10 bfd_make_debug_symbol

Description

Create a new asymbol structure for the BFD abfd, to be used as a debugging symbol. Further details of its use have yet to be worked out.

2.7.5.11 bfd_decode_symclass

Description

Return a character corresponding to the symbol class of symbol, or '?' for an unknown class.

Synopsis

```
int bfd_decode_symclass (asymbol *symbol);
```

2.7.5.12 bfd_is_undefined_symclass

Description

Returns non-zero if the class symbol returned by bfd_decode_symclass represents an undefined symbol. Returns zero otherwise.

Synopsis

```
bfd_boolean bfd_is_undefined_symclass (int symclass);
```

2.7.5.13 bfd_symbol_info

Description

Fill in the basic info about symbol that nm needs. Additional info may be added by the back-ends after calling this function.

Synopsis

```
void bfd_symbol_info (asymbol *symbol, symbol_info *ret);
```

2.7.5.14 bfd_copy_private_symbol_data

Synopsis

```
bfd_boolean bfd_copy_private_symbol_data
   (bfd *ibfd, asymbol *isym, bfd *obfd, asymbol *osym);
```

Description

Copy private symbol information from *isym* in the BFD *ibfd* to the symbol *osym* in the BFD *obfd*. Return TRUE on success, FALSE on error. Possible error returns are:

• bfd_error_no_memory - Not enough memory exists to create private data for osec.

2.8 Archives

Description

An archive (or library) is just another BFD. It has a symbol table, although there's not much a user program will do with it.

The big difference between an archive BFD and an ordinary BFD is that the archive doesn't have sections. Instead it has a chain of BFDs that are considered its contents. These BFDs can be manipulated like any other. The BFDs contained in an archive opened for reading will all be opened for reading. You may put either input or output BFDs into an archive opened for output; they will be handled correctly when the archive is closed.

Use bfd_openr_next_archived_file to step through the contents of an archive opened for input. You don't have to read the entire archive if you don't want to! Read it until you find what you want.

A BFD returned by bfd_openr_next_archived_file can be closed manually with bfd_close. If you do not close it, then a second iteration through the members of an archive may return the same BFD. If you close the archive BFD, then all the member BFDs will automatically be closed as well.

Archive contents of output BFDs are chained through the archive_next pointer in a BFD. The first one is findable through the archive_head slot of the archive. Set it with bfd_set_archive_head (q.v.). A given BFD may be in only one open output archive at a time.

As expected, the BFD archive code is more general than the archive code of any given environment. BFD archives may contain files of different formats (e.g., a.out and coff) and even different architectures. You may even place archives recursively into archives!

This can cause unexpected confusion, since some archive formats are more expressive than others. For instance, Intel COFF archives can preserve long filenames; SunOS a.out archives cannot. If you move a file from the first to the second format and back again, the filename may be truncated. Likewise, different a.out environments have different conventions as

to how they truncate filenames, whether they preserve directory names in filenames, etc. When interoperating with native tools, be sure your files are homogeneous.

Beware: most of these formats do not react well to the presence of spaces in filenames. We do the best we can, but can't always handle this case due to restrictions in the format of archives. Many Unix utilities are braindead in regards to spaces and such in filenames anyway, so this shouldn't be much of a restriction.

Archives are supported in BFD in archive.c.

2.8.1 Archive functions

2.8.1.1 bfd_get_next_mapent

Synopsis

```
symindex bfd_get_next_mapent
   (bfd *abfd, symindex previous, carsym **sym);
```

Description

Step through archive abfd's symbol table (if it has one). Successively update sym with the next symbol's information, returning that symbol's (internal) index into the symbol table.

Supply BFD_NO_MORE_SYMBOLS as the *previous* entry to get the first one; returns BFD_NO_MORE_SYMBOLS when you've already got the last one.

A carsym is a canonical archive symbol. The only user-visible element is its name, a null-terminated string.

2.8.1.2 bfd_set_archive_head

Synopsis

```
bfd_boolean bfd_set_archive_head (bfd *output, bfd *new_head);
```

Description

Set the head of the chain of BFDs contained in the archive output to new_head.

2.8.1.3 bfd_openr_next_archived_file

Synopsis

```
bfd *bfd_openr_next_archived_file (bfd *archive, bfd *previous);
```

Description

Provided a BFD, archive, containing an archive and NULL, open an input BFD on the first contained element and returns that. Subsequent calls should pass the archive and the previous return value to return a created BFD to the next contained element. NULL is returned when there are no more. Note - if you want to process the bfd returned by this call be sure to call bfd_check_format() on it first.

2.9 File formats

A format is a BFD concept of high level file contents type. The formats supported by BFD are:

• bfd_object

The BFD may contain data, symbols, relocations and debug info.

• bfd_archive

The BFD contains other BFDs and an optional index.

• bfd_core

The BFD contains the result of an executable core dump.

2.9.1 File format functions

2.9.1.1 bfd_check_format

Synopsis

```
bfd_boolean bfd_check_format (bfd *abfd, bfd_format format);
```

Description

Verify if the file attached to the BFD *abfd* is compatible with the format *format* (i.e., one of bfd_object, bfd_archive or bfd_core).

If the BFD has been set to a specific target before the call, only the named target and format combination is checked. If the target has not been set, or has been set to default, then all the known target backends is interrogated to determine a match. If the default target matches, it is used. If not, exactly one target must recognize the file, or an error results.

The function returns TRUE on success, otherwise FALSE with one of the following error codes:

- bfd_error_invalid_operation if format is not one of bfd_object, bfd_archive or bfd_core.
- bfd_error_system_call if an error occurred during a read even some file mismatches can cause bfd_error_system_calls.
- file_not_recognised none of the backends recognised the file format.
- bfd_error_file_ambiguously_recognized more than one backend recognised the file format.

2.9.1.2 bfd check format matches

Synopsis

```
bfd_boolean bfd_check_format_matches
   (bfd *abfd, bfd_format format, char ***matching);
```

Description

Like bfd_check_format, except when it returns FALSE with bfd_errno set to bfd_error_file_ambiguously_recognized. In that case, if *matching* is not NULL, it will be filled in with a NULL-terminated list of the names of the formats that matched, allocated with malloc. Then the user may choose a format and try again.

When done with the list that matching points to, the caller should free it.

2.9.1.3 bfd_set_format

Synopsis

```
bfd_boolean bfd_set_format (bfd *abfd, bfd_format format);
```

This function sets the file format of the BFD *abfd* to the format *format*. If the target set in the BFD does not support the format requested, the format is invalid, or the BFD is not open for writing, then an error occurs.

2.9.1.4 bfd_format_string

Synopsis

```
const char *bfd_format_string (bfd_format format);
```

Description

Return a pointer to a const string invalid, object, archive, core, or unknown, depending upon the value of *format*.

2.10 Relocations

BFD maintains relocations in much the same way it maintains symbols: they are left alone until required, then read in en-masse and translated into an internal form. A common routine bfd_perform_relocation acts upon the canonical form to do the fixup.

Relocations are maintained on a per section basis, while symbols are maintained on a per BFD basis.

All that a back end has to do to fit the BFD interface is to create a struct reloc_cache_entry for each relocation in a particular section, and fill in the right bits of the structures.

2.10.1 typedef arelent

This is the structure of a relocation entry:

```
typedef enum bfd_reloc_status
{
    /* No errors detected. Note - the value 2 is used so that it
        will not be mistaken for the boolean TRUE or FALSE values. */
    bfd_reloc_ok = 2,

    /* The relocation was performed, but there was an overflow. */
    bfd_reloc_overflow,

    /* The address to relocate was not within the section supplied. */
    bfd_reloc_outofrange,

    /* Used by special functions. */
    bfd_reloc_continue,

    /* Unsupported relocation size requested. */
    bfd_reloc_notsupported,

    /* Unused. */
    bfd_reloc_other,
```

```
/* The symbol to relocate against was undefined. */
 bfd_reloc_undefined,
 /* The relocation was performed, but may not be ok. If this type is
     returned, the error_message argument to bfd_perform_relocation
     will be set. */
 bfd_reloc_dangerous
bfd_reloc_status_type;
typedef const struct reloc_howto_struct reloc_howto_type;
typedef struct reloc_cache_entry
 /* A pointer into the canonical table of pointers. */
 struct bfd_symbol **sym_ptr_ptr;
  /* offset in section. */
 bfd_size_type address;
 /* addend for relocation value. */
 bfd_vma addend;
 /* Pointer to how to perform the required relocation. */
 reloc_howto_type *howto;
}
arelent;
```

Here is a description of each of the fields within an arelent:

• sym_ptr_ptr

The symbol table pointer points to a pointer to the symbol associated with the relocation request. It is the pointer into the table returned by the back end's canonicalize_symtab action. See Section 2.7 [Symbols], page 44. The symbol is referenced through a pointer to a pointer so that tools like the linker can fix up all the symbols of the same name by modifying only one pointer. The relocation routine looks in the symbol and uses the base of the section the symbol is attached to and the value of the symbol as the initial relocation offset. If the symbol pointer is zero, then the section provided is looked up.

• address

The address field gives the offset in bytes from the base of the section data which owns the relocation record to the first byte of relocatable information. The actual data relocated will be relative to this point; for example, a relocation type which modifies the bottom two bytes of a four byte word would not touch the first byte pointed to in a big endian world.

• addend

The addend is a value provided by the back end to be added (!) to the relocation offset. Its interpretation is dependent upon the howto. For example, on the 68k the code:

Could be compiled into:

```
linkw fp,#-4
moveb @#12345678,d0
extbl d0
unlk fp
rts
```

This could create a reloc pointing to foo, but leave the offset in the data, something like:

```
RELOCATION RECORDS FOR [.text]:
offset
                    value
         type
00000006 32
                    _{	t foo}
00000000 4e56 fffc
                              ; linkw fp,#-4
00000004 1039 1234 5678
                              ; moveb @#12345678,d0
0000000a 49c0
                              ; extbl d0
                              ; unlk fp
0000000c 4e5e
0000000e 4e75
                              ; rts
```

Using coff and an 88k, some instructions don't have enough space in them to represent the full address range, and pointers have to be loaded in two parts. So you'd get something like:

```
or.u r13,r0,hi16(_foo+0x12345678)
ld.b r2,r13,lo16(_foo+0x12345678)
jmp r1
```

This should create two relocs, both pointing to _foo, and with 0x12340000 in their addend field. The data would consist of:

```
RELOCATION RECORDS FOR [.text]:

offset type value

00000002 HVRT16 _foo+0x12340000

00000006 LVRT16 _foo+0x12340000

00000000 5da05678 ; or.u r13,r0,0x5678

00000004 1c4d5678 ; ld.b r2,r13,0x5678

00000008 f400c001 ; jmp r1
```

The relocation routine digs out the value from the data, adds it to the addend to get the original offset, and then adds the value of _foo. Note that all 32 bits have to be kept around somewhere, to cope with carry from bit 15 to bit 16.

One further example is the sparc and the a.out format. The sparc has a similar problem to the 88k, in that some instructions don't have room for an entire offset, but on the sparc

the parts are created in odd sized lumps. The designers of the a.out format chose to not use the data within the section for storing part of the offset; all the offset is kept within the reloc. Anything in the data should be ignored.

```
save %sp,-112,%sp
sethi %hi(_foo+0x12345678),%g2
ldsb [%g2+%lo(_foo+0x12345678)],%i0
ret
restore
```

Both relocs contain a pointer to foo, and the offsets contain junk.

```
RELOCATION RECORDS FOR [.text]:
offset
         type
                   value
                   _foo+0x12345678
00000004 HI22
00000008 L010
                   _foo+0x12345678
00000000 9de3bf90
                      ; save %sp,-112,%sp
00000004 05000000
                      ; sethi %hi(_foo+0), %g2
00000008 f048a000
                      ; ldsb [%g2+%lo(_foo+0)],%i0
                      ; ret
0000000c 81c7e008
00000010 81e80000
                      ; restore
```

• howto

The howto field can be imagined as a relocation instruction. It is a pointer to a structure which contains information on what to do with all of the other information in the reloc record and data section. A back end would normally have a relocation instruction set and turn relocations into pointers to the correct structure on input - but it would be possible to create each howto field on demand.

2.10.1.1 enum complain_overflow

Indicates what sort of overflow checking should be done when performing a relocation.

```
enum complain_overflow
{
    /* Do not complain on overflow. */
    complain_overflow_dont,

    /* Complain if the value overflows when considered as a signed
        number one bit larger than the field. ie. A bitfield of N bits
        is allowed to represent -2**n to 2**n-1. */
    complain_overflow_bitfield,

    /* Complain if the value overflows when considered as a signed
        number. */
    complain_overflow_signed,

    /* Complain if the value overflows when considered as an
        unsigned number. */
```

```
complain_overflow_unsigned
};
```

2.10.1.2 reloc_howto_type

The reloc_howto_type is a structure which contains all the information that libbfd needs to know to tie up a back end's data.

```
struct reloc_howto_struct
 /* The type field has mainly a documentary use - the back end can
    do what it wants with it, though normally the back end's idea of
    an external reloc number is stored in this field. */
 unsigned int type;
 /* The encoded size of the item to be relocated. This is *not* a
    power-of-two measure. Use bfd_get_reloc_size to find the size
    of the item in bytes. */
 unsigned int size:3;
  /* The number of bits in the field to be relocated. This is used
    when doing overflow checking. */
 unsigned int bitsize:7;
 /* The value the final relocation is shifted right by. This drops
    unwanted data from the relocation. */
 unsigned int rightshift:6;
 /* The bit position of the reloc value in the destination.
    The relocated value is left shifted by this amount. */
 unsigned int bitpos:6;
  /* What type of overflow error should be checked for when
    relocating. */
 ENUM_BITFIELD (complain_overflow) complain_on_overflow:2;
  /* The relocation value should be negated before applying. */
 unsigned int negate:1;
 /* The relocation is relative to the item being relocated. */
 unsigned int pc_relative:1;
  /* Some formats record a relocation addend in the section contents
    rather than with the relocation. For ELF formats this is the
    distinction between USE_REL and USE_RELA (though the code checks
    for USE_REL == 1/0). The value of this field is TRUE if the
    addend is recorded with the section contents; when performing a
    partial link (ld -r) the section contents (the data) will be
```

char *name;

};

modified. The value of this field is FALSE if addends are recorded with the relocation (in arelent.addend); when performing a partial link the relocation will be modified.

All relocations for all ELF USE_RELA targets should set this field to FALSE (values of TRUE should be looked on with suspicion).

However, the converse is not true: not all relocations of all ELF USE_REL targets set this field to TRUE. Why this is so is peculiar to each particular target. For relocs that aren't used in partial links (e.g. GOT stuff) it doesn't matter what this is set to. */ unsigned int partial_inplace:1;

- /* When some formats create PC relative instructions, they leave
 the value of the pc of the place being relocated in the offset
 slot of the instruction, so that a PC relative relocation can
 be made just by adding in an ordinary offset (e.g., sun3 a.out).
 Some formats leave the displacement part of an instruction
 empty (e.g., ELF); this flag signals the fact. */
 unsigned int pcrel_offset:1;
- /* src_mask selects the part of the instruction (or data) to be used
 in the relocation sum. If the target relocations don't have an
 addend in the reloc, eg. ELF USE_REL, src_mask will normally equal
 dst_mask to extract the addend from the section contents. If
 relocations do have an addend in the reloc, eg. ELF USE_RELA, this
 field should normally be zero. Non-zero values for ELF USE_RELA
 targets should be viewed with suspicion as normally the value in
 the dst_mask part of the section contents should be ignored. */
 bfd_vma src_mask;
- /* dst_mask selects which parts of the instruction (or data) are replaced with a relocated value. */ bfd_vma dst_mask;
- /* If this field is non null, then the supplied function is
 called rather than the normal function. This allows really
 strange relocation methods to be accommodated. */
 bfd_reloc_status_type (*special_function)
 (bfd *, arelent *, struct bfd_symbol *, void *, asection *,
 bfd *, char **);
 /* The textual name of the relocation type. */

2.10.1.3 The HOWTO Macro

Description

The HOWTO macro fills in a reloc_howto_type (a typedef for const struct reloc_howto_struct).

Description

This is used to fill in an empty how entry in an array.

```
#define EMPTY_HOWTO(C) \
HOWTO ((C), 0, 0, 0, FALSE, 0, complain_overflow_dont, NULL, \
NULL, FALSE, 0, 0, FALSE)
```

2.10.1.4 bfd_get_reloc_size

Synopsis

```
unsigned int bfd_get_reloc_size (reloc_howto_type *);
```

Description

For a reloc_howto_type that operates on a fixed number of bytes, this returns the number of bytes operated on.

2.10.1.5 arelent_chain

Description

How relocs are tied together in an asection:

```
typedef struct relent_chain
{
   arelent relent;
   struct relent_chain *next;
}
arelent_chain;
```

2.10.1.6 bfd_check_overflow

Synopsis

```
bfd_reloc_status_type bfd_check_overflow
  (enum complain_overflow how,
    unsigned int bitsize,
    unsigned int rightshift,
    unsigned int addrsize,
    bfd_vma relocation);
```

Description

Perform overflow checking on *relocation* which has *bitsize* significant bits and will be shifted right by *rightshift* bits, on a machine with addresses containing *addrsize* significant bits. The result is either of bfd_reloc_ok or bfd_reloc_overflow.

2.10.1.7 bfd_reloc_offset_in_range

Synopsis

```
bfd_boolean bfd_reloc_offset_in_range
  (reloc_howto_type *howto,
   bfd *abfd,
   asection *section,
   bfd_size_type offset);
```

Description

Returns TRUE if the reloc described by *HOWTO* can be applied at *OFFSET* octets in *SECTION*.

2.10.1.8 bfd_perform_relocation

Synopsis

```
bfd_reloc_status_type bfd_perform_relocation
  (bfd *abfd,
    arelent *reloc_entry,
    void *data,
    asection *input_section,
    bfd *output_bfd,
    char **error_message);
```

Description

If output_bfd is supplied to this function, the generated image will be relocatable; the relocations are copied to the output file after they have been changed to reflect the new state of the world. There are two ways of reflecting the results of partial linkage in an output file: by modifying the output data in place, and by modifying the relocation record. Some native formats (e.g., basic a.out and basic coff) have no way of specifying an addend in the relocation type, so the addend has to go in the output data. This is no big deal since in these formats the output data slot will always be big enough for the addend. Complex reloc types with addends were invented to solve just this problem. The error_message argument is set to an error message if this return bfd_reloc_dangerous.

2.10.1.9 bfd_install_relocation

Synopsis

```
bfd_reloc_status_type bfd_install_relocation
  (bfd *abfd,
    arelent *reloc_entry,
    void *data, bfd_vma data_start,
    asection *input_section,
    char **error_message);
```

Description

This looks remarkably like bfd_perform_relocation, except it does not expect that the section contents have been filled in. I.e., it's suitable for use when creating, rather than applying a relocation.

For now, this function should be considered reserved for the assembler.

2.10.2 The howto manager

When an application wants to create a relocation, but doesn't know what the target machine might call it, it can find out by using this bit of code.

2.10.2.1 bfd_reloc_code_type

Description

The insides of a reloc code. The idea is that, eventually, there will be one enumerator for every type of relocation we ever do. Pass one of these values to bfd_reloc_type_lookup, and it'll return a howto pointer.

This does mean that the application must determine the correct enumerator value; you can't get a howto pointer from a random set of attributes.

Here are the possible values for enum bfd_reloc_code_real:

```
BFD_RELOC_64
BFD_RELOC_32
BFD_RELOC_26
BFD_RELOC_24
BFD_RELOC_16
BFD_RELOC_14
BFD_RELOC_8
```

Basic absolute relocations of N bits.

```
BFD_RELOC_64_PCREL
BFD_RELOC_32_PCREL
BFD_RELOC_24_PCREL
BFD_RELOC_16_PCREL
BFD_RELOC_12_PCREL
BFD_RELOC_8_PCREL
```

PC-relative relocations. Sometimes these are relative to the address of the relocation itself; sometimes they are relative to the start of the section containing the relocation. It depends on the specific target.

BFD_RELOC_32_SECREL

Section relative relocations. Some targets need this for DWARF2.

```
BFD_RELOC_32_GOT_PCREL
BFD_RELOC_16_GOT_PCREL
BFD_RELOC_8_GOT_PCREL
BFD_RELOC_32_GOTOFF
BFD_RELOC_16_GOTOFF
BFD_RELOC_LO16_GOTOFF
BFD_RELOC_HI16_GOTOFF
BFD_RELOC_HI16_S_GOTOFF
BFD_RELOC_8_GOTOFF
BFD_RELOC_64_PLT_PCREL
BFD_RELOC_32_PLT_PCREL
BFD_RELOC_24_PLT_PCREL
```

```
BFD_RELOC_16_PLT_PCREL
BFD_RELOC_8_PLT_PCREL
BFD_RELOC_64_PLTOFF
BFD_RELOC_32_PLTOFF
BFD_RELOC_16_PLT0FF
BFD_RELOC_LO16_PLT0FF
BFD_RELOC_HI16_PLT0FF
BFD_RELOC_HI16_S_PLTOFF
BFD_RELOC_8_PLTOFF
    For ELF.
BFD_RELOC_SIZE32
BFD_RELOC_SIZE64
    Size relocations.
BFD_RELOC_68K_GLOB_DAT
BFD_RELOC_68K_JMP_SLOT
BFD_RELOC_68K_RELATIVE
BFD_RELOC_68K_TLS_GD32
BFD_RELOC_68K_TLS_GD16
BFD_RELOC_68K_TLS_GD8
BFD_RELOC_68K_TLS_LDM32
BFD_RELOC_68K_TLS_LDM16
BFD_RELOC_68K_TLS_LDM8
BFD_RELOC_68K_TLS_LD032
BFD_RELOC_68K_TLS_LD016
BFD_RELOC_68K_TLS_LD08
BFD_RELOC_68K_TLS_IE32
BFD_RELOC_68K_TLS_IE16
BFD_RELOC_68K_TLS_IE8
BFD_RELOC_68K_TLS_LE32
BFD_RELOC_68K_TLS_LE16
BFD_RELOC_68K_TLS_LE8
    Relocations used by 68K ELF.
BFD_RELOC_32_BASEREL
BFD_RELOC_16_BASEREL
BFD_RELOC_LO16_BASEREL
BFD_RELOC_HI16_BASEREL
BFD_RELOC_HI16_S_BASEREL
BFD_RELOC_8_BASEREL
BFD_RELOC_RVA
    Linkage-table relative.
BFD_RELOC_8_FFnn
    Absolute 8-bit relocation, but used to form an address like 0xFFnn.
BFD_RELOC_32_PCREL_S2
BFD_RELOC_16_PCREL_S2
```

BFD_RELOC_23_PCREL_S2

These PC-relative relocations are stored as word displacements – i.e., byte displacements shifted right two bits. The 30-bit word displacement (<<32_PCREL_S2>> – 32 bits, shifted 2) is used on the SPARC. (SPARC tools generally refer to this as <<WDISP30>>.) The signed 16-bit displacement is used on the MIPS, and the 23-bit displacement is used on the Alpha.

BFD_RELOC_HI22

BFD_RELOC_LO10

High 22 bits and low 10 bits of 32-bit value, placed into lower bits of the target word. These are used on the SPARC.

BFD_RELOC_GPREL16

BFD_RELOC_GPREL32

For systems that allocate a Global Pointer register, these are displacements off that register. These relocation types are handled specially, because the value the register will have is decided relatively late.

```
BFD_RELOC_NONE
BFD_RELOC_SPARC_WDISP22
BFD_RELOC_SPARC22
BFD_RELOC_SPARC13
BFD_RELOC_SPARC_GOT10
BFD_RELOC_SPARC_GOT13
BFD_RELOC_SPARC_GOT22
BFD_RELOC_SPARC_PC10
BFD_RELOC_SPARC_PC22
BFD_RELOC_SPARC_WPLT30
BFD_RELOC_SPARC_COPY
BFD_RELOC_SPARC_GLOB_DAT
BFD_RELOC_SPARC_JMP_SLOT
BFD_RELOC_SPARC_RELATIVE
BFD_RELOC_SPARC_UA16
BFD_RELOC_SPARC_UA32
BFD_RELOC_SPARC_UA64
BFD_RELOC_SPARC_GOTDATA_HIX22
BFD_RELOC_SPARC_GOTDATA_LOX10
BFD_RELOC_SPARC_GOTDATA_OP_HIX22
BFD_RELOC_SPARC_GOTDATA_OP_LOX10
BFD_RELOC_SPARC_GOTDATA_OP
BFD_RELOC_SPARC_JMP_IREL
```

SPARC ELF relocations. There is probably some overlap with other relocation types already defined.

BFD_RELOC_SPARC_BASE13

BFD_RELOC_SPARC_IRELATIVE

BFD_RELOC_SPARC_BASE22

I think these are specific to SPARC a.out (e.g., Sun 4).

```
BFD_RELOC_SPARC_64
BFD_RELOC_SPARC_10
BFD_RELOC_SPARC_11
BFD_RELOC_SPARC_OLO10
BFD_RELOC_SPARC_HH22
BFD_RELOC_SPARC_HM10
BFD_RELOC_SPARC_LM22
BFD_RELOC_SPARC_PC_HH22
BFD_RELOC_SPARC_PC_HM10
BFD_RELOC_SPARC_PC_LM22
BFD_RELOC_SPARC_WDISP16
BFD_RELOC_SPARC_WDISP19
BFD_RELOC_SPARC_7
BFD_RELOC_SPARC_6
BFD_RELOC_SPARC_5
BFD_RELOC_SPARC_DISP64
BFD_RELOC_SPARC_PLT32
BFD_RELOC_SPARC_PLT64
BFD_RELOC_SPARC_HIX22
BFD_RELOC_SPARC_LOX10
BFD_RELOC_SPARC_H44
BFD_RELOC_SPARC_M44
BFD_RELOC_SPARC_L44
BFD_RELOC_SPARC_REGISTER
BFD_RELOC_SPARC_H34
BFD_RELOC_SPARC_SIZE32
BFD_RELOC_SPARC_SIZE64
BFD_RELOC_SPARC_WDISP10
    SPARC64 relocations
BFD_RELOC_SPARC_REV32
    SPARC little endian relocation
BFD_RELOC_SPARC_TLS_GD_HI22
BFD_RELOC_SPARC_TLS_GD_LO10
BFD_RELOC_SPARC_TLS_GD_ADD
BFD_RELOC_SPARC_TLS_GD_CALL
BFD_RELOC_SPARC_TLS_LDM_HI22
BFD_RELOC_SPARC_TLS_LDM_L010
BFD_RELOC_SPARC_TLS_LDM_ADD
BFD_RELOC_SPARC_TLS_LDM_CALL
BFD_RELOC_SPARC_TLS_LDO_HIX22
```

BFD_RELOC_SPARC_TLS_LDO_LOX10 BFD_RELOC_SPARC_TLS_LDO_ADD BFD_RELOC_SPARC_TLS_IE_HI22 BFD_RELOC_SPARC_TLS_IE_LO10 BFD_RELOC_SPARC_TLS_IE_LD BFD_RELOC_SPARC_TLS_IE_LD

```
BFD_RELOC_SPARC_TLS_IE_ADD
BFD_RELOC_SPARC_TLS_LE_HIX22
BFD_RELOC_SPARC_TLS_LE_LOX10
BFD_RELOC_SPARC_TLS_DTPMOD32
BFD_RELOC_SPARC_TLS_DTPMOD64
BFD_RELOC_SPARC_TLS_DTPOFF32
BFD_RELOC_SPARC_TLS_DTPOFF64
BFD_RELOC_SPARC_TLS_TPOFF32
BFD_RELOC_SPARC_TLS_TPOFF34
SPARC_TLS_TPOFF64
```

```
BFD_RELOC_SPU_IMM7
BFD_RELOC_SPU_IMM8
BFD_RELOC_SPU_IMM10
BFD_RELOC_SPU_IMM10W
BFD_RELOC_SPU_IMM16
BFD_RELOC_SPU_IMM16W
BFD_RELOC_SPU_IMM18
BFD_RELOC_SPU_PCREL9a
BFD_RELOC_SPU_PCREL9b
BFD_RELOC_SPU_PCREL16
BFD_RELOC_SPU_L016
BFD_RELOC_SPU_HI16
BFD_RELOC_SPU_PPU32
BFD_RELOC_SPU_PPU64
BFD_RELOC_SPU_ADD_PIC
    SPU Relocations.
```

BFD_RELOC_ALPHA_GPDISP_HI16

Alpha ECOFF and ELF relocations. Some of these treat the symbol or "addend" in some special way. For GPDISP_HI16 ("gpdisp") relocations, the symbol is ignored when writing; when reading, it will be the absolute section symbol. The addend is the displacement in bytes of the "lda" instruction from the "ldah" instruction (which is at the address of this reloc).

BFD_RELOC_ALPHA_GPDISP_L016

For GPDISP_LO16 ("ignore") relocations, the symbol is handled as with GPDISP_HI16 relocs. The addend is ignored when writing the relocations out, and is filled in with the file's GP value on reading, for convenience.

BFD_RELOC_ALPHA_GPDISP

The ELF GPDISP relocation is exactly the same as the GPDISP_HI16 relocation except that there is no accompanying GPDISP_LO16 relocation.

```
BFD_RELOC_ALPHA_LITERAL
BFD_RELOC_ALPHA_ELF_LITERAL
```

BFD_RELOC_ALPHA_LITUSE

The Alpha LITERAL/LITUSE relocs are produced by a symbol reference; the assembler turns it into a LDQ instruction to load the address of the symbol, and then fills in a register in the real instruction.

The LITERAL reloc, at the LDQ instruction, refers to the .lita section symbol. The addend is ignored when writing, but is filled in with the file's GP value on reading, for convenience, as with the GPDISP_LO16 reloc.

The ELF_LITERAL reloc is somewhere between 16_GOTOFF and GPDISP_LO16. It should refer to the symbol to be referenced, as with 16_GOTOFF, but it generates output not based on the position within the .got section, but relative to the GP value chosen for the file during the final link stage.

The LITUSE reloc, on the instruction using the loaded address, gives information to the linker that it might be able to use to optimize away some literal section references. The symbol is ignored (read as the absolute section symbol), and the "addend" indicates the type of instruction using the register: 1 - "memory" fmt insn 2 - bytemanipulation (byte offset reg) 3 - jsr (target of branch)

BFD_RELOC_ALPHA_HINT

The HINT relocation indicates a value that should be filled into the "hint" field of a jmp/jsr/ret instruction, for possible branch- prediction logic which may be provided on some processors.

BFD_RELOC_ALPHA_LINKAGE

The LINKAGE relocation outputs a linkage pair in the object file, which is filled by the linker.

BFD_RELOC_ALPHA_CODEADDR

The CODEADDR relocation outputs a STO_CA in the object file, which is filled by the linker.

BFD_RELOC_ALPHA_GPREL_HI16

BFD_RELOC_ALPHA_GPREL_L016

The GPREL_HI/LO relocations together form a 32-bit offset from the GP register.

BFD_RELOC_ALPHA_BRSGP

Like BFD_RELOC_23_PCREL_S2, except that the source and target must share a common GP, and the target address is adjusted for STO_ALPHA_STD_GPLOAD.

BFD_RELOC_ALPHA_NOP

The NOP relocation outputs a NOP if the longword displacement between two procedure entry points is $< 2^21$.

BFD_RELOC_ALPHA_BSR

The BSR relocation outputs a BSR if the longword displacement between two procedure entry points is $< 2^21$.

BFD_RELOC_ALPHA_LDA

The LDA relocation outputs a LDA if the longword displacement between two procedure entry points is $< 2^16$.

BFD_RELOC_ALPHA_BOH

The BOH relocation outputs a BSR if the longword displacement between two procedure entry points is $< 2^21$, or else a hint.

BFD_RELOC_ALPHA_TLSGD

BFD_RELOC_ALPHA_TLSLDM

BFD_RELOC_ALPHA_DTPMOD64

BFD_RELOC_ALPHA_GOTDTPREL16

BFD_RELOC_ALPHA_DTPREL64

BFD_RELOC_ALPHA_DTPREL_HI16

BFD_RELOC_ALPHA_DTPREL_L016

BFD_RELOC_ALPHA_DTPREL16

BFD_RELOC_ALPHA_GOTTPREL16

BFD_RELOC_ALPHA_TPREL64

BFD_RELOC_ALPHA_TPREL_HI16

BFD_RELOC_ALPHA_TPREL_L016

BFD_RELOC_ALPHA_TPREL16

Alpha thread-local storage relocations.

BFD_RELOC_MIPS_JMP

BFD_RELOC_MICROMIPS_JMP

The MIPS jump instruction.

BFD_RELOC_MIPS16_JMP

The MIPS16 jump instruction.

BFD_RELOC_MIPS16_GPREL

MIPS16 GP relative reloc.

BFD_RELOC_HI16

High 16 bits of 32-bit value; simple reloc.

BFD_RELOC_HI16_S

High 16 bits of 32-bit value but the low 16 bits will be sign extended and added to form the final result. If the low 16 bits form a negative number, we need to add one to the high value to compensate for the borrow when the low bits are added.

BFD_RELOC_LO16

Low 16 bits.

BFD_RELOC_HI16_PCREL

High 16 bits of 32-bit pc-relative value

BFD_RELOC_HI16_S_PCREL

High 16 bits of 32-bit pc-relative value, adjusted

BFD_RELOC_LO16_PCREL

Low 16 bits of pc-relative value

BFD_RELOC_MIPS16_GOT16

BFD_RELOC_MIPS16_CALL16

Equivalent of BFD_RELOC_MIPS_*, but with the MIPS16 layout of 16-bit immediate fields

BFD_RELOC_MIPS16_HI16

MIPS16 high 16 bits of 32-bit value.

BFD_RELOC_MIPS16_HI16_S

MIPS16 high 16 bits of 32-bit value but the low 16 bits will be sign extended and added to form the final result. If the low 16 bits form a negative number, we need to add one to the high value to compensate for the borrow when the low bits are added.

BFD_RELOC_MIPS16_L016

MIPS16 low 16 bits.

BFD_RELOC_MIPS16_TLS_GD

BFD_RELOC_MIPS16_TLS_LDM

BFD_RELOC_MIPS16_TLS_DTPREL_HI16

BFD_RELOC_MIPS16_TLS_DTPREL_L016

BFD_RELOC_MIPS16_TLS_GOTTPREL

BFD_RELOC_MIPS16_TLS_TPREL_HI16

BFD_RELOC_MIPS16_TLS_TPREL_L016

MIPS16 TLS relocations

BFD_RELOC_MIPS_LITERAL

BFD_RELOC_MICROMIPS_LITERAL

Relocation against a MIPS literal section.

BFD_RELOC_MICROMIPS_7_PCREL_S1

BFD_RELOC_MICROMIPS_10_PCREL_S1

BFD_RELOC_MICROMIPS_16_PCREL_S1

microMIPS PC-relative relocations.

BFD_RELOC_MIPS16_16_PCREL_S1

MIPS16 PC-relative relocation.

BFD_RELOC_MIPS_21_PCREL_S2

BFD_RELOC_MIPS_26_PCREL_S2

BFD_RELOC_MIPS_18_PCREL_S3

BFD_RELOC_MIPS_19_PCREL_S2

MIPS PC-relative relocations.

BFD_RELOC_MICROMIPS_GPREL16

BFD_RELOC_MICROMIPS_HI16

BFD_RELOC_MICROMIPS_HI16_S

BFD_RELOC_MICROMIPS_L016

microMIPS versions of generic BFD relocs.

- BFD_RELOC_MIPS_GOT16
- BFD_RELOC_MICROMIPS_GOT16
- BFD_RELOC_MIPS_CALL16
- BFD_RELOC_MICROMIPS_CALL16
- BFD_RELOC_MIPS_GOT_HI16
- BFD_RELOC_MICROMIPS_GOT_HI16
- BFD_RELOC_MIPS_GOT_L016
- BFD_RELOC_MICROMIPS_GOT_L016
- BFD_RELOC_MIPS_CALL_HI16
- BFD_RELOC_MICROMIPS_CALL_HI16
- BFD_RELOC_MIPS_CALL_L016
- BFD_RELOC_MICROMIPS_CALL_L016
- BFD_RELOC_MIPS_SUB
- BFD_RELOC_MICROMIPS_SUB
- BFD_RELOC_MIPS_GOT_PAGE
- BFD_RELOC_MICROMIPS_GOT_PAGE
- BFD_RELOC_MIPS_GOT_OFST
- BFD_RELOC_MICROMIPS_GOT_OFST
- BFD_RELOC_MIPS_GOT_DISP
- BFD_RELOC_MICROMIPS_GOT_DISP
- BFD_RELOC_MIPS_SHIFT5
- BFD_RELOC_MIPS_SHIFT6
- BFD_RELOC_MIPS_INSERT_A
- BFD_RELOC_MIPS_INSERT_B
- BFD_RELOC_MIPS_DELETE
- BFD_RELOC_MIPS_HIGHEST
- BFD_RELOC_MICROMIPS_HIGHEST
- BFD_RELOC_MIPS_HIGHER
- BFD_RELOC_MICROMIPS_HIGHER
- BFD_RELOC_MIPS_SCN_DISP
- BFD_RELOC_MICROMIPS_SCN_DISP
- BFD_RELOC_MIPS_REL16
- BFD_RELOC_MIPS_RELGOT
- BFD_RELOC_MIPS_JALR
- BFD_RELOC_MICROMIPS_JALR
- BFD_RELOC_MIPS_TLS_DTPMOD32
- BFD_RELOC_MIPS_TLS_DTPREL32
- BFD_RELOC_MIPS_TLS_DTPMOD64
- BFD_RELOC_MIPS_TLS_DTPREL64
- BFD_RELOC_MIPS_TLS_GD
- BFD_RELOC_MICROMIPS_TLS_GD
- BFD_RELOC_MIPS_TLS_LDM
- BFD_RELOC_MICROMIPS_TLS_LDM
- BFD_RELOC_MIPS_TLS_DTPREL_HI16
- BFD_RELOC_MICROMIPS_TLS_DTPREL_HI16
- BFD_RELOC_MIPS_TLS_DTPREL_L016
- BFD_RELOC_MICROMIPS_TLS_DTPREL_L016

```
BFD_RELOC_MIPS_TLS_GOTTPREL
BFD_RELOC_MICROMIPS_TLS_GOTTPREL
BFD_RELOC_MIPS_TLS_TPREL32
BFD_RELOC_MIPS_TLS_TPREL64
BFD_RELOC_MIPS_TLS_TPREL_HI16
BFD_RELOC_MICROMIPS_TLS_TPREL_HI16
BFD_RELOC_MIPS_TLS_TPREL_L016
BFD_RELOC_MICROMIPS_TLS_TPREL_L016
BFD_RELOC_MIPS_EH
    MIPS ELF relocations.
BFD_RELOC_MIPS_COPY
BFD_RELOC_MIPS_JUMP_SLOT
    MIPS ELF relocations (VxWorks and PLT extensions).
BFD_RELOC_MOXIE_10_PCREL
    Moxie ELF relocations.
BFD_RELOC_FT32_10
BFD_RELOC_FT32_20
BFD_RELOC_FT32_17
BFD_RELOC_FT32_18
BFD_RELOC_FT32_RELAX
BFD_RELOC_FT32_SC0
BFD_RELOC_FT32_SC1
BFD_RELOC_FT32_15
BFD_RELOC_FT32_DIFF32
    FT32 ELF relocations.
BFD_RELOC_FRV_LABEL16
BFD_RELOC_FRV_LABEL24
BFD_RELOC_FRV_L016
BFD_RELOC_FRV_HI16
BFD_RELOC_FRV_GPREL12
BFD_RELOC_FRV_GPRELU12
BFD_RELOC_FRV_GPREL32
BFD_RELOC_FRV_GPRELHI
BFD_RELOC_FRV_GPRELLO
BFD_RELOC_FRV_GOT12
BFD_RELOC_FRV_GOTHI
BFD_RELOC_FRV_GOTLO
BFD_RELOC_FRV_FUNCDESC
BFD_RELOC_FRV_FUNCDESC_GOT12
BFD_RELOC_FRV_FUNCDESC_GOTHI
BFD_RELOC_FRV_FUNCDESC_GOTLO
BFD_RELOC_FRV_FUNCDESC_VALUE
BFD_RELOC_FRV_FUNCDESC_GOTOFF12
BFD_RELOC_FRV_FUNCDESC_GOTOFFHI
```

BFD_RELOC_FRV_FUNCDESC_GOTOFFLO

BFD_RELOC_FRV_GOTOFF12

BFD_RELOC_FRV_GOTOFFHI

BFD_RELOC_FRV_GOTOFFLO

BFD_RELOC_FRV_GETTLSOFF

BFD_RELOC_FRV_TLSDESC_VALUE

BFD_RELOC_FRV_GOTTLSDESC12

BFD_RELOC_FRV_GOTTLSDESCHI

BFD_RELOC_FRV_GOTTLSDESCLO

BFD_RELOC_FRV_TLSMOFF12

BFD_RELOC_FRV_TLSMOFFHI

BFD_RELOC_FRV_TLSMOFFLO

BFD_RELOC_FRV_GOTTLSOFF12

BFD_RELOC_FRV_GOTTLSOFFHI

BFD_RELOC_FRV_GOTTLSOFFLO

BFD_RELOC_FRV_TLSOFF

BFD_RELOC_FRV_TLSDESC_RELAX

BFD_RELOC_FRV_GETTLSOFF_RELAX

BFD_RELOC_FRV_TLSOFF_RELAX

BFD_RELOC_FRV_TLSMOFF

Fujitsu Frv Relocations.

BFD_RELOC_MN10300_GOTOFF24

This is a 24bit GOT-relative reloc for the mn10300.

BFD_RELOC_MN10300_GOT32

This is a 32bit GOT-relative reloc for the mn10300, offset by two bytes in the instruction.

BFD_RELOC_MN10300_GOT24

This is a 24bit GOT-relative reloc for the mn10300, offset by two bytes in the instruction.

BFD_RELOC_MN10300_GOT16

This is a 16bit GOT-relative reloc for the mn10300, offset by two bytes in the instruction.

BFD_RELOC_MN10300_COPY

Copy symbol at runtime.

BFD_RELOC_MN10300_GLOB_DAT

Create GOT entry.

BFD_RELOC_MN10300_JMP_SLOT

Create PLT entry.

BFD_RELOC_MN10300_RELATIVE

Adjust by program base.

BFD_RELOC_MN10300_SYM_DIFF

Together with another reloc targeted at the same location, allows for a value that is the difference of two symbols in the same section.

BFD_RELOC_MN10300_ALIGN

The addend of this reloc is an alignment power that must be honoured at the offset's location, regardless of linker relaxation.

```
BFD_RELOC_MN10300_TLS_GD
BFD_RELOC_MN10300_TLS_LD
BFD_RELOC_MN10300_TLS_LD0
BFD_RELOC_MN10300_TLS_GOTIE
BFD_RELOC_MN10300_TLS_IE
BFD_RELOC_MN10300_TLS_LE
BFD_RELOC_MN10300_TLS_DTPMOD
BFD_RELOC_MN10300_TLS_DTPOFF
BFD_RELOC_MN10300_TLS_TPOFF
Various TLS-related relocations.
```

BFD_RELOC_MN10300_32_PCREL

This is a 32bit perel reloc for the mn10300, offset by two bytes in the instruction.

BFD_RELOC_MN10300_16_PCREL

This is a 16bit perel reloc for the mn10300, offset by two bytes in the instruction.

```
BFD_RELOC_386_GOT32
BFD_RELOC_386_PLT32
BFD_RELOC_386_COPY
BFD_RELOC_386_GLOB_DAT
BFD_RELOC_386_JUMP_SLOT
BFD_RELOC_386_RELATIVE
BFD_RELOC_386_GOTOFF
BFD_RELOC_386_GOTPC
BFD_RELOC_386_TLS_TPOFF
BFD_RELOC_386_TLS_IE
BFD_RELOC_386_TLS_GOTIE
BFD_RELOC_386_TLS_LE
BFD_RELOC_386_TLS_GD
BFD_RELOC_386_TLS_LDM
BFD_RELOC_386_TLS_LDO_32
BFD_RELOC_386_TLS_IE_32
BFD_RELOC_386_TLS_LE_32
BFD_RELOC_386_TLS_DTPMOD32
BFD_RELOC_386_TLS_DTP0FF32
BFD_RELOC_386_TLS_TP0FF32
BFD_RELOC_386_TLS_GOTDESC
BFD_RELOC_386_TLS_DESC_CALL
BFD_RELOC_386_TLS_DESC
BFD_RELOC_386_IRELATIVE
```

BFD_RELOC_386_GOT32X i386/elf relocations

```
BFD_RELOC_X86_64_GOT32
BFD_RELOC_X86_64_PLT32
BFD_RELOC_X86_64_COPY
BFD_RELOC_X86_64_GLOB_DAT
BFD_RELOC_X86_64_JUMP_SLOT
BFD_RELOC_X86_64_RELATIVE
BFD_RELOC_X86_64_GOTPCREL
BFD_RELOC_X86_64_32S
BFD_RELOC_X86_64_DTPMOD64
BFD_RELOC_X86_64_DTP0FF64
BFD_RELOC_X86_64_TP0FF64
BFD_RELOC_X86_64_TLSGD
BFD_RELOC_X86_64_TLSLD
BFD_RELOC_X86_64_DTP0FF32
BFD_RELOC_X86_64_GOTTPOFF
BFD_RELOC_X86_64_TP0FF32
BFD_RELOC_X86_64_GOTOFF64
BFD_RELOC_X86_64_GOTPC32
BFD_RELOC_X86_64_GOT64
BFD_RELOC_X86_64_GOTPCREL64
BFD_RELOC_X86_64_GOTPC64
BFD_RELOC_X86_64_GOTPLT64
BFD_RELOC_X86_64_PLT0FF64
BFD_RELOC_X86_64_GOTPC32_TLSDESC
BFD_RELOC_X86_64_TLSDESC_CALL
BFD_RELOC_X86_64_TLSDESC
BFD_RELOC_X86_64_IRELATIVE
BFD_RELOC_X86_64_PC32_BND
BFD_RELOC_X86_64_PLT32_BND
BFD_RELOC_X86_64_GOTPCRELX
BFD_RELOC_X86_64_REX_GOTPCRELX
    x86-64/elf relocations
```

BFD_RELOC_NS32K_IMM_8
BFD_RELOC_NS32K_IMM_16
BFD_RELOC_NS32K_IMM_32
BFD_RELOC_NS32K_IMM_8_PCREL
BFD_RELOC_NS32K_IMM_16_PCREL
BFD_RELOC_NS32K_IMM_32_PCREL
BFD_RELOC_NS32K_DISP_8
BFD_RELOC_NS32K_DISP_16
BFD_RELOC_NS32K_DISP_32
BFD_RELOC_NS32K_DISP_8_PCREL
BFD_RELOC_NS32K_DISP_8_PCREL
BFD_RELOC_NS32K_DISP_16_PCREL

```
BFD_RELOC_NS32K_DISP_32_PCREL
    ns32k relocations
BFD_RELOC_PDP11_DISP_8_PCREL
BFD_RELOC_PDP11_DISP_6_PCREL
    PDP11 relocations
BFD_RELOC_PJ_CODE_HI16
BFD_RELOC_PJ_CODE_LO16
BFD_RELOC_PJ_CODE_DIR16
BFD_RELOC_PJ_CODE_DIR32
BFD_RELOC_PJ_CODE_REL16
BFD_RELOC_PJ_CODE_REL32
    Picojava relocs. Not all of these appear in object files.
BFD_RELOC_PPC_B26
BFD_RELOC_PPC_BA26
BFD_RELOC_PPC_TOC16
BFD_RELOC_PPC_B16
BFD_RELOC_PPC_B16_BRTAKEN
BFD_RELOC_PPC_B16_BRNTAKEN
BFD_RELOC_PPC_BA16
BFD_RELOC_PPC_BA16_BRTAKEN
BFD_RELOC_PPC_BA16_BRNTAKEN
BFD_RELOC_PPC_COPY
BFD_RELOC_PPC_GLOB_DAT
BFD_RELOC_PPC_JMP_SLOT
BFD_RELOC_PPC_RELATIVE
BFD_RELOC_PPC_LOCAL24PC
BFD_RELOC_PPC_EMB_NADDR32
BFD_RELOC_PPC_EMB_NADDR16
BFD_RELOC_PPC_EMB_NADDR16_LO
BFD_RELOC_PPC_EMB_NADDR16_HI
BFD_RELOC_PPC_EMB_NADDR16_HA
BFD_RELOC_PPC_EMB_SDAI16
BFD_RELOC_PPC_EMB_SDA2I16
BFD_RELOC_PPC_EMB_SDA2REL
BFD_RELOC_PPC_EMB_SDA21
BFD_RELOC_PPC_EMB_MRKREF
BFD_RELOC_PPC_EMB_RELSEC16
BFD_RELOC_PPC_EMB_RELST_LO
BFD_RELOC_PPC_EMB_RELST_HI
BFD_RELOC_PPC_EMB_RELST_HA
BFD_RELOC_PPC_EMB_BIT_FLD
BFD_RELOC_PPC_EMB_RELSDA
BFD_RELOC_PPC_VLE_REL8
BFD_RELOC_PPC_VLE_REL15
```

BFD_RELOC_PPC_VLE_REL24

BFD_RELOC_PPC_VLE_L016A BFD_RELOC_PPC_VLE_L016D BFD_RELOC_PPC_VLE_HI16A BFD_RELOC_PPC_VLE_HI16D BFD_RELOC_PPC_VLE_HA16A BFD_RELOC_PPC_VLE_HA16D BFD_RELOC_PPC_VLE_SDA21 BFD_RELOC_PPC_VLE_SDA21_LO BFD_RELOC_PPC_VLE_SDAREL_LO16A BFD_RELOC_PPC_VLE_SDAREL_L016D BFD_RELOC_PPC_VLE_SDAREL_HI16A BFD_RELOC_PPC_VLE_SDAREL_HI16D BFD_RELOC_PPC_VLE_SDAREL_HA16A BFD_RELOC_PPC_VLE_SDAREL_HA16D BFD_RELOC_PPC_16DX_HA BFD_RELOC_PPC_REL16DX_HA BFD_RELOC_PPC64_HIGHER BFD_RELOC_PPC64_HIGHER_S BFD_RELOC_PPC64_HIGHEST BFD_RELOC_PPC64_HIGHEST_S BFD_RELOC_PPC64_TOC16_LO BFD_RELOC_PPC64_TOC16_HI BFD_RELOC_PPC64_TOC16_HA BFD_RELOC_PPC64_TOC BFD_RELOC_PPC64_PLTGOT16 BFD_RELOC_PPC64_PLTGOT16_LO BFD_RELOC_PPC64_PLTGOT16_HI BFD_RELOC_PPC64_PLTGOT16_HA BFD_RELOC_PPC64_ADDR16_DS BFD_RELOC_PPC64_ADDR16_LO_DS BFD_RELOC_PPC64_GOT16_DS BFD_RELOC_PPC64_GOT16_LO_DS BFD_RELOC_PPC64_PLT16_LO_DS BFD_RELOC_PPC64_SECTOFF_DS BFD_RELOC_PPC64_SECTOFF_LO_DS BFD_RELOC_PPC64_TOC16_DS BFD_RELOC_PPC64_TOC16_LO_DS BFD_RELOC_PPC64_PLTGOT16_DS BFD_RELOC_PPC64_PLTGOT16_LO_DS BFD_RELOC_PPC64_ADDR16_HIGH BFD_RELOC_PPC64_ADDR16_HIGHA BFD_RELOC_PPC64_REL16_HIGH BFD_RELOC_PPC64_REL16_HIGHA BFD_RELOC_PPC64_REL16_HIGHER BFD_RELOC_PPC64_REL16_HIGHERA BFD_RELOC_PPC64_REL16_HIGHEST

BFD_RELOC_PPC64_REL16_HIGHESTA

BFD_RELOC_PPC64_ADDR64_LOCAL

```
BFD_RELOC_PPC64_ENTRY
BFD_RELOC_PPC64_REL24_NOTOC
    Power(rs6000) and PowerPC relocations.
BFD_RELOC_PPC_TLS
BFD_RELOC_PPC_TLSGD
BFD_RELOC_PPC_TLSLD
BFD_RELOC_PPC_DTPMOD
BFD_RELOC_PPC_TPREL16
BFD_RELOC_PPC_TPREL16_LO
BFD_RELOC_PPC_TPREL16_HI
BFD_RELOC_PPC_TPREL16_HA
BFD_RELOC_PPC_TPREL
BFD_RELOC_PPC_DTPREL16
BFD_RELOC_PPC_DTPREL16_L0
BFD_RELOC_PPC_DTPREL16_HI
BFD_RELOC_PPC_DTPREL16_HA
BFD_RELOC_PPC_DTPREL
BFD_RELOC_PPC_GOT_TLSGD16
BFD_RELOC_PPC_GOT_TLSGD16_LO
BFD_RELOC_PPC_GOT_TLSGD16_HI
BFD_RELOC_PPC_GOT_TLSGD16_HA
BFD_RELOC_PPC_GOT_TLSLD16
BFD_RELOC_PPC_GOT_TLSLD16_LO
BFD_RELOC_PPC_GOT_TLSLD16_HI
BFD_RELOC_PPC_GOT_TLSLD16_HA
BFD_RELOC_PPC_GOT_TPREL16
BFD_RELOC_PPC_GOT_TPREL16_LO
BFD_RELOC_PPC_GOT_TPREL16_HI
BFD_RELOC_PPC_GOT_TPREL16_HA
BFD_RELOC_PPC_GOT_DTPREL16
BFD_RELOC_PPC_GOT_DTPREL16_LO
BFD_RELOC_PPC_GOT_DTPREL16_HI
BFD_RELOC_PPC_GOT_DTPREL16_HA
BFD_RELOC_PPC64_TPREL16_DS
BFD_RELOC_PPC64_TPREL16_LO_DS
BFD_RELOC_PPC64_TPREL16_HIGHER
BFD_RELOC_PPC64_TPREL16_HIGHERA
BFD_RELOC_PPC64_TPREL16_HIGHEST
BFD_RELOC_PPC64_TPREL16_HIGHESTA
BFD_RELOC_PPC64_DTPREL16_DS
BFD_RELOC_PPC64_DTPREL16_LO_DS
BFD_RELOC_PPC64_DTPREL16_HIGHER
BFD_RELOC_PPC64_DTPREL16_HIGHERA
```

BFD_RELOC_PPC64_DTPREL16_HIGHEST BFD_RELOC_PPC64_DTPREL16_HIGHESTA BFD_RELOC_PPC64_TPREL16_HIGH

BFD_RELOC_PPC64_TPREL16_HIGHA

BFD_RELOC_PPC64_DTPREL16_HIGH

BFD_RELOC_PPC64_DTPREL16_HIGHA

PowerPC and PowerPC64 thread-local storage relocations.

BFD_RELOC_I370_D12

IBM 370/390 relocations

BFD_RELOC_CTOR

The type of reloc used to build a constructor table - at the moment probably a 32 bit wide absolute relocation, but the target can choose. It generally does map to one of the other relocation types.

BFD_RELOC_ARM_PCREL_BRANCH

ARM 26 bit pc-relative branch. The lowest two bits must be zero and are not stored in the instruction.

BFD_RELOC_ARM_PCREL_BLX

ARM 26 bit pc-relative branch. The lowest bit must be zero and is not stored in the instruction. The 2nd lowest bit comes from a 1 bit field in the instruction.

BFD_RELOC_THUMB_PCREL_BLX

Thumb 22 bit pc-relative branch. The lowest bit must be zero and is not stored in the instruction. The 2nd lowest bit comes from a 1 bit field in the instruction.

BFD_RELOC_ARM_PCREL_CALL

ARM 26-bit pc-relative branch for an unconditional BL or BLX instruction.

BFD_RELOC_ARM_PCREL_JUMP

ARM 26-bit pc-relative branch for B or conditional BL instruction.

BFD_RELOC_THUMB_PCREL_BRANCH7

BFD_RELOC_THUMB_PCREL_BRANCH9

BFD_RELOC_THUMB_PCREL_BRANCH12

BFD_RELOC_THUMB_PCREL_BRANCH20

BFD_RELOC_THUMB_PCREL_BRANCH23

BFD_RELOC_THUMB_PCREL_BRANCH25

Thumb 7-, 9-, 12-, 20-, 23-, and 25-bit pc-relative branches. The lowest bit must be zero and is not stored in the instruction. Note that the corresponding ELF R_ARM_THM_JUMPnn constant has an "nn" one smaller in all cases. Note further that BRANCH23 corresponds to R_ARM_THM_CALL.

BFD_RELOC_ARM_OFFSET_IMM

12-bit immediate offset, used in ARM-format ldr and str instructions.

BFD_RELOC_ARM_THUMB_OFFSET

5-bit immediate offset, used in Thumb-format ldr and str instructions.

BFD_RELOC_ARM_TARGET1

Pc-relative or absolute relocation depending on target. Used for entries in .init_array sections.

BFD_RELOC_ARM_ROSEGREL32

Read-only segment base relative address.

BFD_RELOC_ARM_SBREL32

Data segment base relative address.

BFD_RELOC_ARM_TARGET2

This reloc is used for references to RTTI data from exception handling tables. The actual definition depends on the target. It may be a pc-relative or some form of GOT-indirect relocation.

BFD_RELOC_ARM_PREL31

31-bit PC relative address.

```
BFD_RELOC_ARM_MOVW
```

BFD_RELOC_ARM_MOVT

BFD_RELOC_ARM_MOVW_PCREL

BFD_RELOC_ARM_MOVT_PCREL

BFD_RELOC_ARM_THUMB_MOVW

BFD_RELOC_ARM_THUMB_MOVT

BFD_RELOC_ARM_THUMB_MOVW_PCREL

BFD_RELOC_ARM_THUMB_MOVT_PCREL

Low and High halfword relocations for MOVW and MOVT instructions.

```
BFD_RELOC_ARM_GOTFUNCDESC
```

BFD_RELOC_ARM_GOTOFFFUNCDESC

BFD_RELOC_ARM_FUNCDESC

BFD_RELOC_ARM_FUNCDESC_VALUE

BFD_RELOC_ARM_TLS_GD32_FDPIC

BFD_RELOC_ARM_TLS_LDM32_FDPIC

BFD_RELOC_ARM_TLS_IE32_FDPIC

ARM FDPIC specific relocations.

```
BFD_RELOC_ARM_JUMP_SLOT
```

BFD_RELOC_ARM_GLOB_DAT

BFD_RELOC_ARM_GOT32

BFD_RELOC_ARM_PLT32

BFD_RELOC_ARM_RELATIVE

BFD_RELOC_ARM_GOTOFF

BFD_RELOC_ARM_GOTPC

BFD_RELOC_ARM_GOT_PREL

Relocations for setting up GOTs and PLTs for shared libraries.

```
BFD_RELOC_ARM_TLS_GD32
```

BFD_RELOC_ARM_TLS_LD032

BFD_RELOC_ARM_TLS_LDM32

BFD_RELOC_ARM_TLS_DTP0FF32

BFD_RELOC_ARM_TLS_DTPMOD32

BFD_RELOC_ARM_TLS_TPOFF32

```
BFD_RELOC_ARM_TLS_IE32
BFD_RELOC_ARM_TLS_LE32
BFD_RELOC_ARM_TLS_GOTDESC
BFD_RELOC_ARM_TLS_CALL
BFD_RELOC_ARM_THM_TLS_CALL
BFD_RELOC_ARM_TLS_DESCSEQ
BFD_RELOC_ARM_THM_TLS_DESCSEQ
BFD_RELOC_ARM_TLS_DESC
    ARM thread-local storage relocations.
BFD_RELOC_ARM_ALU_PC_GO_NC
BFD_RELOC_ARM_ALU_PC_GO
BFD_RELOC_ARM_ALU_PC_G1_NC
BFD_RELOC_ARM_ALU_PC_G1
BFD_RELOC_ARM_ALU_PC_G2
BFD_RELOC_ARM_LDR_PC_GO
BFD_RELOC_ARM_LDR_PC_G1
BFD_RELOC_ARM_LDR_PC_G2
BFD_RELOC_ARM_LDRS_PC_GO
BFD_RELOC_ARM_LDRS_PC_G1
BFD_RELOC_ARM_LDRS_PC_G2
BFD_RELOC_ARM_LDC_PC_GO
BFD_RELOC_ARM_LDC_PC_G1
BFD_RELOC_ARM_LDC_PC_G2
BFD_RELOC_ARM_ALU_SB_GO_NC
BFD_RELOC_ARM_ALU_SB_GO
BFD_RELOC_ARM_ALU_SB_G1_NC
BFD_RELOC_ARM_ALU_SB_G1
BFD_RELOC_ARM_ALU_SB_G2
BFD_RELOC_ARM_LDR_SB_GO
BFD_RELOC_ARM_LDR_SB_G1
```

BFD_RELOC_ARM_LDR_SB_G2

BFD_RELOC_ARM_LDRS_SB_GO

BFD_RELOC_ARM_LDRS_SB_G1

BFD_RELOC_ARM_LDRS_SB_G2 BFD_RELOC_ARM_LDC_SB_G0

BFD_RELOC_ARM_LDC_SB_G1

BFD_RELOC_ARM_LDC_SB_G2

ARM group relocations.

BFD_RELOC_ARM_V4BX

Annotation of BX instructions.

BFD_RELOC_ARM_IRELATIVE

ARM support for STT_GNU_IFUNC.

BFD_RELOC_ARM_THUMB_ALU_ABS_GO_NC BFD_RELOC_ARM_THUMB_ALU_ABS_G1_NC

BFD_RELOC_SH_IMM8BY2

```
BFD_RELOC_ARM_THUMB_ALU_ABS_G2_NC
BFD_RELOC_ARM_THUMB_ALU_ABS_G3_NC
    Thumb1 relocations to support execute-only code.
BFD_RELOC_ARM_IMMEDIATE
BFD_RELOC_ARM_ADRL_IMMEDIATE
BFD_RELOC_ARM_T32_IMMEDIATE
BFD_RELOC_ARM_T32_ADD_IMM
BFD_RELOC_ARM_T32_IMM12
BFD_RELOC_ARM_T32_ADD_PC12
BFD_RELOC_ARM_SHIFT_IMM
BFD_RELOC_ARM_SMC
BFD_RELOC_ARM_HVC
BFD_RELOC_ARM_SWI
BFD_RELOC_ARM_MULTI
BFD_RELOC_ARM_CP_OFF_IMM
BFD_RELOC_ARM_CP_OFF_IMM_S2
BFD_RELOC_ARM_T32_CP_OFF_IMM
BFD_RELOC_ARM_T32_CP_OFF_IMM_S2
BFD_RELOC_ARM_ADR_IMM
BFD_RELOC_ARM_LDR_IMM
BFD_RELOC_ARM_LITERAL
BFD_RELOC_ARM_IN_POOL
BFD_RELOC_ARM_OFFSET_IMM8
BFD_RELOC_ARM_T32_OFFSET_U8
BFD_RELOC_ARM_T32_OFFSET_IMM
BFD_RELOC_ARM_HWLITERAL
BFD_RELOC_ARM_THUMB_ADD
BFD_RELOC_ARM_THUMB_IMM
BFD_RELOC_ARM_THUMB_SHIFT
    These relocs are only used within the ARM assembler. They are not (at present)
    written to any object files.
BFD_RELOC_SH_PCDISP8BY2
BFD_RELOC_SH_PCDISP12BY2
BFD_RELOC_SH_IMM3
BFD_RELOC_SH_IMM3U
BFD_RELOC_SH_DISP12
BFD_RELOC_SH_DISP12BY2
BFD_RELOC_SH_DISP12BY4
BFD_RELOC_SH_DISP12BY8
BFD_RELOC_SH_DISP20
BFD_RELOC_SH_DISP20BY8
BFD_RELOC_SH_IMM4
BFD_RELOC_SH_IMM4BY2
BFD_RELOC_SH_IMM4BY4
BFD_RELOC_SH_IMM8
```

- BFD_RELOC_SH_IMM8BY4
- BFD_RELOC_SH_PCRELIMM8BY2
- BFD_RELOC_SH_PCRELIMM8BY4
- BFD_RELOC_SH_SWITCH16
- BFD_RELOC_SH_SWITCH32
- BFD_RELOC_SH_USES
- BFD_RELOC_SH_COUNT
- BFD_RELOC_SH_ALIGN
- BFD_RELOC_SH_CODE
- BFD_RELOC_SH_DATA
- BFD_RELOC_SH_LABEL
- BFD_RELOC_SH_LOOP_START
- BFD_RELOC_SH_LOOP_END
- BFD_RELOC_SH_COPY
- BFD_RELOC_SH_GLOB_DAT
- BFD_RELOC_SH_JMP_SLOT
- BFD_RELOC_SH_RELATIVE
- BFD_RELOC_SH_GOTPC
- BFD_RELOC_SH_GOT_LOW16
- BFD_RELOC_SH_GOT_MEDLOW16
- BFD_RELOC_SH_GOT_MEDHI16
- BFD_RELOC_SH_GOT_HI16
- BFD_RELOC_SH_GOTPLT_LOW16
- BFD_RELOC_SH_GOTPLT_MEDLOW16
- BFD_RELOC_SH_GOTPLT_MEDHI16
- BFD_RELOC_SH_GOTPLT_HI16
- BFD_RELOC_SH_PLT_LOW16
- BFD_RELOC_SH_PLT_MEDLOW16
- BFD_RELOC_SH_PLT_MEDHI16
- BFD_RELOC_SH_PLT_HI16
- BFD_RELOC_SH_GOTOFF_LOW16
- BFD_RELOC_SH_GOTOFF_MEDLOW16
- BFD_RELOC_SH_GOTOFF_MEDHI16
- BFD_RELOC_SH_GOTOFF_HI16
- BFD_RELOC_SH_GOTPC_LOW16
- BFD_RELOC_SH_GOTPC_MEDLOW16
- BFD_RELOC_SH_GOTPC_MEDHI16
- BFD_RELOC_SH_GOTPC_HI16
- BFD_RELOC_SH_COPY64
- BFD_RELOC_SH_GLOB_DAT64
- BFD_RELOC_SH_JMP_SLOT64
- BFD_RELOC_SH_RELATIVE64
- BFD_RELOC_SH_GOT10BY4
- BFD_RELOC_SH_GOT10BY8
- BFD_RELOC_SH_GOTPLT10BY4
- BFD_RELOC_SH_GOTPLT10BY8
- BFD_RELOC_SH_GOTPLT32

BFD_RELOC_ARC_SDA

```
BFD_RELOC_SH_SHMEDIA_CODE
BFD_RELOC_SH_IMMU5
BFD_RELOC_SH_IMMS6
BFD_RELOC_SH_IMMS6BY32
BFD_RELOC_SH_IMMU6
BFD_RELOC_SH_IMMS10
BFD_RELOC_SH_IMMS10BY2
BFD_RELOC_SH_IMMS10BY4
BFD_RELOC_SH_IMMS10BY8
BFD_RELOC_SH_IMMS16
BFD_RELOC_SH_IMMU16
BFD_RELOC_SH_IMM_LOW16
BFD_RELOC_SH_IMM_LOW16_PCREL
BFD_RELOC_SH_IMM_MEDLOW16
BFD_RELOC_SH_IMM_MEDLOW16_PCREL
BFD_RELOC_SH_IMM_MEDHI16
BFD_RELOC_SH_IMM_MEDHI16_PCREL
BFD_RELOC_SH_IMM_HI16
BFD_RELOC_SH_IMM_HI16_PCREL
BFD_RELOC_SH_PT_16
BFD_RELOC_SH_TLS_GD_32
BFD_RELOC_SH_TLS_LD_32
BFD_RELOC_SH_TLS_LDO_32
BFD_RELOC_SH_TLS_IE_32
BFD_RELOC_SH_TLS_LE_32
BFD_RELOC_SH_TLS_DTPMOD32
BFD_RELOC_SH_TLS_DTPOFF32
BFD_RELOC_SH_TLS_TPOFF32
BFD_RELOC_SH_GOT20
BFD_RELOC_SH_GOTOFF20
BFD_RELOC_SH_GOTFUNCDESC
BFD_RELOC_SH_GOTFUNCDESC20
BFD_RELOC_SH_GOTOFFFUNCDESC
BFD_RELOC_SH_GOTOFFFUNCDESC20
BFD_RELOC_SH_FUNCDESC
    Renesas / SuperH SH relocs. Not all of these appear in object files.
BFD_RELOC_ARC_NONE
BFD_RELOC_ARC_8
BFD_RELOC_ARC_16
BFD_RELOC_ARC_24
BFD_RELOC_ARC_32
BFD_RELOC_ARC_N8
BFD_RELOC_ARC_N16
BFD_RELOC_ARC_N24
BFD_RELOC_ARC_N32
```

- BFD_RELOC_ARC_SECTOFF
- BFD_RELOC_ARC_S21H_PCREL
- BFD_RELOC_ARC_S21W_PCREL
- BFD_RELOC_ARC_S25H_PCREL
- BFD_RELOC_ARC_S25W_PCREL
- BFD_RELOC_ARC_SDA32
- BFD_RELOC_ARC_SDA_LDST
- BFD_RELOC_ARC_SDA_LDST1
- BFD_RELOC_ARC_SDA_LDST2
- BFD_RELOC_ARC_SDA16_LD
- BFD_RELOC_ARC_SDA16_LD1
- BFD_RELOC_ARC_SDA16_LD2
- BFD_RELOC_ARC_S13_PCREL
- BFD_RELOC_ARC_W
- BFD_RELOC_ARC_32_ME
- BFD_RELOC_ARC_32_ME_S
- BFD_RELOC_ARC_N32_ME
- BFD_RELOC_ARC_SECTOFF_ME
- BFD_RELOC_ARC_SDA32_ME
- BFD_RELOC_ARC_W_ME
- BFD_RELOC_AC_SECTOFF_U8
- BFD_RELOC_AC_SECTOFF_U8_1
- BFD_RELOC_AC_SECTOFF_U8_2
- BFD_RELOC_AC_SECTOFF_S9
- BFD_RELOC_AC_SECTOFF_S9_1
- BFD_RELOC_AC_SECTOFF_S9_2
- BFD_RELOC_ARC_SECTOFF_ME_1
- BFD_RELOC_ARC_SECTOFF_ME_2
- BFD_RELOC_ARC_SECTOFF_1
- BFD_RELOC_ARC_SECTOFF_2
- BFD_RELOC_ARC_SDA_12
- BFD_RELOC_ARC_SDA16_ST2
- BFD_RELOC_ARC_32_PCREL
- BFD_RELOC_ARC_PC32
- BFD_RELOC_ARC_GOT32
- BFD_RELOC_ARC_GOTPC32
- BFD_RELOC_ARC_PLT32
- BFD_RELOC_ARC_COPY
- BFD_RELOC_ARC_GLOB_DAT
- BFD_RELOC_ARC_JMP_SLOT
- BFD_RELOC_ARC_RELATIVE
- BFD_RELOC_ARC_GOTOFF
- BFD_RELOC_ARC_GOTPC
- BFD_RELOC_ARC_S21W_PCREL_PLT
- BFD_RELOC_ARC_S25H_PCREL_PLT
- BFD_RELOC_ARC_TLS_DTPMOD
- BFD_RELOC_ARC_TLS_TPOFF

BFD_RELOC_ARC_TLS_GD_GOT

BFD_RELOC_ARC_TLS_GD_LD

BFD_RELOC_ARC_TLS_GD_CALL

BFD_RELOC_ARC_TLS_IE_GOT

BFD_RELOC_ARC_TLS_DTPOFF

BFD_RELOC_ARC_TLS_DTPOFF_S9

BFD_RELOC_ARC_TLS_LE_S9

BFD_RELOC_ARC_TLS_LE_32

BFD_RELOC_ARC_S25W_PCREL_PLT

BFD_RELOC_ARC_S21H_PCREL_PLT

BFD_RELOC_ARC_NPS_CMEM16

BFD_RELOC_ARC_JLI_SECTOFF

ARC relocs.

BFD_RELOC_BFIN_16_IMM

ADI Blackfin 16 bit immediate absolute reloc.

BFD_RELOC_BFIN_16_HIGH

ADI Blackfin 16 bit immediate absolute reloc higher 16 bits.

BFD_RELOC_BFIN_4_PCREL

ADI Blackfin 'a' part of LSETUP.

BFD_RELOC_BFIN_5_PCREL

ADI Blackfin.

BFD_RELOC_BFIN_16_LOW

ADI Blackfin 16 bit immediate absolute reloc lower 16 bits.

BFD_RELOC_BFIN_10_PCREL

ADI Blackfin.

BFD_RELOC_BFIN_11_PCREL

ADI Blackfin 'b' part of LSETUP.

BFD_RELOC_BFIN_12_PCREL_JUMP

ADI Blackfin.

BFD_RELOC_BFIN_12_PCREL_JUMP_S

ADI Blackfin Short jump, pcrel.

BFD_RELOC_BFIN_24_PCREL_CALL_X

ADI Blackfin Call.x not implemented.

BFD_RELOC_BFIN_24_PCREL_JUMP_L

ADI Blackfin Long Jump pcrel.

BFD_RELOC_BFIN_GOT17M4

BFD_RELOC_BFIN_GOTHI

BFD_RELOC_BFIN_GOTLO

BFD_RELOC_BFIN_FUNCDESC

BFD_RELOC_BFIN_FUNCDESC_GOT17M4

BFD_RELOC_BFIN_FUNCDESC_GOTHI

BFD_RELOC_BFIN_FUNCDESC_GOTLO

BFD_RELOC_BFIN_FUNCDESC_VALUE

BFD_RELOC_BFIN_FUNCDESC_GOTOFF17M4

BFD_RELOC_BFIN_FUNCDESC_GOTOFFHI

BFD_RELOC_BFIN_FUNCDESC_GOTOFFLO

BFD_RELOC_BFIN_GOTOFF17M4

BFD_RELOC_BFIN_GOTOFFHI

BFD_RELOC_BFIN_GOTOFFLO

ADI Blackfin FD-PIC relocations.

BFD_RELOC_BFIN_GOT

ADI Blackfin GOT relocation.

BFD_RELOC_BFIN_PLTPC

ADI Blackfin PLTPC relocation.

BFD_ARELOC_BFIN_PUSH

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_CONST

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_ADD

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_SUB

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_MULT

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_DIV

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_MOD

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_LSHIFT

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_RSHIFT

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_AND

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_OR

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_XOR

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_LAND

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_LOR

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_LEN

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_NEG

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_COMP

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_PAGE

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_HWPAGE

ADI Blackfin arithmetic relocation.

BFD_ARELOC_BFIN_ADDR

ADI Blackfin arithmetic relocation.

BFD_RELOC_D10V_10_PCREL_R

Mitsubishi D10V relocs. This is a 10-bit reloc with the right 2 bits assumed to be 0.

BFD_RELOC_D10V_10_PCREL_L

Mitsubishi D10V relocs. This is a 10-bit reloc with the right 2 bits assumed to be 0. This is the same as the previous reloc except it is in the left container, i.e., shifted left 15 bits.

BFD_RELOC_D10V_18

This is an 18-bit reloc with the right 2 bits assumed to be 0.

BFD_RELOC_D10V_18_PCREL

This is an 18-bit reloc with the right 2 bits assumed to be 0.

BFD_RELOC_D30V_6

Mitsubishi D30V relocs. This is a 6-bit absolute reloc.

BFD_RELOC_D30V_9_PCREL

This is a 6-bit pc-relative reloc with the right 3 bits assumed to be 0.

BFD_RELOC_D3OV_9_PCREL_R

This is a 6-bit pc-relative reloc with the right 3 bits assumed to be 0. Same as the previous reloc but on the right side of the container.

BFD_RELOC_D30V_15

This is a 12-bit absolute reloc with the right 3 bits assumed to be 0.

BFD_RELOC_D30V_15_PCREL

This is a 12-bit pc-relative reloc with the right 3 bits assumed to be 0.

BFD_RELOC_D30V_15_PCREL_R

This is a 12-bit pc-relative reloc with the right 3 bits assumed to be 0. Same as the previous reloc but on the right side of the container.

BFD_RELOC_D30V_21

This is an 18-bit absolute reloc with the right 3 bits assumed to be 0.

BFD_RELOC_D30V_21_PCREL

This is an 18-bit pc-relative reloc with the right 3 bits assumed to be 0.

BFD_RELOC_D30V_21_PCREL_R

This is an 18-bit pc-relative reloc with the right 3 bits assumed to be 0. Same as the previous reloc but on the right side of the container.

BFD_RELOC_D30V_32

This is a 32-bit absolute reloc.

BFD_RELOC_D30V_32_PCREL

This is a 32-bit pc-relative reloc.

BFD_RELOC_DLX_HI16_S

DLX relocs

BFD_RELOC_DLX_L016

DLX relocs

BFD_RELOC_DLX_JMP26

DLX relocs

BFD_RELOC_M32C_H18

BFD_RELOC_M32C_RL_JUMP

BFD_RELOC_M32C_RL_1ADDR

BFD_RELOC_M32C_RL_2ADDR

Renesas M16C/M32C Relocations.

BFD RELOC M32R 24

Renesas M32R (formerly Mitsubishi M32R) relocs. This is a 24 bit absolute address.

BFD_RELOC_M32R_10_PCREL

This is a 10-bit pc-relative reloc with the right 2 bits assumed to be 0.

BFD_RELOC_M32R_18_PCREL

This is an 18-bit reloc with the right 2 bits assumed to be 0.

BFD_RELOC_M32R_26_PCREL

This is a 26-bit reloc with the right 2 bits assumed to be 0.

BFD_RELOC_M32R_HI16_ULO

This is a 16-bit reloc containing the high 16 bits of an address used when the lower 16 bits are treated as unsigned.

BFD_RELOC_M32R_HI16_SLO

This is a 16-bit reloc containing the high 16 bits of an address used when the lower 16 bits are treated as signed.

BFD_RELOC_M32R_L016

This is a 16-bit reloc containing the lower 16 bits of an address.

BFD_RELOC_M32R_SDA16

This is a 16-bit reloc containing the small data area offset for use in add3, load, and store instructions.

BFD_RELOC_M32R_GOT24

BFD_RELOC_M32R_26_PLTREL

BFD_RELOC_M32R_COPY

BFD_RELOC_M32R_GLOB_DAT

BFD_RELOC_M32R_JMP_SLOT

BFD_RELOC_M32R_RELATIVE

BFD_RELOC_M32R_GOTOFF

BFD_RELOC_M32R_GOTOFF_HI_ULO

BFD_RELOC_M32R_GOTOFF_HI_SLO

BFD_RELOC_M32R_GOTOFF_LO

BFD_RELOC_M32R_GOTPC24

BFD_RELOC_M32R_GOT16_HI_ULO

BFD_RELOC_M32R_GOT16_HI_SLO

BFD_RELOC_M32R_GOT16_LO

BFD_RELOC_M32R_GOTPC_HI_ULO

BFD_RELOC_M32R_GOTPC_HI_SLO

BFD_RELOC_M32R_GOTPC_LO

For PIC.

BFD_RELOC_NDS32_20

NDS32 relocs. This is a 20 bit absolute address.

BFD_RELOC_NDS32_9_PCREL

This is a 9-bit pc-relative reloc with the right 1 bit assumed to be 0.

BFD RELOC NDS32 WORD 9 PCREL

This is a 9-bit pc-relative reloc with the right 1 bit assumed to be 0.

BFD_RELOC_NDS32_15_PCREL

This is an 15-bit reloc with the right 1 bit assumed to be 0.

BFD_RELOC_NDS32_17_PCREL

This is an 17-bit reloc with the right 1 bit assumed to be 0.

BFD_RELOC_NDS32_25_PCREL

This is a 25-bit reloc with the right 1 bit assumed to be 0.

BFD_RELOC_NDS32_HI20

This is a 20-bit reloc containing the high 20 bits of an address used with the lower 12 bits

BFD_RELOC_NDS32_L012S3

This is a 12-bit reloc containing the lower 12 bits of an address then shift right by 3. This is used with ldi,sdi...

BFD_RELOC_NDS32_L012S2

This is a 12-bit reloc containing the lower 12 bits of an address then shift left by 2. This is used with lwi,swi...

BFD_RELOC_NDS32_L012S1

This is a 12-bit reloc containing the lower 12 bits of an address then shift left by 1. This is used with lhi,shi...

BFD_RELOC_NDS32_L012S0

This is a 12-bit reloc containing the lower 12 bits of an address then shift left by 0. This is used with lbisbi...

BFD_RELOC_NDS32_L012S0_ORI

This is a 12-bit reloc containing the lower 12 bits of an address then shift left by 0. This is only used with branch relaxations

BFD_RELOC_NDS32_SDA15S3

This is a 15-bit reloc containing the small data area 18-bit signed offset and shift left by 3 for use in ldi, sdi...

BFD_RELOC_NDS32_SDA15S2

This is a 15-bit reloc containing the small data area 17-bit signed offset and shift left by 2 for use in lwi, swi...

BFD_RELOC_NDS32_SDA15S1

This is a 15-bit reloc containing the small data area 16-bit signed offset and shift left by 1 for use in lhi, shi...

BFD_RELOC_NDS32_SDA15S0

This is a 15-bit reloc containing the small data area 15-bit signed offset and shift left by 0 for use in lbi, sbi...

BFD_RELOC_NDS32_SDA16S3

This is a 16-bit reloc containing the small data area 16-bit signed offset and shift left by 3

BFD_RELOC_NDS32_SDA17S2

This is a 17-bit reloc containing the small data area 17-bit signed offset and shift left by 2 for use in lwi.gp, swi.gp...

BFD_RELOC_NDS32_SDA18S1

This is a 18-bit reloc containing the small data area 18-bit signed offset and shift left by 1 for use in lhi.gp, shi.gp...

BFD_RELOC_NDS32_SDA19S0

This is a 19-bit reloc containing the small data area 19-bit signed offset and shift left by 0 for use in lbi.gp, sbi.gp...

```
BFD_RELOC_NDS32_GOT20
BFD_RELOC_NDS32_9_PLTREL
BFD_RELOC_NDS32_25_PLTREL
BFD_RELOC_NDS32_COPY
BFD_RELOC_NDS32_GLOB_DAT
BFD_RELOC_NDS32_JMP_SLOT
BFD_RELOC_NDS32_RELATIVE
BFD_RELOC_NDS32_GOTOFF
BFD_RELOC_NDS32_GOTOFF_HI20
BFD_RELOC_NDS32_GOTOFF_L012
BFD_RELOC_NDS32_GOTPC20
BFD_RELOC_NDS32_GOT_HI20
BFD_RELOC_NDS32_GOT_L012
BFD_RELOC_NDS32_GOTPC_HI20
BFD_RELOC_NDS32_GOTPC_L012
    for PIC
BFD_RELOC_NDS32_INSN16
BFD_RELOC_NDS32_LABEL
BFD_RELOC_NDS32_LONGCALL1
BFD_RELOC_NDS32_LONGCALL2
BFD_RELOC_NDS32_LONGCALL3
BFD_RELOC_NDS32_LONGJUMP1
BFD_RELOC_NDS32_LONGJUMP2
BFD_RELOC_NDS32_LONGJUMP3
BFD_RELOC_NDS32_LOADSTORE
BFD_RELOC_NDS32_9_FIXED
BFD_RELOC_NDS32_15_FIXED
BFD_RELOC_NDS32_17_FIXED
BFD_RELOC_NDS32_25_FIXED
BFD_RELOC_NDS32_LONGCALL4
BFD_RELOC_NDS32_LONGCALL5
BFD_RELOC_NDS32_LONGCALL6
BFD_RELOC_NDS32_LONGJUMP4
BFD_RELOC_NDS32_LONGJUMP5
BFD_RELOC_NDS32_LONGJUMP6
BFD_RELOC_NDS32_LONGJUMP7
    for relax
BFD_RELOC_NDS32_PLTREL_HI20
BFD_RELOC_NDS32_PLTREL_L012
BFD_RELOC_NDS32_PLT_GOTREL_HI20
BFD_RELOC_NDS32_PLT_GOTREL_L012
    for PIC
BFD_RELOC_NDS32_SDA12S2_DP
BFD_RELOC_NDS32_SDA12S2_SP
BFD_RELOC_NDS32_LO12S2_DP
```

```
BFD_RELOC_NDS32_L012S2_SP
     for floating point
BFD_RELOC_NDS32_DWARF2_OP1
BFD_RELOC_NDS32_DWARF2_OP2
BFD_RELOC_NDS32_DWARF2_LEB
     for dwarf2 debug_line.
BFD_RELOC_NDS32_UPDATE_TA
     for eliminate 16-bit instructions
BFD_RELOC_NDS32_PLT_GOTREL_LO20
BFD_RELOC_NDS32_PLT_GOTREL_L015
BFD_RELOC_NDS32_PLT_GOTREL_L019
BFD_RELOC_NDS32_GOT_L015
BFD_RELOC_NDS32_GOT_L019
BFD_RELOC_NDS32_GOTOFF_L015
BFD_RELOC_NDS32_GOTOFF_L019
BFD_RELOC_NDS32_GOT15S2
BFD_RELOC_NDS32_GOT17S2
    for PIC object relaxation
BFD_RELOC_NDS32_5
     NDS32 relocs. This is a 5 bit absolute address.
BFD_RELOC_NDS32_10_UPCREL
     This is a 10-bit unsigned pc-relative reloc with the right 1 bit assumed to be 0.
BFD_RELOC_NDS32_SDA_FP7U2_RELA
     If fp were omitted, fp can used as another gp.
BFD_RELOC_NDS32_RELAX_ENTRY
BFD_RELOC_NDS32_GOT_SUFF
BFD_RELOC_NDS32_GOTOFF_SUFF
BFD_RELOC_NDS32_PLT_GOT_SUFF
BFD_RELOC_NDS32_MULCALL_SUFF
BFD_RELOC_NDS32_PTR
BFD_RELOC_NDS32_PTR_COUNT
BFD_RELOC_NDS32_PTR_RESOLVED
BFD_RELOC_NDS32_PLTBLOCK
BFD_RELOC_NDS32_RELAX_REGION_BEGIN
BFD_RELOC_NDS32_RELAX_REGION_END
BFD_RELOC_NDS32_MINUEND
BFD_RELOC_NDS32_SUBTRAHEND
BFD_RELOC_NDS32_DIFF8
BFD_RELOC_NDS32_DIFF16
BFD_RELOC_NDS32_DIFF32
BFD_RELOC_NDS32_DIFF_ULEB128
BFD_RELOC_NDS32_EMPTY
```

relaxation relative relocation types

BFD_RELOC_NDS32_25_ABS

This is a 25 bit absolute address.

BFD_RELOC_NDS32_DATA

BFD_RELOC_NDS32_TRAN

BFD_RELOC_NDS32_17IFC_PCREL

BFD_RELOC_NDS32_10IFCU_PCREL

For ex9 and ifc using.

BFD_RELOC_NDS32_TPOFF

BFD_RELOC_NDS32_GOTTPOFF

BFD_RELOC_NDS32_TLS_LE_HI20

BFD_RELOC_NDS32_TLS_LE_LO12

BFD_RELOC_NDS32_TLS_LE_20

BFD_RELOC_NDS32_TLS_LE_15S0

BFD_RELOC_NDS32_TLS_LE_15S1

BFD_RELOC_NDS32_TLS_LE_15S2

BFD_RELOC_NDS32_TLS_LE_ADD

BFD_RELOC_NDS32_TLS_LE_LS

BFD_RELOC_NDS32_TLS_IE_HI20

BFD_RELOC_NDS32_TLS_IE_L012

BFD_RELOC_NDS32_TLS_IE_L012S2

BFD_RELOC_NDS32_TLS_IEGP_HI20

BFD_RELOC_NDS32_TLS_IEGP_L012

BFD_RELOC_NDS32_TLS_IEGP_L012S2

BFD_RELOC_NDS32_TLS_IEGP_LW

BFD_RELOC_NDS32_TLS_DESC

BFD_RELOC_NDS32_TLS_DESC_HI20

BFD_RELOC_NDS32_TLS_DESC_L012

BFD_RELOC_NDS32_TLS_DESC_20

BFD_RELOC_NDS32_TLS_DESC_SDA17S2

BFD_RELOC_NDS32_TLS_DESC_ADD

BFD_RELOC_NDS32_TLS_DESC_FUNC

BFD_RELOC_NDS32_TLS_DESC_CALL

BFD_RELOC_NDS32_TLS_DESC_MEM

BFD_RELOC_NDS32_REMOVE

BFD_RELOC_NDS32_GROUP

For TLS.

BFD_RELOC_NDS32_LSI

For floating load store relaxation.

BFD_RELOC_V850_9_PCREL

This is a 9-bit reloc

BFD_RELOC_V850_22_PCREL

This is a 22-bit reloc

BFD_RELOC_V850_SDA_16_16_0FFSET

This is a 16 bit offset from the short data area pointer.

BFD_RELOC_V850_SDA_15_16_OFFSET

This is a 16 bit offset (of which only 15 bits are used) from the short data area pointer.

BFD_RELOC_V850_ZDA_16_16_0FFSET

This is a 16 bit offset from the zero data area pointer.

BFD_RELOC_V850_ZDA_15_16_OFFSET

This is a 16 bit offset (of which only 15 bits are used) from the zero data area pointer.

BFD_RELOC_V850_TDA_6_8_OFFSET

This is an 8 bit offset (of which only 6 bits are used) from the tiny data area pointer.

BFD_RELOC_V850_TDA_7_8_OFFSET

This is an 8bit offset (of which only 7 bits are used) from the tiny data area pointer.

BFD_RELOC_V850_TDA_7_7_OFFSET

This is a 7 bit offset from the tiny data area pointer.

BFD_RELOC_V850_TDA_16_16_0FFSET

This is a 16 bit offset from the tiny data area pointer.

BFD_RELOC_V850_TDA_4_5_OFFSET

This is a 5 bit offset (of which only 4 bits are used) from the tiny data area pointer.

BFD_RELOC_V850_TDA_4_4_OFFSET

This is a 4 bit offset from the tiny data area pointer.

BFD_RELOC_V850_SDA_16_16_SPLIT_OFFSET

This is a 16 bit offset from the short data area pointer, with the bits placed non-contiguously in the instruction.

BFD_RELOC_V850_ZDA_16_16_SPLIT_OFFSET

This is a 16 bit offset from the zero data area pointer, with the bits placed non-contiguously in the instruction.

BFD_RELOC_V850_CALLT_6_7_OFFSET

This is a 6 bit offset from the call table base pointer.

BFD_RELOC_V850_CALLT_16_16_OFFSET

This is a 16 bit offset from the call table base pointer.

BFD_RELOC_V850_LONGCALL

Used for relaxing indirect function calls.

BFD_RELOC_V850_LONGJUMP

Used for relaxing indirect jumps.

BFD_RELOC_V850_ALIGN

Used to maintain alignment whilst relaxing.

BFD_RELOC_V850_L016_SPLIT_OFFSET

This is a variation of BFD_RELOC_LO16 that can be used in v850e ld.bu instructions.

BFD_RELOC_V850_16_PCREL This is a 16-bit reloc.

BFD_RELOC_V850_17_PCREL This is a 17-bit reloc.

BFD_RELOC_V850_23 This is a 23-bit reloc.

BFD_RELOC_V850_32_PCREL This is a 32-bit reloc.

BFD_RELOC_V850_32_ABS This is a 32-bit reloc.

BFD_RELOC_V850_16_SPLIT_OFFSET This is a 16-bit reloc.

BFD_RELOC_V850_16_S1 This is a 16-bit reloc.

BFD_RELOC_V850_L016_S1
Low 16 bits. 16 bit shifted by 1.

BFD_RELOC_V850_CALLT_15_16_OFFSET

This is a 16 bit offset from the call table base pointer.

BFD_RELOC_V850_32_GOTPCREL DSO relocations.

BFD_RELOC_V850_16_GOT DSO relocations.

 $\begin{array}{c} {\tt BFD_RELOC_V850_32_GOT} \\ {\tt DSO\ relocations.} \end{array}$

BFD_RELOC_V850_22_PLT_PCREL DSO relocations.

BFD_RELOC_V850_32_PLT_PCREL DSO relocations.

BFD_RELOC_V850_COPY DSO relocations.

BFD_RELOC_V850_GLOB_DAT DSO relocations.

BFD_RELOC_V850_JMP_SLOT DSO relocations.

BFD_RELOC_V850_RELATIVE DSO relocations.

BFD_RELOC_V850_16_GOTOFF

DSO relocations.

BFD_RELOC_V850_32_GOTOFF

DSO relocations.

BFD_RELOC_V850_CODE

start code.

BFD_RELOC_V850_DATA

start data in text.

BFD_RELOC_TIC30_LDP

This is a 8bit DP reloc for the tms320c30, where the most significant 8 bits of a 24 bit word are placed into the least significant 8 bits of the opcode.

BFD_RELOC_TIC54X_PARTLS7

This is a 7bit reloc for the tms320c54x, where the least significant 7 bits of a 16 bit word are placed into the least significant 7 bits of the opcode.

BFD_RELOC_TIC54X_PARTMS9

This is a 9bit DP reloc for the tms320c54x, where the most significant 9 bits of a 16 bit word are placed into the least significant 9 bits of the opcode.

BFD_RELOC_TIC54X_23

This is an extended address 23-bit reloc for the tms320c54x.

BFD_RELOC_TIC54X_16_0F_23

This is a 16-bit reloc for the tms320c54x, where the least significant 16 bits of a 23-bit extended address are placed into the opcode.

BFD_RELOC_TIC54X_MS7_OF_23

This is a reloc for the tms320c54x, where the most significant 7 bits of a 23-bit extended address are placed into the opcode.

BFD_RELOC_C6000_PCR_S21

BFD_RELOC_C6000_PCR_S12

BFD_RELOC_C6000_PCR_S10

BFD_RELOC_C6000_PCR_S7

BFD_RELOC_C6000_ABS_S16

BFD_RELOC_C6000_ABS_L16

BFD_RELOC_C6000_ABS_H16

BFD_RELOC_C6000_SBR_U15_B

BFD_RELOC_C6000_SBR_U15_H

BFD_RELOC_C6000_SBR_U15_W

BFD_RELOC_C6000_SBR_S16

BFD_RELOC_C6000_SBR_L16_B

BFD_RELOC_C6000_SBR_L16_H

BFD_RELOC_C6000_SBR_L16_W

BFD_RELOC_C6000_SBR_H16_B

```
BFD_RELOC_C6000_SBR_H16_H
BFD_RELOC_C6000_SBR_H16_W
BFD_RELOC_C6000_SBR_GOT_U15_W
BFD_RELOC_C6000_SBR_GOT_L16_W
BFD_RELOC_C6000_SBR_GOT_H16_W
BFD_RELOC_C6000_DSBT_INDEX
BFD_RELOC_C6000_PREL31
BFD_RELOC_C6000_COPY
BFD_RELOC_C6000_JUMP_SLOT
BFD_RELOC_C6000_EHTYPE
BFD_RELOC_C6000_PCR_H16
BFD_RELOC_C6000_PCR_L16
BFD_RELOC_C6000_ALIGN
BFD_RELOC_C6000_FPHEAD
BFD_RELOC_C6000_NOCMP
```

TMS320C6000 relocations.

BFD_RELOC_FR30_48

This is a 48 bit reloc for the FR30 that stores 32 bits.

BFD_RELOC_FR30_20

This is a 32 bit reloc for the FR30 that stores 20 bits split up into two sections.

BFD_RELOC_FR30_6_IN_4

This is a 16 bit reloc for the FR30 that stores a 6 bit word offset in 4 bits.

BFD_RELOC_FR30_8_IN_8

This is a 16 bit reloc for the FR30 that stores an 8 bit byte offset into 8 bits.

BFD_RELOC_FR30_9_IN_8

This is a 16 bit reloc for the FR30 that stores a 9 bit short offset into 8 bits.

BFD_RELOC_FR30_10_IN_8

This is a 16 bit reloc for the FR30 that stores a 10 bit word offset into 8 bits.

BFD_RELOC_FR30_9_PCREL

This is a 16 bit reloc for the FR30 that stores a 9 bit pc relative short offset into 8 bits.

BFD_RELOC_FR30_12_PCREL

This is a 16 bit reloc for the FR30 that stores a 12 bit pc relative short offset into 11 bits.

```
BFD_RELOC_MCORE_PCREL_IMM8BY4
BFD_RELOC_MCORE_PCREL_IMM11BY2
BFD_RELOC_MCORE_PCREL_IMM4BY2
BFD_RELOC_MCORE_PCREL_32
BFD_RELOC_MCORE_PCREL_JSR_IMM11BY2
BFD_RELOC_MCORE_RVA
Motorola Mcore relocations.
```

```
BFD_RELOC_MEP_8
BFD_RELOC_MEP_16
BFD_RELOC_MEP_32
BFD_RELOC_MEP_PCREL8A2
BFD_RELOC_MEP_PCREL12A2
BFD_RELOC_MEP_PCREL17A2
BFD_RELOC_MEP_PCREL24A2
BFD_RELOC_MEP_PCABS24A2
BFD_RELOC_MEP_LOW16
BFD_RELOC_MEP_HI16U
BFD_RELOC_MEP_HI16S
BFD_RELOC_MEP_GPREL
BFD_RELOC_MEP_TPREL
BFD_RELOC_MEP_TPREL7
BFD_RELOC_MEP_TPREL7A2
BFD_RELOC_MEP_TPREL7A4
BFD_RELOC_MEP_UIMM24
BFD_RELOC_MEP_ADDR24A4
BFD_RELOC_MEP_GNU_VTINHERIT
BFD_RELOC_MEP_GNU_VTENTRY
    Toshiba Media Processor Relocations.
```

BFD_RELOC_METAG_HIADDR16 BFD_RELOC_METAG_LOADDR16 BFD_RELOC_METAG_RELBRANCH BFD_RELOC_METAG_GETSETOFF BFD_RELOC_METAG_HIOG BFD_RELOC_METAG_LOOG BFD_RELOC_METAG_REL8 BFD_RELOC_METAG_REL16 BFD_RELOC_METAG_HI16_GOTOFF BFD_RELOC_METAG_LO16_GOTOFF BFD_RELOC_METAG_GETSET_GOTOFF BFD_RELOC_METAG_GETSET_GOT BFD_RELOC_METAG_HI16_GOTPC BFD_RELOC_METAG_LO16_GOTPC BFD_RELOC_METAG_HI16_PLT BFD_RELOC_METAG_LO16_PLT BFD_RELOC_METAG_RELBRANCH_PLT BFD_RELOC_METAG_GOTOFF BFD_RELOC_METAG_PLT BFD_RELOC_METAG_COPY BFD_RELOC_METAG_JMP_SLOT BFD_RELOC_METAG_RELATIVE BFD_RELOC_METAG_GLOB_DAT BFD_RELOC_METAG_TLS_GD BFD_RELOC_METAG_TLS_LDM

BFD_RELOC_MMIX_REG_OR_BYTE

0..255.

```
BFD_RELOC_METAG_TLS_LDO_HI16
BFD_RELOC_METAG_TLS_LDO_L016
BFD_RELOC_METAG_TLS_LDO
BFD_RELOC_METAG_TLS_IE
BFD_RELOC_METAG_TLS_IENONPIC
BFD_RELOC_METAG_TLS_IENONPIC_HI16
BFD_RELOC_METAG_TLS_IENONPIC_L016
BFD_RELOC_METAG_TLS_TPOFF
BFD_RELOC_METAG_TLS_DTPMOD
BFD_RELOC_METAG_TLS_DTPOFF
BFD_RELOC_METAG_TLS_LE
BFD_RELOC_METAG_TLS_LE_HI16
BFD_RELOC_METAG_TLS_LE_L016
     Imagination Technologies Meta relocations.
BFD_RELOC_MMIX_GETA
BFD_RELOC_MMIX_GETA_1
BFD_RELOC_MMIX_GETA_2
BFD_RELOC_MMIX_GETA_3
     These are relocations for the GETA instruction.
BFD_RELOC_MMIX_CBRANCH
BFD_RELOC_MMIX_CBRANCH_J
BFD_RELOC_MMIX_CBRANCH_1
BFD_RELOC_MMIX_CBRANCH_2
BFD_RELOC_MMIX_CBRANCH_3
     These are relocations for a conditional branch instruction.
BFD_RELOC_MMIX_PUSHJ
BFD_RELOC_MMIX_PUSHJ_1
BFD_RELOC_MMIX_PUSHJ_2
BFD_RELOC_MMIX_PUSHJ_3
BFD_RELOC_MMIX_PUSHJ_STUBBABLE
     These are relocations for the PUSHJ instruction.
BFD_RELOC_MMIX_JMP
BFD_RELOC_MMIX_JMP_1
BFD_RELOC_MMIX_JMP_2
BFD_RELOC_MMIX_JMP_3
     These are relocations for the JMP instruction.
BFD_RELOC_MMIX_ADDR19
     This is a relocation for a relative address as in a GETA instruction or a branch.
BFD_RELOC_MMIX_ADDR27
     This is a relocation for a relative address as in a JMP instruction.
```

This is a relocation for an instruction field that may be a general register or a value

BFD_RELOC_MMIX_REG

This is a relocation for an instruction field that may be a general register.

BFD_RELOC_MMIX_BASE_PLUS_OFFSET

This is a relocation for two instruction fields holding a register and an offset, the equivalent of the relocation.

BFD_RELOC_MMIX_LOCAL

This relocation is an assertion that the expression is not allocated as a global register. It does not modify contents.

BFD_RELOC_AVR_7_PCREL

This is a 16 bit reloc for the AVR that stores 8 bit pc relative short offset into 7 bits.

BFD_RELOC_AVR_13_PCREL

This is a 16 bit reloc for the AVR that stores 13 bit pc relative short offset into 12 bits.

BFD_RELOC_AVR_16_PM

This is a 16 bit reloc for the AVR that stores 17 bit value (usually program memory address) into 16 bits.

BFD_RELOC_AVR_LO8_LDI

This is a 16 bit reloc for the AVR that stores 8 bit value (usually data memory address) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_HI8_LDI

This is a 16 bit reloc for the AVR that stores 8 bit value (high 8 bit of data memory address) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_HH8_LDI

This is a 16 bit reloc for the AVR that stores 8 bit value (most high 8 bit of program memory address) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_MS8_LDI

This is a 16 bit reloc for the AVR that stores 8 bit value (most high 8 bit of 32 bit value) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_LO8_LDI_NEG

This is a 16 bit reloc for the AVR that stores negated 8 bit value (usually data memory address) into 8 bit immediate value of SUBI insn.

BFD_RELOC_AVR_HI8_LDI_NEG

This is a 16 bit reloc for the AVR that stores negated 8 bit value (high 8 bit of data memory address) into 8 bit immediate value of SUBI insn.

BFD_RELOC_AVR_HH8_LDI_NEG

This is a 16 bit reloc for the AVR that stores negated 8 bit value (most high 8 bit of program memory address) into 8 bit immediate value of LDI or SUBI insn.

BFD_RELOC_AVR_MS8_LDI_NEG

This is a 16 bit reloc for the AVR that stores negated 8 bit value (msb of 32 bit value) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_LO8_LDI_PM

This is a 16 bit reloc for the AVR that stores 8 bit value (usually command address) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_LO8_LDI_GS

This is a 16 bit reloc for the AVR that stores 8 bit value (command address) into 8 bit immediate value of LDI insn. If the address is beyond the 128k boundary, the linker inserts a jump stub for this reloc in the lower 128k.

BFD_RELOC_AVR_HI8_LDI_PM

This is a 16 bit reloc for the AVR that stores 8 bit value (high 8 bit of command address) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_HI8_LDI_GS

This is a 16 bit reloc for the AVR that stores 8 bit value (high 8 bit of command address) into 8 bit immediate value of LDI insn. If the address is beyond the 128k boundary, the linker inserts a jump stub for this reloc below 128k.

BFD_RELOC_AVR_HH8_LDI_PM

This is a 16 bit reloc for the AVR that stores 8 bit value (most high 8 bit of command address) into 8 bit immediate value of LDI insn.

BFD_RELOC_AVR_LO8_LDI_PM_NEG

This is a 16 bit reloc for the AVR that stores negated 8 bit value (usually command address) into 8 bit immediate value of SUBI insn.

BFD_RELOC_AVR_HI8_LDI_PM_NEG

This is a 16 bit reloc for the AVR that stores negated 8 bit value (high 8 bit of 16 bit command address) into 8 bit immediate value of SUBI insn.

BFD_RELOC_AVR_HH8_LDI_PM_NEG

This is a 16 bit reloc for the AVR that stores negated 8 bit value (high 6 bit of 22 bit command address) into 8 bit immediate value of SUBI insn.

BFD_RELOC_AVR_CALL

This is a 32 bit reloc for the AVR that stores 23 bit value into 22 bits.

BFD_RELOC_AVR_LDI

This is a 16 bit reloc for the AVR that stores all needed bits for absolute addressing with ldi with overflow check to linktime

BFD_RELOC_AVR_6

This is a 6 bit reloc for the AVR that stores offset for ldd/std instructions

BFD_RELOC_AVR_6_ADIW

This is a 6 bit reloc for the AVR that stores offset for adiw/sbiw instructions

BFD_RELOC_AVR_8_LO

This is a 8 bit reloc for the AVR that stores bits 0..7 of a symbol in .byte lo8(symbol)

BFD_RELOC_AVR_8_HI

This is a 8 bit reloc for the AVR that stores bits 8..15 of a symbol in .byte hi8(symbol)

BFD_RELOC_AVR_8_HLO

This is a 8 bit reloc for the AVR that stores bits 16..23 of a symbol in .byte hlo8(symbol)

BFD_RELOC_AVR_DIFF8

BFD_RELOC_AVR_DIFF16

BFD_RELOC_AVR_DIFF32

AVR relocations to mark the difference of two local symbols. These are only needed to support linker relaxation and can be ignored when not relaxing. The field is set to the value of the difference assuming no relaxation. The relocation encodes the position of the second symbol so the linker can determine whether to adjust the field value.

BFD_RELOC_AVR_LDS_STS_16

This is a 7 bit reloc for the AVR that stores SRAM address for 16bit lds and sts instructions supported only tiny core.

BFD_RELOC_AVR_PORT6

This is a 6 bit reloc for the AVR that stores an I/O register number for the IN and OUT instructions

BFD_RELOC_AVR_PORT5

This is a 5 bit reloc for the AVR that stores an I/O register number for the SBIC, SBIS, SBI and CBI instructions

```
BFD_RELOC_RISCV_HI20
```

BFD_RELOC_RISCV_PCREL_HI20

BFD_RELOC_RISCV_PCREL_LO12_I

BFD_RELOC_RISCV_PCREL_L012_S

BFD_RELOC_RISCV_LO12_I

BFD_RELOC_RISCV_L012_S

BFD_RELOC_RISCV_GPREL12_I

BFD_RELOC_RISCV_GPREL12_S

BFD_RELOC_RISCV_TPREL_HI20

BFD_RELOC_RISCV_TPREL_L012_I

BFD_RELOC_RISCV_TPREL_L012_S

BFD_RELOC_RISCV_TPREL_ADD

BFD_RELOC_RISCV_CALL

BFD_RELOC_RISCV_CALL_PLT

BFD_RELOC_RISCV_ADD8

BFD_RELOC_RISCV_ADD16

BFD_RELOC_RISCV_ADD32

BFD_RELOC_RISCV_ADD64

```
BFD_RELOC_RISCV_SUB8
BFD_RELOC_RISCV_SUB16
BFD_RELOC_RISCV_SUB32
BFD_RELOC_RISCV_SUB64
BFD_RELOC_RISCV_GOT_HI20
BFD_RELOC_RISCV_TLS_GOT_HI20
BFD_RELOC_RISCV_TLS_GD_HI20
BFD_RELOC_RISCV_JMP
BFD_RELOC_RISCV_TLS_DTPMOD32
BFD_RELOC_RISCV_TLS_DTPREL32
BFD_RELOC_RISCV_TLS_DTPMOD64
BFD_RELOC_RISCV_TLS_DTPREL64
BFD_RELOC_RISCV_TLS_TPREL32
BFD_RELOC_RISCV_TLS_TPREL64
BFD_RELOC_RISCV_ALIGN
BFD_RELOC_RISCV_RVC_BRANCH
BFD_RELOC_RISCV_RVC_JUMP
BFD_RELOC_RISCV_RVC_LUI
BFD_RELOC_RISCV_GPREL_I
BFD_RELOC_RISCV_GPREL_S
BFD_RELOC_RISCV_TPREL_I
BFD_RELOC_RISCV_TPREL_S
BFD_RELOC_RISCV_RELAX
BFD_RELOC_RISCV_CFA
BFD_RELOC_RISCV_SUB6
BFD_RELOC_RISCV_SET6
BFD_RELOC_RISCV_SET8
BFD_RELOC_RISCV_SET16
BFD_RELOC_RISCV_SET32
BFD_RELOC_RISCV_32_PCREL
    RISC-V relocations.
```

BFD_RELOC_RL78_NEG8
BFD_RELOC_RL78_NEG16
BFD_RELOC_RL78_NEG24
BFD_RELOC_RL78_NEG32
BFD_RELOC_RL78_16_OP
BFD_RELOC_RL78_24_OP
BFD_RELOC_RL78_32_OP
BFD_RELOC_RL78_8U
BFD_RELOC_RL78_16U
BFD_RELOC_RL78_16U
BFD_RELOC_RL78_DIR3U_PCREL
BFD_RELOC_RL78_DIFF
BFD_RELOC_RL78_GPRELB
BFD_RELOC_RL78_GPRELL

- BFD_RELOC_RL78_SYM BFD_RELOC_RL78_OP_SUBTRACT
- BFD_RELOC_RL78_OP_NEG
- BFD_RELOC_RL78_OP_AND BFD_RELOC_RL78_OP_SHRA
- BFD_RELOC_RL78_ABS8
- BFD_RELOC_RL78_ABS16
- BFD_RELOC_RL78_ABS16_REV
- BFD_RELOC_RL78_ABS32
- BFD_RELOC_RL78_ABS32_REV
- BFD_RELOC_RL78_ABS16U
- BFD_RELOC_RL78_ABS16UW
- BFD_RELOC_RL78_ABS16UL
- BFD_RELOC_RL78_RELAX
- BFD_RELOC_RL78_HI16
- BFD_RELOC_RL78_HI8
- BFD_RELOC_RL78_L016
- BFD_RELOC_RL78_CODE
- BFD_RELOC_RL78_SADDR

Renesas RL78 Relocations.

- BFD_RELOC_RX_NEG8
- BFD_RELOC_RX_NEG16
- BFD_RELOC_RX_NEG24
- BFD_RELOC_RX_NEG32
- BFD_RELOC_RX_16_OP
- BFD_RELOC_RX_24_OP
- BFD_RELOC_RX_32_OP
- BFD_RELOC_RX_8U
- BFD_RELOC_RX_16U
- BFD_RELOC_RX_24U
- BFD_RELOC_RX_DIR3U_PCREL
- BFD_RELOC_RX_DIFF
- BFD_RELOC_RX_GPRELB
- BFD_RELOC_RX_GPRELW
- BFD_RELOC_RX_GPRELL
- BFD_RELOC_RX_SYM
- BFD_RELOC_RX_OP_SUBTRACT
- BFD_RELOC_RX_OP_NEG
- BFD_RELOC_RX_ABS8
- BFD_RELOC_RX_ABS16
- BFD_RELOC_RX_ABS16_REV
- BFD_RELOC_RX_ABS32
- BFD_RELOC_RX_ABS32_REV
- BFD_RELOC_RX_ABS16U
- BFD_RELOC_RX_ABS16UW
- BFD_RELOC_RX_ABS16UL

BFD_RELOC_RX_RELAX Renesas RX Relocations.

BFD_RELOC_390_12 Direct 12 bit.

BFD_RELOC_390_GOT12 12 bit GOT offset.

BFD_RELOC_390_PLT32
32 bit PC relative PLT address.

BFD_RELOC_390_COPY
Copy symbol at runtime.

BFD_RELOC_390_GLOB_DAT Create GOT entry.

BFD_RELOC_390_JMP_SLOT Create PLT entry.

BFD_RELOC_390_RELATIVE Adjust by program base.

BFD_RELOC_390_GOTPC
32 bit PC relative offset to GOT.

BFD_RELOC_390_GOT16 16 bit GOT offset.

BFD_RELOC_390_PC12DBL PC relative 12 bit shifted by 1.

BFD_RELOC_390_PC16DBL PC relative 16 bit shifted by 1.

BFD_RELOC_390_PLT16DBL 16 bit PC rel. PLT shifted by 1.

 $\begin{array}{c} {\tt BFD_RELOC_390_PC24DBL} \\ {\tt PC\ relative\ 24\ bit\ shifted\ by\ 1.} \end{array}$

BFD_RELOC_390_PC32DBL PC relative 32 bit shifted by 1.

BFD_RELOC_390_GOTPCDBL

32 bit PC rel. GOT shifted by 1.

BFD_RELOC_390_GOT64

64 bit GOT offset.

BFD_RELOC_390_PLT64

64 bit PC relative PLT address.

BFD_RELOC_390_GOTENT

32 bit rel. offset to GOT entry.

BFD_RELOC_390_GOTOFF64

64 bit offset to GOT.

BFD_RELOC_390_GOTPLT12

12-bit offset to symbol-entry within GOT, with PLT handling.

BFD_RELOC_390_GOTPLT16

16-bit offset to symbol-entry within GOT, with PLT handling.

BFD_RELOC_390_GOTPLT32

32-bit offset to symbol-entry within GOT, with PLT handling.

BFD_RELOC_390_GOTPLT64

64-bit offset to symbol-entry within GOT, with PLT handling.

BFD_RELOC_390_GOTPLTENT

32-bit rel. offset to symbol-entry within GOT, with PLT handling.

BFD_RELOC_390_PLT0FF16

16-bit rel. offset from the GOT to a PLT entry.

BFD_RELOC_390_PLT0FF32

32-bit rel. offset from the GOT to a PLT entry.

BFD_RELOC_390_PLT0FF64

64-bit rel. offset from the GOT to a PLT entry.

BFD_RELOC_390_TLS_LOAD

BFD_RELOC_390_TLS_GDCALL

BFD_RELOC_390_TLS_LDCALL

BFD_RELOC_390_TLS_GD32

BFD_RELOC_390_TLS_GD64

BFD_RELOC_390_TLS_GOTIE12

BFD_RELOC_390_TLS_GOTIE32

BFD_RELOC_390_TLS_GOTIE64

BFD_RELOC_390_TLS_LDM32

BFD_RELOC_390_TLS_LDM64

BFD_RELOC_390_TLS_IE32

BFD_RELOC_390_TLS_IE64

BFD_RELOC_390_TLS_IEENT

BFD_RELOC_390_TLS_LE32

BFD_RELOC_390_TLS_LE64

BFD_RELOC_390_TLS_LD032

BFD_RELOC_390_TLS_LD064

BFD_RELOC_390_TLS_DTPMOD

BFD_RELOC_390_TLS_DTPOFF

BFD_RELOC_390_TLS_TPOFF

s390 tls relocations.

BFD_RELOC_390_20

BFD_RELOC_390_GOT20

BFD_RELOC_390_GOTPLT20

BFD_RELOC_390_TLS_GOTIE20

Long displacement extension.

BFD_RELOC_390_IRELATIVE

STT_GNU_IFUNC relocation.

BFD_RELOC_SCORE_GPREL15

Score relocations Low 16 bit for load/store

BFD_RELOC_SCORE_DUMMY2

BFD_RELOC_SCORE_JMP

This is a 24-bit reloc with the right 1 bit assumed to be 0

BFD_RELOC_SCORE_BRANCH

This is a 19-bit reloc with the right 1 bit assumed to be 0

BFD_RELOC_SCORE_IMM30

This is a 32-bit reloc for 48-bit instructions.

BFD_RELOC_SCORE_IMM32

This is a 32-bit reloc for 48-bit instructions.

BFD_RELOC_SCORE16_JMP

This is a 11-bit reloc with the right 1 bit assumed to be 0

BFD_RELOC_SCORE16_BRANCH

This is a 8-bit reloc with the right 1 bit assumed to be 0

BFD_RELOC_SCORE_BCMP

This is a 9-bit reloc with the right 1 bit assumed to be 0

BFD_RELOC_SCORE_GOT15

BFD_RELOC_SCORE_GOT_L016

BFD_RELOC_SCORE_CALL15

BFD_RELOC_SCORE_DUMMY_HI16

Undocumented Score relocs

BFD_RELOC_IP2K_FR9

Scenix IP2K - 9-bit register number / data address

BFD_RELOC_IP2K_BANK

Scenix IP2K - 4-bit register/data bank number

BFD_RELOC_IP2K_ADDR16CJP

Scenix IP2K - low 13 bits of instruction word address

BFD_RELOC_IP2K_PAGE3

Scenix IP2K - high 3 bits of instruction word address

BFD_RELOC_IP2K_LO8DATA

BFD_RELOC_IP2K_HI8DATA

BFD_RELOC_IP2K_EX8DATA

Scenix IP2K - ext/low/high 8 bits of data address

BFD_RELOC_IP2K_LO8INSN

BFD_RELOC_IP2K_HI8INSN

Scenix IP2K - low/high 8 bits of instruction word address

BFD_RELOC_IP2K_PC_SKIP

Scenix IP2K - even/odd PC modifier to modify snb pcl.0

BFD_RELOC_IP2K_TEXT

Scenix IP2K - 16 bit word address in text section.

BFD_RELOC_IP2K_FR_OFFSET

Scenix IP2K - 7-bit sp or dp offset

BFD RELOC VPE4KMATH DATA

BFD_RELOC_VPE4KMATH_INSN

Scenix VPE4K coprocessor - data/insn-space addressing

BFD_RELOC_VTABLE_INHERIT

BFD_RELOC_VTABLE_ENTRY

These two relocations are used by the linker to determine which of the entries in a C++ virtual function table are actually used. When the –gc-sections option is given, the linker will zero out the entries that are not used, so that the code for those functions need not be included in the output.

VTABLE_INHERIT is a zero-space relocation used to describe to the linker the inheritance tree of a C++ virtual function table. The relocation's symbol should be the parent class' vtable, and the relocation should be located at the child vtable.

VTABLE_ENTRY is a zero-space relocation that describes the use of a virtual function table entry. The reloc's symbol should refer to the table of the class mentioned in the code. Off of that base, an offset describes the entry that is being used. For Rela hosts, this offset is stored in the reloc's addend. For Rel hosts, we are forced to put this offset in the reloc's section offset.

BFD_RELOC_IA64_IMM14

BFD_RELOC_IA64_IMM22

BFD_RELOC_IA64_IMM64

BFD_RELOC_IA64_DIR32MSB

- BFD_RELOC_IA64_DIR32LSB BFD_RELOC_IA64_DIR64MSB
- BFD_RELOC_IA64_DIR64LSB
- BFD_RELOC_IA64_GPREL22
- BFD_RELOC_IA64_GPREL64I
- BFD_RELOC_IA64_GPREL32MSB
- BFD_RELOC_IA64_GPREL32LSB
- BFD_RELOC_IA64_GPREL64MSB
- BFD_RELOC_IA64_GPREL64LSB
- BFD_RELOC_IA64_LT0FF22
- BFD_RELOC_IA64_LT0FF64I
- BFD_RELOC_IA64_PLT0FF22
- BFD_RELOC_IA64_PLT0FF64I
- BFD_RELOC_IA64_PLTOFF64MSB
- BFD_RELOC_IA64_PLTOFF64LSB
- BFD_RELOC_IA64_FPTR64I
- BFD_RELOC_IA64_FPTR32MSB
- BFD_RELOC_IA64_FPTR32LSB
- BFD_RELOC_IA64_FPTR64MSB
- BFD_RELOC_IA64_FPTR64LSB
- BFD_RELOC_IA64_PCREL21B
- BFD_RELOC_IA64_PCREL21BI
- BFD_RELOC_IA64_PCREL21M
- BFD_RELOC_IA64_PCREL21F
- BFD_RELOC_IA64_PCREL22
- BFD_RELOC_IA64_PCREL60B
- BFD_RELOC_IA64_PCREL64I
- BFD_RELOC_IA64_PCREL32MSB
- BFD_RELOC_IA64_PCREL32LSB
- BFD_RELOC_IA64_PCREL64MSB
- BFD_RELOC_IA64_PCREL64LSB
- BFD_RELOC_IA64_LT0FF_FPTR22
- BFD_RELOC_IA64_LTOFF_FPTR64I
- BFD_RELOC_IA64_LTOFF_FPTR32MSB
- BFD_RELOC_IA64_LTOFF_FPTR32LSB
- BFD_RELOC_IA64_LTOFF_FPTR64MSB
- BFD_RELOC_IA64_LTOFF_FPTR64LSB
- BFD_RELOC_IA64_SEGREL32MSB
- BFD_RELOC_IA64_SEGREL32LSB
- BFD_RELOC_IA64_SEGREL64MSB
- BFD_RELOC_IA64_SEGREL64LSB
- BFD_RELOC_IA64_SECREL32MSB BFD_RELOC_IA64_SECREL32LSB
- BFD_RELOC_IA64_SECREL64MSB
- BFD_RELOC_IA64_SECREL64LSB
- BFD_RELOC_IA64_REL32MSB
- BFD_RELOC_IA64_REL32LSB

BFD_RELOC_IA64_REL64MSB BFD_RELOC_IA64_REL64LSB BFD_RELOC_IA64_LTV32MSB BFD_RELOC_IA64_LTV32LSB BFD_RELOC_IA64_LTV64MSB BFD_RELOC_IA64_LTV64LSB BFD_RELOC_IA64_IPLTMSB BFD_RELOC_IA64_IPLTLSB BFD_RELOC_IA64_COPY BFD_RELOC_IA64_LTOFF22X BFD_RELOC_IA64_LDXMOV BFD_RELOC_IA64_TPREL14 BFD_RELOC_IA64_TPREL22 BFD_RELOC_IA64_TPREL64I BFD_RELOC_IA64_TPREL64MSB BFD_RELOC_IA64_TPREL64LSB BFD_RELOC_IA64_LTOFF_TPREL22 BFD_RELOC_IA64_DTPMOD64MSB BFD_RELOC_IA64_DTPMOD64LSB BFD_RELOC_IA64_LTOFF_DTPMOD22 BFD_RELOC_IA64_DTPREL14 BFD_RELOC_IA64_DTPREL22 BFD_RELOC_IA64_DTPREL64I BFD_RELOC_IA64_DTPREL32MSB BFD_RELOC_IA64_DTPREL32LSB BFD_RELOC_IA64_DTPREL64MSB BFD_RELOC_IA64_DTPREL64LSB BFD_RELOC_IA64_LTOFF_DTPREL22 Intel IA64 Relocations.

BFD_RELOC_M68HC11_HI8

Motorola 68HC11 reloc. This is the 8 bit high part of an absolute address.

BFD_RELOC_M68HC11_L08

Motorola 68HC11 reloc. This is the 8 bit low part of an absolute address.

BFD_RELOC_M68HC11_3B

Motorola 68HC11 reloc. This is the 3 bit of a value.

BFD_RELOC_M68HC11_RL_JUMP

Motorola 68HC11 reloc. This reloc marks the beginning of a jump/call instruction. It is used for linker relaxation to correctly identify beginning of instruction and change some branches to use PC-relative addressing mode.

BFD_RELOC_M68HC11_RL_GROUP

Motorola 68HC11 reloc. This reloc marks a group of several instructions that gcc generates and for which the linker relaxation pass can modify and/or remove some of them.

BFD_RELOC_M68HC11_L016

Motorola 68HC11 reloc. This is the 16-bit lower part of an address. It is used for 'call' instruction to specify the symbol address without any special transformation (due to memory bank window).

BFD_RELOC_M68HC11_PAGE

Motorola 68HC11 reloc. This is a 8-bit reloc that specifies the page number of an address. It is used by 'call' instruction to specify the page number of the symbol.

BFD_RELOC_M68HC11_24

Motorola 68HC11 reloc. This is a 24-bit reloc that represents the address with a 16-bit value and a 8-bit page number. The symbol address is transformed to follow the 16K memory bank of 68HC12 (seen as mapped in the window).

BFD_RELOC_M68HC12_5B

Motorola 68HC12 reloc. This is the 5 bits of a value.

BFD_RELOC_XGATE_RL_JUMP

Freescale XGATE reloc. This reloc marks the beginning of a bra/jal instruction.

BFD_RELOC_XGATE_RL_GROUP

Freescale XGATE reloc. This reloc marks a group of several instructions that gcc generates and for which the linker relaxation pass can modify and/or remove some of them.

BFD_RELOC_XGATE_L016

Freescale XGATE reloc. This is the 16-bit lower part of an address. It is used for the '16-bit' instructions.

BFD_RELOC_XGATE_GPAGE

Freescale XGATE reloc.

BFD_RELOC_XGATE_24

Freescale XGATE reloc.

BFD_RELOC_XGATE_PCREL_9

Freescale XGATE reloc. This is a 9-bit pc-relative reloc.

BFD_RELOC_XGATE_PCREL_10

Freescale XGATE reloc. This is a 10-bit pc-relative reloc.

BFD_RELOC_XGATE_IMM8_LO

Freescale XGATE reloc. This is the 16-bit lower part of an address. It is used for the '16-bit' instructions.

BFD_RELOC_XGATE_IMM8_HI

Freescale XGATE reloc. This is the 16-bit higher part of an address. It is used for the '16-bit' instructions.

BFD_RELOC_XGATE_IMM3

Freescale XGATE reloc. This is a 3-bit pc-relative reloc.

BFD_RELOC_XGATE_IMM4

Freescale XGATE reloc. This is a 4-bit pc-relative reloc.

BFD_RELOC_XGATE_IMM5

Freescale XGATE reloc. This is a 5-bit pc-relative reloc.

BFD_RELOC_M68HC12_9B

Motorola 68HC12 reloc. This is the 9 bits of a value.

BFD_RELOC_M68HC12_16B

Motorola 68HC12 reloc. This is the 16 bits of a value.

BFD_RELOC_M68HC12_9_PCREL

Motorola 68HC12/XGATE reloc. This is a PCREL9 branch.

BFD_RELOC_M68HC12_10_PCREL

Motorola 68HC12/XGATE reloc. This is a PCREL10 branch.

BFD_RELOC_M68HC12_L08XG

Motorola 68HC12/XGATE reloc. This is the 8 bit low part of an absolute address and immediately precedes a matching HI8XG part.

BFD_RELOC_M68HC12_HI8XG

Motorola 68HC12/XGATE reloc. This is the 8 bit high part of an absolute address and immediately follows a matching LO8XG part.

BFD_RELOC_S12Z_15_PCREL

Freescale S12Z reloc. This is a 15 bit relative address. If the most significant bits are all zero then it may be truncated to 8 bits.

BFD_RELOC_16C_NUMO8

- BFD_RELOC_16C_NUMO8_C
- BFD_RELOC_16C_NUM16
- BFD_RELOC_16C_NUM16_C
- BFD_RELOC_16C_NUM32
- BFD_RELOC_16C_NUM32_C
- BFD_RELOC_16C_DISP04
- BFD_RELOC_16C_DISP04_C
- BFD_RELOC_16C_DISP08
- BFD_RELOC_16C_DISP08_C
- BFD_RELOC_16C_DISP16
- BFD_RELOC_16C_DISP16_C
- BFD_RELOC_16C_DISP24
- BFD_RELOC_16C_DISP24_C
- BFD_RELOC_16C_DISP24a
- BFD_RELOC_16C_DISP24a_C
- BFD_RELOC_16C_REG04
- BFD_RELOC_16C_REGO4_C
- BFD_RELOC_16C_REG04a
- BFD_RELOC_16C_REG04a_C

- BFD_RELOC_16C_REG14 BFD_RELOC_16C_REG14_C BFD_RELOC_16C_REG16 BFD_RELOC_16C_REG16_C BFD_RELOC_16C_REG20 BFD_RELOC_16C_REG2O_C BFD_RELOC_16C_ABS20 BFD_RELOC_16C_ABS20_C BFD_RELOC_16C_ABS24 BFD_RELOC_16C_ABS24_C BFD_RELOC_16C_IMMO4 BFD_RELOC_16C_IMMO4_C BFD_RELOC_16C_IMM16 BFD_RELOC_16C_IMM16_C BFD_RELOC_16C_IMM20 BFD_RELOC_16C_IMM2O_C BFD_RELOC_16C_IMM24 BFD_RELOC_16C_IMM24_C BFD_RELOC_16C_IMM32 BFD_RELOC_16C_IMM32_C NS CR16C Relocations.
- BFD_RELOC_CR16_NUM8 BFD_RELOC_CR16_NUM16 BFD_RELOC_CR16_NUM32 BFD_RELOC_CR16_NUM32a BFD_RELOC_CR16_REGRELO BFD_RELOC_CR16_REGREL4 BFD_RELOC_CR16_REGREL4a BFD_RELOC_CR16_REGREL14 BFD_RELOC_CR16_REGREL14a BFD_RELOC_CR16_REGREL16 BFD_RELOC_CR16_REGREL20 BFD_RELOC_CR16_REGREL20a BFD_RELOC_CR16_ABS20 BFD_RELOC_CR16_ABS24 BFD_RELOC_CR16_IMM4 BFD_RELOC_CR16_IMM8 BFD_RELOC_CR16_IMM16 BFD_RELOC_CR16_IMM20 BFD_RELOC_CR16_IMM24 BFD_RELOC_CR16_IMM32 BFD_RELOC_CR16_IMM32a BFD_RELOC_CR16_DISP4 BFD_RELOC_CR16_DISP8 BFD_RELOC_CR16_DISP16

BFD_RELOC_CR16_DISP20

```
BFD_RELOC_CR16_DISP24
BFD_RELOC_CR16_DISP24a
BFD_RELOC_CR16_SWITCH8
BFD_RELOC_CR16_SWITCH16
BFD_RELOC_CR16_SWITCH32
BFD_RELOC_CR16_GOT_REGREL20
BFD_RELOC_CR16_GOTC_REGREL20
BFD_RELOC_CR16_GLOB_DAT
    NS CR16 Relocations.
BFD_RELOC_CRX_REL4
BFD_RELOC_CRX_REL8
BFD_RELOC_CRX_REL8_CMP
BFD_RELOC_CRX_REL16
BFD_RELOC_CRX_REL24
BFD_RELOC_CRX_REL32
BFD_RELOC_CRX_REGREL12
BFD_RELOC_CRX_REGREL22
BFD_RELOC_CRX_REGREL28
BFD_RELOC_CRX_REGREL32
BFD_RELOC_CRX_ABS16
BFD_RELOC_CRX_ABS32
BFD_RELOC_CRX_NUM8
BFD_RELOC_CRX_NUM16
BFD_RELOC_CRX_NUM32
BFD_RELOC_CRX_IMM16
BFD_RELOC_CRX_IMM32
BFD_RELOC_CRX_SWITCH8
BFD_RELOC_CRX_SWITCH16
BFD_RELOC_CRX_SWITCH32
    NS CRX Relocations.
BFD_RELOC_CRIS_BDISP8
BFD_RELOC_CRIS_UNSIGNED_5
BFD_RELOC_CRIS_SIGNED_6
BFD_RELOC_CRIS_UNSIGNED_6
BFD_RELOC_CRIS_SIGNED_8
BFD_RELOC_CRIS_UNSIGNED_8
BFD_RELOC_CRIS_SIGNED_16
BFD_RELOC_CRIS_UNSIGNED_16
BFD_RELOC_CRIS_LAPCQ_OFFSET
BFD_RELOC_CRIS_UNSIGNED_4
    These relocs are only used within the CRIS assembler. They are not (at present)
    written to any object files.
BFD_RELOC_CRIS_COPY
BFD_RELOC_CRIS_GLOB_DAT
BFD_RELOC_CRIS_JUMP_SLOT
```

BFD_RELOC_CRIS_RELATIVE

Relocs used in ELF shared libraries for CRIS.

BFD_RELOC_CRIS_32_GOT

32-bit offset to symbol-entry within GOT.

BFD_RELOC_CRIS_16_GOT

16-bit offset to symbol-entry within GOT.

BFD_RELOC_CRIS_32_GOTPLT

32-bit offset to symbol-entry within GOT, with PLT handling.

BFD_RELOC_CRIS_16_GOTPLT

16-bit offset to symbol-entry within GOT, with PLT handling.

BFD_RELOC_CRIS_32_GOTREL

32-bit offset to symbol, relative to GOT.

BFD_RELOC_CRIS_32_PLT_GOTREL

32-bit offset to symbol with PLT entry, relative to GOT.

BFD_RELOC_CRIS_32_PLT_PCREL

32-bit offset to symbol with PLT entry, relative to this relocation.

BFD_RELOC_CRIS_32_GOT_GD

BFD_RELOC_CRIS_16_GOT_GD

BFD_RELOC_CRIS_32_GD

BFD_RELOC_CRIS_DTP

BFD_RELOC_CRIS_32_DTPREL

BFD_RELOC_CRIS_16_DTPREL

BFD_RELOC_CRIS_32_GOT_TPREL

BFD_RELOC_CRIS_16_GOT_TPREL

BFD_RELOC_CRIS_32_TPREL

BFD_RELOC_CRIS_16_TPREL

BFD_RELOC_CRIS_DTPMOD

BFD_RELOC_CRIS_32_IE

Relocs used in TLS code for CRIS.

BFD_RELOC_OR1K_REL_26

BFD_RELOC_OR1K_SLO16

BFD_RELOC_OR1K_PCREL_PG21

BFD_RELOC_OR1K_LO13

BFD_RELOC_OR1K_SLO13

BFD_RELOC_OR1K_GOTPC_HI16

BFD_RELOC_OR1K_GOTPC_LO16

BFD_RELOC_OR1K_GOT16

BFD_RELOC_OR1K_GOT_PG21

BFD_RELOC_OR1K_GOT_LO13

BFD_RELOC_OR1K_PLT26

BFD_RELOC_OR1K_PLTA26

BFD_RELOC_OR1K_GOTOFF_SLO16

```
BFD_RELOC_OR1K_COPY
BFD_RELOC_OR1K_GLOB_DAT
BFD_RELOC_OR1K_JMP_SLOT
BFD_RELOC_OR1K_RELATIVE
BFD_RELOC_OR1K_TLS_GD_HI16
BFD_RELOC_OR1K_TLS_GD_LO16
BFD_RELOC_OR1K_TLS_GD_PG21
BFD_RELOC_OR1K_TLS_GD_LO13
BFD_RELOC_OR1K_TLS_LDM_HI16
BFD_RELOC_OR1K_TLS_LDM_LO16
BFD_RELOC_OR1K_TLS_LDM_PG21
BFD_RELOC_OR1K_TLS_LDM_LO13
BFD_RELOC_OR1K_TLS_LDO_HI16
BFD_RELOC_OR1K_TLS_LDO_L016
BFD_RELOC_OR1K_TLS_IE_HI16
BFD_RELOC_OR1K_TLS_IE_AHI16
BFD_RELOC_OR1K_TLS_IE_LO16
BFD_RELOC_OR1K_TLS_IE_PG21
BFD_RELOC_OR1K_TLS_IE_LO13
BFD_RELOC_OR1K_TLS_LE_HI16
BFD_RELOC_OR1K_TLS_LE_AHI16
BFD_RELOC_OR1K_TLS_LE_LO16
BFD_RELOC_OR1K_TLS_LE_SLO16
BFD_RELOC_OR1K_TLS_TPOFF
BFD_RELOC_OR1K_TLS_DTPOFF
BFD_RELOC_OR1K_TLS_DTPMOD
    OpenRISC 1000 Relocations.
BFD_RELOC_H8_DIR16A8
BFD_RELOC_H8_DIR16R8
BFD_RELOC_H8_DIR24A8
BFD_RELOC_H8_DIR24R8
BFD_RELOC_H8_DIR32A16
BFD_RELOC_H8_DISP32A16
    H8 elf Relocations.
BFD_RELOC_XSTORMY16_REL_12
BFD_RELOC_XSTORMY16_12
BFD_RELOC_XSTORMY16_24
BFD_RELOC_XSTORMY16_FPTR16
    Sony Xstormy16 Relocations.
BFD_RELOC_RELC
```

Self-describing complex relocations.

BFD_RELOC_XC16X_PAG BFD_RELOC_XC16X_POF BFD_RELOC_XC16X_SEG

BFD_RELOC_XC16X_SOF

Infineon Relocations.

BFD_RELOC_VAX_GLOB_DAT

BFD_RELOC_VAX_JMP_SLOT

BFD_RELOC_VAX_RELATIVE

Relocations used by VAX ELF.

BFD_RELOC_MT_PC16

Morpho MT - 16 bit immediate relocation.

BFD_RELOC_MT_HI16

Morpho MT - Hi 16 bits of an address.

BFD_RELOC_MT_L016

Morpho MT - Low 16 bits of an address.

BFD_RELOC_MT_GNU_VTINHERIT

Morpho MT - Used to tell the linker which vtable entries are used.

BFD_RELOC_MT_GNU_VTENTRY

Morpho MT - Used to tell the linker which vtable entries are used.

BFD_RELOC_MT_PCINSN8

Morpho MT - 8 bit immediate relocation.

BFD_RELOC_MSP430_10_PCREL

BFD_RELOC_MSP430_16_PCREL

BFD_RELOC_MSP430_16

BFD_RELOC_MSP430_16_PCREL_BYTE

BFD_RELOC_MSP430_16_BYTE

BFD_RELOC_MSP430_2X_PCREL

BFD_RELOC_MSP430_RL_PCREL

BFD_RELOC_MSP430_ABS8

BFD_RELOC_MSP430X_PCR20_EXT_SRC

BFD_RELOC_MSP430X_PCR20_EXT_DST

BFD_RELOC_MSP430X_PCR20_EXT_ODST

BFD_RELOC_MSP430X_ABS20_EXT_SRC

BFD_RELOC_MSP430X_ABS20_EXT_DST

BFD_RELOC_MSP430X_ABS20_EXT_ODST

BFD_RELOC_MSP430X_ABS20_ADR_SRC

BFD_RELOC_MSP430X_ABS20_ADR_DST

BFD_RELOC_MSP430X_PCR16

BFD_RELOC_MSP430X_PCR20_CALL

BFD_RELOC_MSP430X_ABS16

BFD_RELOC_MSP430_ABS_HI16

BFD_RELOC_MSP430_PREL31

BFD_RELOC_MSP430_SYM_DIFF

msp430 specific relocation codes

```
BFD_RELOC_NIOS2_S16
BFD_RELOC_NIOS2_U16
BFD_RELOC_NIOS2_CALL26
BFD_RELOC_NIOS2_IMM5
BFD_RELOC_NIOS2_CACHE_OPX
BFD_RELOC_NIOS2_IMM6
BFD_RELOC_NIOS2_IMM8
BFD_RELOC_NIOS2_HI16
BFD_RELOC_NIOS2_LO16
BFD_RELOC_NIOS2_HIADJ16
BFD_RELOC_NIOS2_GPREL
BFD_RELOC_NIOS2_UJMP
BFD_RELOC_NIOS2_CJMP
BFD_RELOC_NIOS2_CALLR
BFD_RELOC_NIOS2_ALIGN
BFD_RELOC_NIOS2_GOT16
BFD_RELOC_NIOS2_CALL16
BFD_RELOC_NIOS2_GOTOFF_LO
BFD_RELOC_NIOS2_GOTOFF_HA
BFD_RELOC_NIOS2_PCREL_LO
BFD_RELOC_NIOS2_PCREL_HA
BFD_RELOC_NIOS2_TLS_GD16
BFD_RELOC_NIOS2_TLS_LDM16
BFD_RELOC_NIOS2_TLS_LD016
BFD_RELOC_NIOS2_TLS_IE16
BFD_RELOC_NIOS2_TLS_LE16
BFD_RELOC_NIOS2_TLS_DTPMOD
BFD_RELOC_NIOS2_TLS_DTPREL
BFD_RELOC_NIOS2_TLS_TPREL
BFD_RELOC_NIOS2_COPY
BFD_RELOC_NIOS2_GLOB_DAT
BFD_RELOC_NIOS2_JUMP_SLOT
BFD_RELOC_NIOS2_RELATIVE
BFD_RELOC_NIOS2_GOTOFF
BFD_RELOC_NIOS2_CALL26_NOAT
BFD_RELOC_NIOS2_GOT_LO
BFD_RELOC_NIOS2_GOT_HA
BFD_RELOC_NIOS2_CALL_LO
BFD_RELOC_NIOS2_CALL_HA
BFD_RELOC_NIOS2_R2_S12
BFD_RELOC_NIOS2_R2_I10_1_PCREL
BFD_RELOC_NIOS2_R2_T1I7_1_PCREL
BFD_RELOC_NIOS2_R2_T1I7_2
BFD_RELOC_NIOS2_R2_T2I4
BFD_RELOC_NIOS2_R2_T2I4_1
BFD_RELOC_NIOS2_R2_T2I4_2
BFD_RELOC_NIOS2_R2_X1I7_2
```

BFD_RELOC_NIOS2_R2_X2L5

BFD_RELOC_NIOS2_R2_F1I5_2

BFD_RELOC_NIOS2_R2_L5I4X1

BFD_RELOC_NIOS2_R2_T1X1I6

BFD_RELOC_NIOS2_R2_T1X1I6_2

Relocations used by the Altera Nios II core.

BFD_RELOC_PRU_U16

PRU LDI 16-bit unsigned data-memory relocation.

BFD_RELOC_PRU_U16_PMEMIMM

PRU LDI 16-bit unsigned instruction-memory relocation.

BFD_RELOC_PRU_LDI32

PRU relocation for two consecutive LDI load instructions that load a 32 bit value into a register. If the higher bits are all zero, then the second instruction may be relaxed.

BFD_RELOC_PRU_S10_PCREL

PRU QBBx 10-bit signed PC-relative relocation.

BFD_RELOC_PRU_U8_PCREL

PRU 8-bit unsigned relocation used for the LOOP instruction.

BFD_RELOC_PRU_32_PMEM

BFD_RELOC_PRU_16_PMEM

PRU Program Memory relocations. Used to convert from byte addressing to 32-bit word addressing.

BFD_RELOC_PRU_GNU_DIFF8

BFD_RELOC_PRU_GNU_DIFF16

BFD_RELOC_PRU_GNU_DIFF32

BFD_RELOC_PRU_GNU_DIFF16_PMEM

BFD_RELOC_PRU_GNU_DIFF32_PMEM

PRU relocations to mark the difference of two local symbols. These are only needed to support linker relaxation and can be ignored when not relaxing. The field is set to the value of the difference assuming no relaxation. The relocation encodes the position of the second symbol so the linker can determine whether to adjust the field value. The PMEM variants encode the word difference, instead of byte difference between symbols.

BFD_RELOC_IQ2000_OFFSET_16

BFD_RELOC_IQ2000_OFFSET_21

BFD_RELOC_IQ2000_UHI16

IQ2000 Relocations.

BFD_RELOC_XTENSA_RTLD

Special Xtensa relocation used only by PLT entries in ELF shared objects to indicate that the runtime linker should set the value to one of its own internal functions or data structures.

```
BFD_RELOC_XTENSA_GLOB_DAT
BFD_RELOC_XTENSA_JMP_SLOT
BFD_RELOC_XTENSA_RELATIVE
```

Xtensa relocations for ELF shared objects.

BFD_RELOC_XTENSA_PLT

Xtensa relocation used in ELF object files for symbols that may require PLT entries. Otherwise, this is just a generic 32-bit relocation.

```
BFD_RELOC_XTENSA_DIFF8
BFD_RELOC_XTENSA_DIFF16
BFD_RELOC_XTENSA_DIFF32
```

Xtensa relocations to mark the difference of two local symbols. These are only needed to support linker relaxation and can be ignored when not relaxing. The field is set to the value of the difference assuming no relaxation. The relocation encodes the position of the first symbol so the linker can determine whether to adjust the field value.

```
BFD_RELOC_XTENSA_SLOTO_OP
BFD_RELOC_XTENSA_SLOT1_OP
BFD_RELOC_XTENSA_SLOT2_OP
BFD_RELOC_XTENSA_SLOT3_OP
BFD_RELOC_XTENSA_SLOT4_OP
BFD_RELOC_XTENSA_SLOT5_OP
BFD_RELOC_XTENSA_SLOT6_OP
BFD_RELOC_XTENSA_SLOT7_OP
BFD_RELOC_XTENSA_SLOT7_OP
BFD_RELOC_XTENSA_SLOT9_OP
BFD_RELOC_XTENSA_SLOT10_OP
BFD_RELOC_XTENSA_SLOT11_OP
BFD_RELOC_XTENSA_SLOT11_OP
BFD_RELOC_XTENSA_SLOT112_OP
BFD_RELOC_XTENSA_SLOT13_OP
BFD_RELOC_XTENSA_SLOT13_OP
BFD_RELOC_XTENSA_SLOT14_OP
```

Generic Xtensa relocations for instruction operands. Only the slot number is encoded in the relocation. The relocation applies to the last PC-relative immediate operand, or if there are no PC-relative immediates, to the last immediate operand.

```
BFD_RELOC_XTENSA_SLOTO_ALT
BFD_RELOC_XTENSA_SLOT1_ALT
BFD_RELOC_XTENSA_SLOT2_ALT
BFD_RELOC_XTENSA_SLOT3_ALT
BFD_RELOC_XTENSA_SLOT4_ALT
BFD_RELOC_XTENSA_SLOT5_ALT
BFD_RELOC_XTENSA_SLOT6_ALT
BFD_RELOC_XTENSA_SLOT6_ALT
BFD_RELOC_XTENSA_SLOT7_ALT
BFD_RELOC_XTENSA_SLOT8_ALT
BFD_RELOC_XTENSA_SLOT9_ALT
BFD_RELOC_XTENSA_SLOT9_ALT
BFD_RELOC_XTENSA_SLOT10_ALT
```

BFD_RELOC_XTENSA_SLOT11_ALT

BFD_RELOC_XTENSA_SLOT12_ALT

BFD_RELOC_XTENSA_SLOT13_ALT

BFD_RELOC_XTENSA_SLOT14_ALT

Alternate Xtensa relocations. Only the slot is encoded in the relocation. The meaning of these relocations is opcode-specific.

BFD_RELOC_XTENSA_OPO

BFD_RELOC_XTENSA_OP1

BFD_RELOC_XTENSA_OP2

Xtensa relocations for backward compatibility. These have all been replaced by BFD_RELOC_XTENSA_SLOT0_OP.

BFD_RELOC_XTENSA_ASM_EXPAND

Xtensa relocation to mark that the assembler expanded the instructions from an original target. The expansion size is encoded in the reloc size.

BFD_RELOC_XTENSA_ASM_SIMPLIFY

Xtensa relocation to mark that the linker should simplify assembler-expanded instructions. This is commonly used internally by the linker after analysis of a BFD_RELOC_XTENSA_ASM_EXPAND.

BFD_RELOC_XTENSA_TLSDESC_FN

BFD_RELOC_XTENSA_TLSDESC_ARG

BFD_RELOC_XTENSA_TLS_DTPOFF

BFD_RELOC_XTENSA_TLS_TPOFF

BFD_RELOC_XTENSA_TLS_FUNC

BFD_RELOC_XTENSA_TLS_ARG

BFD_RELOC_XTENSA_TLS_CALL

Xtensa TLS relocations.

BFD_RELOC_Z80_DISP8

8 bit signed offset in (ix+d) or (iy+d).

BFD_RELOC_Z8K_DISP7

DJNZ offset.

BFD_RELOC_Z8K_CALLR

CALR offset.

BFD_RELOC_Z8K_IMM4L

4 bit value.

BFD_RELOC_LM32_CALL

BFD_RELOC_LM32_BRANCH

BFD_RELOC_LM32_16_GOT

BFD_RELOC_LM32_GOTOFF_HI16

BFD_RELOC_LM32_GOTOFF_L016

BFD_RELOC_LM32_COPY

BFD_RELOC_LM32_GLOB_DAT

BFD_RELOC_LM32_JMP_SLOT

BFD_RELOC_LM32_RELATIVE

Lattice Mico32 relocations.

BFD_RELOC_MACH_O_SECTDIFF

Difference between two section addreses. Must be followed by a BFD_RELOC_MACH_O_PAIR.

BFD_RELOC_MACH_O_LOCAL_SECTDIFF

Like BFD_RELOC_MACH_O_SECTDIFF but with a local symbol.

BFD_RELOC_MACH_O_PAIR

Pair of relocation. Contains the first symbol.

BFD_RELOC_MACH_O_SUBTRACTOR32

Symbol will be substracted. Must be followed by a BFD_RELOC_32.

BFD_RELOC_MACH_O_SUBTRACTOR64

Symbol will be substracted. Must be followed by a BFD_RELOC_64.

BFD_RELOC_MACH_O_X86_64_BRANCH32

BFD_RELOC_MACH_O_X86_64_BRANCH8

PCREL relocations. They are marked as branch to create PLT entry if required.

BFD_RELOC_MACH_O_X86_64_GOT

Used when referencing a GOT entry.

BFD_RELOC_MACH_O_X86_64_GOT_LOAD

Used when loading a GOT entry with movq. It is specially marked so that the linker could optimize the movq to a leaq if possible.

BFD_RELOC_MACH_O_X86_64_PCREL32_1

Same as BFD_RELOC_32_PCREL but with an implicit -1 addend.

BFD_RELOC_MACH_O_X86_64_PCREL32_2

Same as BFD_RELOC_32_PCREL but with an implicit -2 addend.

BFD_RELOC_MACH_O_X86_64_PCREL32_4

Same as BFD_RELOC_32_PCREL but with an implicit -4 addend.

BFD_RELOC_MACH_O_X86_64_TLV

Used when referencing a TLV entry.

BFD_RELOC_MACH_O_ARM64_ADDEND

Addend for PAGE or PAGEOFF.

BFD_RELOC_MACH_O_ARM64_GOT_LOAD_PAGE21

Relative offset to page of GOT slot.

BFD_RELOC_MACH_O_ARM64_GOT_LOAD_PAGEOFF12

Relative offset within page of GOT slot.

BFD_RELOC_MACH_O_ARM64_POINTER_TO_GOT

Address of a GOT entry.

BFD_RELOC_MICROBLAZE_32_LO

This is a 32 bit reloc for the microblaze that stores the low 16 bits of a value

BFD_RELOC_MICROBLAZE_32_LO_PCREL

This is a 32 bit pc-relative reloc for the microblaze that stores the low 16 bits of a value

BFD_RELOC_MICROBLAZE_32_ROSDA

This is a 32 bit reloc for the microblaze that stores a value relative to the read-only small data area anchor

BFD_RELOC_MICROBLAZE_32_RWSDA

This is a 32 bit reloc for the microblaze that stores a value relative to the read-write small data area anchor

BFD_RELOC_MICROBLAZE_32_SYM_OP_SYM

This is a 32 bit reloc for the microblaze to handle expressions of the form "Symbol Op Symbol"

BFD_RELOC_MICROBLAZE_64_NONE

This is a 64 bit reloc that stores the 32 bit pc relative value in two words (with an imm instruction). No relocation is done here - only used for relaxing

BFD_RELOC_MICROBLAZE_64_GOTPC

This is a 64 bit reloc that stores the 32 bit pc relative value in two words (with an imm instruction). The relocation is PC-relative GOT offset

BFD_RELOC_MICROBLAZE_64_GOT

This is a 64 bit reloc that stores the 32 bit pc relative value in two words (with an imm instruction). The relocation is GOT offset

BFD_RELOC_MICROBLAZE_64_PLT

This is a 64 bit reloc that stores the 32 bit pc relative value in two words (with an imm instruction). The relocation is PC-relative offset into PLT

BFD_RELOC_MICROBLAZE_64_GOTOFF

This is a 64 bit reloc that stores the 32 bit GOT relative value in two words (with an imm instruction). The relocation is relative offset from _GLOBAL_OFFSET_TABLE_

BFD_RELOC_MICROBLAZE_32_GOTOFF

This is a 32 bit reloc that stores the 32 bit GOT relative value in a word. The relocation is relative offset from

BFD_RELOC_MICROBLAZE_COPY

This is used to tell the dynamic linker to copy the value out of the dynamic object into the runtime process image.

BFD_RELOC_MICROBLAZE_64_TLS

Unused Reloc

BFD_RELOC_MICROBLAZE_64_TLSGD

This is a 64 bit reloc that stores the 32 bit GOT relative value of the GOT TLS GD info entry in two words (with an imm instruction). The relocation is GOT offset.

BFD_RELOC_MICROBLAZE_64_TLSLD

This is a 64 bit reloc that stores the 32 bit GOT relative value of the GOT TLS LD info entry in two words (with an imm instruction). The relocation is GOT offset.

BFD_RELOC_MICROBLAZE_32_TLSDTPMOD

This is a 32 bit reloc that stores the Module ID to GOT(n).

BFD_RELOC_MICROBLAZE_32_TLSDTPREL

This is a 32 bit reloc that stores TLS offset to GOT(n+1).

BFD_RELOC_MICROBLAZE_64_TLSDTPREL

This is a 32 bit reloc for storing TLS offset to two words (uses imm instruction)

BFD_RELOC_MICROBLAZE_64_TLSGOTTPREL

This is a 64 bit reloc that stores 32-bit thread pointer relative offset to two words (uses imm instruction).

BFD_RELOC_MICROBLAZE_64_TLSTPREL

This is a 64 bit reloc that stores 32-bit thread pointer relative offset to two words (uses imm instruction).

BFD_RELOC_MICROBLAZE_64_TEXTPCREL

This is a 64 bit reloc that stores the 32 bit pc relative value in two words (with an imm instruction). The relocation is PC-relative offset from start of TEXT.

BFD_RELOC_MICROBLAZE_64_TEXTREL

This is a 64 bit reloc that stores the 32 bit offset value in two words (with an imm instruction). The relocation is relative offset from start of TEXT.

BFD_RELOC_AARCH64_RELOC_START

AArch64 pseudo relocation code to mark the start of the AArch64 relocation enumerators. N.B. the order of the enumerators is important as several tables in the AArch64 bfd backend are indexed by these enumerators; make sure they are all synced.

BFD_RELOC_AARCH64_NULL

Deprecated AArch64 null relocation code.

BFD_RELOC_AARCH64_NONE

AArch64 null relocation code.

BFD_RELOC_AARCH64_64

BFD_RELOC_AARCH64_32

BFD_RELOC_AARCH64_16

Basic absolute relocations of N bits. These are equivalent to BFD_RELOC_N and they were added to assist the indexing of the howto table.

BFD_RELOC_AARCH64_64_PCREL

BFD_RELOC_AARCH64_32_PCREL

BFD_RELOC_AARCH64_16_PCREL

PC-relative relocations. These are equivalent to BFD_RELOC_N_PCREL and they were added to assist the indexing of the howto table.

BFD_RELOC_AARCH64_MOVW_GO

AArch64 MOV[NZK] instruction with most significant bits 0 to 15 of an unsigned address/value.

BFD_RELOC_AARCH64_MOVW_GO_NC

AArch64 MOV[NZK] instruction with less significant bits 0 to 15 of an address/value. No overflow checking.

BFD_RELOC_AARCH64_MOVW_G1

AArch64 MOV[NZK] instruction with most significant bits 16 to 31 of an unsigned address/value.

BFD_RELOC_AARCH64_MOVW_G1_NC

AArch64 MOV[NZK] instruction with less significant bits 16 to 31 of an address/value. No overflow checking.

BFD_RELOC_AARCH64_MOVW_G2

AArch64 MOV[NZK] instruction with most significant bits 32 to 47 of an unsigned address/value.

BFD_RELOC_AARCH64_MOVW_G2_NC

AArch64 MOV[NZK] instruction with less significant bits 32 to 47 of an address/value. No overflow checking.

BFD_RELOC_AARCH64_MOVW_G3

AArch64 MOV[NZK] instruction with most signficant bits 48 to 64 of a signed or unsigned address/value.

BFD_RELOC_AARCH64_MOVW_GO_S

AArch64 MOV[NZ] instruction with most significant bits 0 to 15 of a signed value. Changes instruction to MOVZ or MOVN depending on the value's sign.

BFD_RELOC_AARCH64_MOVW_G1_S

AArch64 MOV[NZ] instruction with most significant bits 16 to 31 of a signed value. Changes instruction to MOVZ or MOVN depending on the value's sign.

BFD_RELOC_AARCH64_MOVW_G2_S

AArch64 MOV[NZ] instruction with most significant bits 32 to 47 of a signed value. Changes instruction to MOVZ or MOVN depending on the value's sign.

BFD_RELOC_AARCH64_MOVW_PREL_GO

AArch64 MOV[NZ] instruction with most significant bits 0 to 15 of a signed value. Changes instruction to MOVZ or MOVN depending on the value's sign.

BFD_RELOC_AARCH64_MOVW_PREL_GO_NC

AArch64 MOV[NZ] instruction with most significant bits 0 to 15 of a signed value. Changes instruction to MOVZ or MOVN depending on the value's sign.

BFD_RELOC_AARCH64_MOVW_PREL_G1

AArch64 MOVK instruction with most significant bits 16 to 31 of a signed value.

BFD_RELOC_AARCH64_MOVW_PREL_G1_NC

AArch64 MOVK instruction with most significant bits 16 to 31 of a signed value.

BFD_RELOC_AARCH64_MOVW_PREL_G2

AArch64 MOVK instruction with most significant bits 32 to 47 of a signed value.

BFD_RELOC_AARCH64_MOVW_PREL_G2_NC

AArch64 MOVK instruction with most significant bits 32 to 47 of a signed value.

BFD_RELOC_AARCH64_MOVW_PREL_G3

AArch64 MOVK instruction with most significant bits 47 to 63 of a signed value.

BFD_RELOC_AARCH64_LD_L019_PCREL

AArch64 Load Literal instruction, holding a 19 bit pc-relative word offset. The lowest two bits must be zero and are not stored in the instruction, giving a 21 bit signed byte offset.

BFD_RELOC_AARCH64_ADR_LO21_PCREL

AArch64 ADR instruction, holding a simple 21 bit pc-relative byte offset.

BFD_RELOC_AARCH64_ADR_HI21_PCREL

AArch64 ADRP instruction, with bits 12 to 32 of a pc-relative page offset, giving a 4KB aligned page base address.

BFD_RELOC_AARCH64_ADR_HI21_NC_PCREL

AArch64 ADRP instruction, with bits 12 to 32 of a pc-relative page offset, giving a 4KB aligned page base address, but with no overflow checking.

BFD_RELOC_AARCH64_ADD_L012

AArch64 ADD immediate instruction, holding bits 0 to 11 of the address. Used in conjunction with BFD_RELOC_AARCH64_ADR_HI21_PCREL.

BFD_RELOC_AARCH64_LDST8_L012

AArch64 8-bit load/store instruction, holding bits 0 to 11 of the address. Used in conjunction with BFD_RELOC_AARCH64_ADR_HI21_PCREL.

BFD_RELOC_AARCH64_TSTBR14

AArch64 14 bit pc-relative test bit and branch. The lowest two bits must be zero and are not stored in the instruction, giving a 16 bit signed byte offset.

BFD_RELOC_AARCH64_BRANCH19

AArch64 19 bit pc-relative conditional branch and compare & branch. The lowest two bits must be zero and are not stored in the instruction, giving a 21 bit signed byte offset.

BFD_RELOC_AARCH64_JUMP26

AArch64 26 bit pc-relative unconditional branch. The lowest two bits must be zero and are not stored in the instruction, giving a 28 bit signed byte offset.

BFD_RELOC_AARCH64_CALL26

AArch64 26 bit pc-relative unconditional branch and link. The lowest two bits must be zero and are not stored in the instruction, giving a 28 bit signed byte offset.

BFD_RELOC_AARCH64_LDST16_L012

AArch64 16-bit load/store instruction, holding bits 0 to 11 of the address. Used in conjunction with BFD_RELOC_AARCH64_ADR_HI21_PCREL.

BFD_RELOC_AARCH64_LDST32_L012

AArch64 32-bit load/store instruction, holding bits 0 to 11 of the address. Used in conjunction with BFD_RELOC_AARCH64_ADR_HI21_PCREL.

BFD_RELOC_AARCH64_LDST64_L012

AArch64 64-bit load/store instruction, holding bits 0 to 11 of the address. Used in conjunction with BFD_RELOC_AARCH64_ADR_HI21_PCREL.

BFD_RELOC_AARCH64_LDST128_L012

AArch64 128-bit load/store instruction, holding bits 0 to 11 of the address. Used in conjunction with BFD_RELOC_AARCH64_ADR_HI21_PCREL.

BFD_RELOC_AARCH64_GOT_LD_PREL19

AArch64 Load Literal instruction, holding a 19 bit PC relative word offset of the global offset table entry for a symbol. The lowest two bits must be zero and are not stored in the instruction, giving a 21 bit signed byte offset. This relocation type requires signed overflow checking.

BFD_RELOC_AARCH64_ADR_GOT_PAGE

Get to the page base of the global offset table entry for a symbol as part of an ADRP instruction using a 21 bit PC relative value. Used in conjunction with BFD_RELOC_AARCH64_LD64_GOT_LO12_NC.

BFD_RELOC_AARCH64_LD64_GOT_LO12_NC

Unsigned 12 bit byte offset for 64 bit load/store from the page of the GOT entry for this symbol. Used in conjunction with BFD_RELOC_AARCH64_ADR_GOT_PAGE. Valid in LP64 ABI only.

BFD_RELOC_AARCH64_LD32_GOT_LO12_NC

Unsigned 12 bit byte offset for 32 bit load/store from the page of the GOT entry for this symbol. Used in conjunction with BFD_RELOC_AARCH64_ADR_GOT_PAGE. Valid in ILP32 ABI only.

BFD_RELOC_AARCH64_MOVW_GOTOFF_GO_NC

Unsigned 16 bit byte offset for 64 bit load/store from the GOT entry for this symbol. Valid in LP64 ABI only.

BFD_RELOC_AARCH64_MOVW_GOTOFF_G1

Unsigned 16 bit byte higher offset for 64 bit load/store from the GOT entry for this symbol. Valid in LP64 ABI only.

BFD_RELOC_AARCH64_LD64_GOTOFF_L015

Unsigned 15 bit byte offset for 64 bit load/store from the page of the GOT entry for this symbol. Valid in LP64 ABI only.

BFD_RELOC_AARCH64_LD32_GOTPAGE_L014

Scaled 14 bit byte offset to the page base of the global offset table.

BFD_RELOC_AARCH64_LD64_GOTPAGE_L015

Scaled 15 bit byte offset to the page base of the global offset table.

BFD_RELOC_AARCH64_TLSGD_ADR_PAGE21

Get to the page base of the global offset table entry for a symbols tls_index structure as part of an adrp instruction using a 21 bit PC relative value. Used in conjunction with BFD_RELOC_AARCH64_TLSGD_ADD_LO12_NC.

BFD RELOC AARCH64 TLSGD ADR PREL21

AArch64 TLS General Dynamic

BFD_RELOC_AARCH64_TLSGD_ADD_L012_NC

Unsigned 12 bit byte offset to global offset table entry for a symbols tls_index structure. Used in conjunction with BFD_RELOC_AARCH64_TLSGD_ADR_PAGE21.

BFD_RELOC_AARCH64_TLSGD_MOVW_GO_NC

AArch64 TLS General Dynamic relocation.

BFD_RELOC_AARCH64_TLSGD_MOVW_G1

AArch64 TLS General Dynamic relocation.

BFD_RELOC_AARCH64_TLSIE_ADR_GOTTPREL_PAGE21

AArch64 TLS INITIAL EXEC relocation.

BFD_RELOC_AARCH64_TLSIE_LD64_GOTTPREL_LO12_NC AArch64 TLS INITIAL EXEC relocation.

BFD_RELOC_AARCH64_TLSIE_LD32_GOTTPREL_LO12_NC AArch64 TLS INITIAL EXEC relocation.

BFD_RELOC_AARCH64_TLSIE_LD_GOTTPREL_PREL19 AArch64 TLS INITIAL EXEC relocation.

BFD_RELOC_AARCH64_TLSIE_MOVW_GOTTPREL_GO_NC AArch64 TLS INITIAL EXEC relocation.

BFD_RELOC_AARCH64_TLSIE_MOVW_GOTTPREL_G1 AArch64 TLS INITIAL EXEC relocation.

BFD_RELOC_AARCH64_TLSLD_ADD_DTPREL_HI12

bit[23:12] of byte offset to module TLS base address.

BFD_RELOC_AARCH64_TLSLD_ADD_DTPREL_L012

Unsigned 12 bit byte offset to module TLS base address.

BFD_RELOC_AARCH64_TLSLD_ADD_DTPREL_L012_NC

No overflow check version of BFD_RELOC_AARCH64_TLSLD_ADD_DTPREL_LO12.■

BFD_RELOC_AARCH64_TLSLD_ADD_L012_NC

Unsigned 12 bit byte offset to global offset table entry for a symbols tls_index structure. Used in conjunction with BFD_RELOC_AARCH64_TLSLD_ADR_PAGE21.

BFD_RELOC_AARCH64_TLSLD_ADR_PAGE21

GOT entry page address for AArch64 TLS Local Dynamic, used with ADRP instruction.

BFD_RELOC_AARCH64_TLSLD_ADR_PREL21

GOT entry address for AArch64 TLS Local Dynamic, used with ADR instruction.

BFD_RELOC_AARCH64_TLSLD_LDST16_DTPREL_L012

bit[11:1] of byte offset to module TLS base address, encoded in ldst instructions.

BFD_RELOC_AARCH64_TLSLD_LDST16_DTPREL_LO12_NC

Similar as BFD_RELOC_AARCH64_TLSLD_LDST16_DTPREL_LO12, but no overflow check.

BFD_RELOC_AARCH64_TLSLD_LDST32_DTPREL_L012

bit[11:2] of byte offset to module TLS base address, encoded in ldst instructions.

BFD_RELOC_AARCH64_TLSLD_LDST32_DTPREL_LO12_NC

Similar as BFD_RELOC_AARCH64_TLSLD_LDST32_DTPREL_LO12, but no overflow check.

BFD_RELOC_AARCH64_TLSLD_LDST64_DTPREL_L012

bit[11:3] of byte offset to module TLS base address, encoded in ldst instructions.

BFD_RELOC_AARCH64_TLSLD_LDST64_DTPREL_LO12_NC

Similar as BFD_RELOC_AARCH64_TLSLD_LDST64_DTPREL_LO12, but no overflow check.

BFD_RELOC_AARCH64_TLSLD_LDST8_DTPREL_L012

bit[11:0] of byte offset to module TLS base address, encoded in ldst instructions.

BFD_RELOC_AARCH64_TLSLD_LDST8_DTPREL_LO12_NC

Similar as BFD_RELOC_AARCH64_TLSLD_LDST8_DTPREL_LO12, but no over-flow check.

BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_GO

bit[15:0] of byte offset to module TLS base address.

BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_GO_NC

No overflow check version of BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_G0

BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_G1

bit[31:16] of byte offset to module TLS base address.

- BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_G1_NC

 No overflow check version of BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_G1
- BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_G2 bit[47:32] of byte offset to module TLS base address.
- BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_G2 AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_G1
 AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_G1_NC AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_GO AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_GO_NC AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_ADD_TPREL_HI12 AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_ADD_TPREL_L012 AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_ADD_TPREL_L012_NC AArch64 TLS LOCAL EXEC relocation.
- BFD_RELOC_AARCH64_TLSLE_LDST16_TPREL_L012 bit[11:1] of byte offset to module TLS base address, encoded in ldst instructions.
- BFD_RELOC_AARCH64_TLSLE_LDST16_TPREL_LO12_NC Similar as BFD_RELOC_AARCH64_TLSLE_LDST16_TPREL_LO12, but no overflow check.
- BFD_RELOC_AARCH64_TLSLE_LDST32_TPREL_L012 bit[11:2] of byte offset to module TLS base address, encoded in ldst instructions.
- BFD_RELOC_AARCH64_TLSLE_LDST32_TPREL_LO12_NC Similar as BFD_RELOC_AARCH64_TLSLE_LDST32_TPREL_LO12, but no overflow check.
- BFD_RELOC_AARCH64_TLSLE_LDST64_TPREL_L012 bit[11:3] of byte offset to module TLS base address, encoded in ldst instructions.
- BFD_RELOC_AARCH64_TLSLE_LDST64_TPREL_LO12_NC Similar as BFD_RELOC_AARCH64_TLSLE_LDST64_TPREL_LO12, but no overflow check.
- $\label{eq:bfd_rel} BFD_RELOC_AARCH64_TLSLE_LDST8_TPREL_L012 \\ bit[11:0] \ of \ byte \ offset \ to \ module \ TLS \ base \ address, \ encoded \ in \ ldst \ instructions.$

- BFD_RELOC_AARCH64_TLSLE_LDST8_TPREL_L012_NC Similar as BFD_RELOC_AARCH64_TLSLE_LDST8_TPREL_LO12, but no overflow check.
- BFD_RELOC_AARCH64_TLSDESC_LD_PREL19 AArch64 TLS DESC relocation.
- ${\tt BFD_RELOC_AARCH64_TLSDESC_ADR_PREL21} \\ {\tt AArch64\ TLS\ DESC\ relocation}.$
- BFD_RELOC_AARCH64_TLSDESC_ADR_PAGE21 AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_LD64_LO12 AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_LD32_LO12_NC AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_ADD_L012 AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_0FF_G1 AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_OFF_GO_NC AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_LDR AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_ADD AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_TLSDESC_CALL AArch64 TLS DESC relocation.
- BFD_RELOC_AARCH64_COPY AArch64 TLS relocation.
- BFD_RELOC_AARCH64_GLOB_DAT AArch64 TLS relocation.
- BFD_RELOC_AARCH64_JUMP_SLOT AArch64 TLS relocation.
- BFD_RELOC_AARCH64_RELATIVE AArch64 TLS relocation.
- BFD_RELOC_AARCH64_TLS_DTPMOD AArch64 TLS relocation.

BFD_RELOC_AARCH64_TLS_DTPREL

AArch64 TLS relocation.

BFD_RELOC_AARCH64_TLS_TPREL

AArch64 TLS relocation.

BFD_RELOC_AARCH64_TLSDESC

AArch64 TLS relocation.

BFD_RELOC_AARCH64_IRELATIVE

AArch64 support for STT_GNU_IFUNC.

BFD_RELOC_AARCH64_RELOC_END

AArch64 pseudo relocation code to mark the end of the AArch64 relocation enumerators that have direct mapping to ELF reloc codes. There are a few more enumerators after this one; those are mainly used by the AArch64 assembler for the internal fixup or to select one of the above enumerators.

BFD_RELOC_AARCH64_GAS_INTERNAL_FIXUP

AArch64 pseudo relocation code to be used internally by the AArch64 assembler and not (currently) written to any object files.

BFD_RELOC_AARCH64_LDST_L012

AArch64 unspecified load/store instruction, holding bits 0 to 11 of the address. Used in conjunction with BFD_RELOC_AARCH64_ADR_HI21_PCREL.

BFD_RELOC_AARCH64_TLSLD_LDST_DTPREL_L012

AArch64 pseudo relocation code for TLS local dynamic mode. It's to be used internally by the AArch64 assembler and not (currently) written to any object files.

BFD_RELOC_AARCH64_TLSLD_LDST_DTPREL_L012_NC

Similar as BFD_RELOC_AARCH64_TLSLD_LDST_DTPREL_LO12, but no over-flow check.

BFD_RELOC_AARCH64_TLSLE_LDST_TPREL_L012

AArch64 pseudo relocation code for TLS local exec mode. It's to be used internally by the AArch64 assembler and not (currently) written to any object files.

BFD_RELOC_AARCH64_TLSLE_LDST_TPREL_L012_NC

Similar as BFD_RELOC_AARCH64_TLSLE_LDST_TPREL_LO12, but no overflow check.

BFD_RELOC_AARCH64_LD_GOT_L012_NC

AArch64 pseudo relocation code to be used internally by the AArch64 assembler and not (currently) written to any object files.

BFD_RELOC_AARCH64_TLSIE_LD_GOTTPREL_LO12_NC

AArch64 pseudo relocation code to be used internally by the AArch64 assembler and not (currently) written to any object files.

BFD_RELOC_AARCH64_TLSDESC_LD_L012_NC

AArch64 pseudo relocation code to be used internally by the AArch64 assembler and not (currently) written to any object files.

```
BFD_RELOC_TILEPRO_COPY
BFD_RELOC_TILEPRO_GLOB_DAT
BFD_RELOC_TILEPRO_JMP_SLOT
BFD_RELOC_TILEPRO_RELATIVE
BFD_RELOC_TILEPRO_BROFF_X1
BFD_RELOC_TILEPRO_JOFFLONG_X1
BFD_RELOC_TILEPRO_JOFFLONG_X1_PLT
BFD_RELOC_TILEPRO_IMM8_XO
BFD_RELOC_TILEPRO_IMM8_YO
BFD_RELOC_TILEPRO_IMM8_X1
BFD_RELOC_TILEPRO_IMM8_Y1
BFD_RELOC_TILEPRO_DEST_IMM8_X1
BFD_RELOC_TILEPRO_MT_IMM15_X1
BFD_RELOC_TILEPRO_MF_IMM15_X1
BFD_RELOC_TILEPRO_IMM16_XO
BFD_RELOC_TILEPRO_IMM16_X1
BFD_RELOC_TILEPRO_IMM16_XO_LO
BFD_RELOC_TILEPRO_IMM16_X1_LO
BFD_RELOC_TILEPRO_IMM16_XO_HI
BFD_RELOC_TILEPRO_IMM16_X1_HI
BFD_RELOC_TILEPRO_IMM16_XO_HA
BFD_RELOC_TILEPRO_IMM16_X1_HA
BFD_RELOC_TILEPRO_IMM16_XO_PCREL
BFD_RELOC_TILEPRO_IMM16_X1_PCREL
BFD_RELOC_TILEPRO_IMM16_XO_LO_PCREL
BFD_RELOC_TILEPRO_IMM16_X1_LO_PCREL
BFD_RELOC_TILEPRO_IMM16_XO_HI_PCREL
BFD_RELOC_TILEPRO_IMM16_X1_HI_PCREL
BFD_RELOC_TILEPRO_IMM16_XO_HA_PCREL
BFD_RELOC_TILEPRO_IMM16_X1_HA_PCREL
BFD_RELOC_TILEPRO_IMM16_XO_GOT
BFD_RELOC_TILEPRO_IMM16_X1_GOT
BFD_RELOC_TILEPRO_IMM16_XO_GOT_LO
BFD_RELOC_TILEPRO_IMM16_X1_GOT_LO
BFD_RELOC_TILEPRO_IMM16_XO_GOT_HI
BFD_RELOC_TILEPRO_IMM16_X1_GOT_HI
BFD_RELOC_TILEPRO_IMM16_XO_GOT_HA
BFD_RELOC_TILEPRO_IMM16_X1_GOT_HA
BFD_RELOC_TILEPRO_MMSTART_XO
BFD_RELOC_TILEPRO_MMEND_XO
BFD_RELOC_TILEPRO_MMSTART_X1
BFD_RELOC_TILEPRO_MMEND_X1
BFD_RELOC_TILEPRO_SHAMT_XO
```

```
BFD_RELOC_TILEPRO_SHAMT_X1
BFD_RELOC_TILEPRO_SHAMT_YO
BFD_RELOC_TILEPRO_SHAMT_Y1
BFD_RELOC_TILEPRO_TLS_GD_CALL
BFD_RELOC_TILEPRO_IMM8_XO_TLS_GD_ADD
BFD_RELOC_TILEPRO_IMM8_X1_TLS_GD_ADD
BFD_RELOC_TILEPRO_IMM8_YO_TLS_GD_ADD
BFD_RELOC_TILEPRO_IMM8_Y1_TLS_GD_ADD
BFD_RELOC_TILEPRO_TLS_IE_LOAD
BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD
BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD
BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD_LO
BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD_LO
BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD_HI
BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD_HI
BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD_HA
BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD_HA
BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE
BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE
BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE_LO
BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE_LO
BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE_HI
BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE_HI
BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE_HA
BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE_HA
BFD_RELOC_TILEPRO_TLS_DTPMOD32
BFD_RELOC_TILEPRO_TLS_DTPOFF32
BFD_RELOC_TILEPRO_TLS_TPOFF32
BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE
BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE
BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE_LO
BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE_LO
BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE_HI
BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE_HI
BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE_HA
BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE_HA
    Tilera TILEPro Relocations.
```

```
BFD_RELOC_TILEGX_HWO
BFD_RELOC_TILEGX_HW1
BFD_RELOC_TILEGX_HW2
BFD_RELOC_TILEGX_HW3
BFD_RELOC_TILEGX_HWO_LAST
BFD_RELOC_TILEGX_HW1_LAST
BFD_RELOC_TILEGX_HW2_LAST
BFD_RELOC_TILEGX_COPY
BFD_RELOC_TILEGX_GLOB_DAT
```

```
BFD_RELOC_TILEGX_JMP_SLOT
BFD_RELOC_TILEGX_RELATIVE
BFD_RELOC_TILEGX_BROFF_X1
BFD_RELOC_TILEGX_JUMPOFF_X1
BFD_RELOC_TILEGX_JUMPOFF_X1_PLT
BFD_RELOC_TILEGX_IMM8_XO
BFD_RELOC_TILEGX_IMM8_YO
BFD_RELOC_TILEGX_IMM8_X1
BFD_RELOC_TILEGX_IMM8_Y1
BFD_RELOC_TILEGX_DEST_IMM8_X1
BFD_RELOC_TILEGX_MT_IMM14_X1
BFD_RELOC_TILEGX_MF_IMM14_X1
BFD_RELOC_TILEGX_MMSTART_XO
BFD_RELOC_TILEGX_MMEND_XO
BFD_RELOC_TILEGX_SHAMT_XO
BFD_RELOC_TILEGX_SHAMT_X1
BFD_RELOC_TILEGX_SHAMT_YO
BFD_RELOC_TILEGX_SHAMT_Y1
BFD_RELOC_TILEGX_IMM16_XO_HWO
BFD_RELOC_TILEGX_IMM16_X1_HWO
BFD_RELOC_TILEGX_IMM16_XO_HW1
BFD_RELOC_TILEGX_IMM16_X1_HW1
BFD_RELOC_TILEGX_IMM16_XO_HW2
BFD_RELOC_TILEGX_IMM16_X1_HW2
BFD_RELOC_TILEGX_IMM16_XO_HW3
BFD_RELOC_TILEGX_IMM16_X1_HW3
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST
BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST
BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST
BFD_RELOC_TILEGX_IMM16_XO_HW2_LAST
BFD_RELOC_TILEGX_IMM16_X1_HW2_LAST
BFD_RELOC_TILEGX_IMM16_XO_HWO_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HWO_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW1_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW1_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW2_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW2_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW3_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW3_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW2_LAST_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW2_LAST_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HWO_GOT
```

```
BFD_RELOC_TILEGX_IMM16_X1_HWO_GOT
BFD_RELOC_TILEGX_IMM16_XO_HWO_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HWO_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW1_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW1_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW2_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW2_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST_GOT
BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST_GOT
BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST_GOT
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST_GOT
BFD_RELOC_TILEGX_IMM16_XO_HW3_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW3_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HWO_TLS_GD
BFD_RELOC_TILEGX_IMM16_X1_HWO_TLS_GD
BFD_RELOC_TILEGX_IMM16_XO_HWO_TLS_LE
BFD_RELOC_TILEGX_IMM16_X1_HWO_TLS_LE
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST_TLS_LE
BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST_TLS_LE
BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST_TLS_LE
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST_TLS_LE
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST_TLS_GD
BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST_TLS_GD
BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST_TLS_GD
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST_TLS_GD
BFD_RELOC_TILEGX_IMM16_XO_HWO_TLS_IE
BFD_RELOC_TILEGX_IMM16_X1_HWO_TLS_IE
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HW2_LAST_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_X1_HW2_LAST_PLT_PCREL
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST_TLS_IE
BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST_TLS_IE
BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST_TLS_IE
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST_TLS_IE
BFD_RELOC_TILEGX_TLS_DTPMOD64
BFD_RELOC_TILEGX_TLS_DTPOFF64
BFD_RELOC_TILEGX_TLS_TPOFF64
BFD_RELOC_TILEGX_TLS_DTPMOD32
BFD_RELOC_TILEGX_TLS_DTPOFF32
BFD_RELOC_TILEGX_TLS_TPOFF32
BFD_RELOC_TILEGX_TLS_GD_CALL
BFD_RELOC_TILEGX_IMM8_XO_TLS_GD_ADD
BFD_RELOC_TILEGX_IMM8_X1_TLS_GD_ADD
BFD_RELOC_TILEGX_IMM8_YO_TLS_GD_ADD
```

WebAssembly relocations.

BFD_RELOC_TILEGX_IMM8_Y1_TLS_GD_ADD BFD_RELOC_TILEGX_TLS_IE_LOAD BFD_RELOC_TILEGX_IMM8_XO_TLS_ADD BFD_RELOC_TILEGX_IMM8_X1_TLS_ADD BFD_RELOC_TILEGX_IMM8_YO_TLS_ADD BFD_RELOC_TILEGX_IMM8_Y1_TLS_ADD Tilera TILE-Gx Relocations. BFD_RELOC_EPIPHANY_SIMM8 Adapteva EPIPHANY - 8 bit signed pc-relative displacement BFD_RELOC_EPIPHANY_SIMM24 Adapteva EPIPHANY - 24 bit signed pc-relative displacement BFD_RELOC_EPIPHANY_HIGH Adapteva EPIPHANY - 16 most-significant bits of absolute address BFD_RELOC_EPIPHANY_LOW Adapteva EPIPHANY - 16 least-significant bits of absolute address BFD_RELOC_EPIPHANY_SIMM11 Adapteva EPIPHANY - 11 bit signed number - add/sub immediate BFD_RELOC_EPIPHANY_IMM11 Adapteva EPIPHANY - 11 bit sign-magnitude number (ld/st displacement) BFD_RELOC_EPIPHANY_IMM8 Adapteva EPIPHANY - 8 bit immediate for 16 bit mov instruction. BFD_RELOC_VISIUM_HI16 BFD_RELOC_VISIUM_LO16 BFD_RELOC_VISIUM_IM16 BFD_RELOC_VISIUM_REL16 BFD_RELOC_VISIUM_HI16_PCREL BFD_RELOC_VISIUM_LO16_PCREL BFD_RELOC_VISIUM_IM16_PCREL Visium Relocations. BFD_RELOC_WASM32_LEB128 BFD_RELOC_WASM32_LEB128_GOT BFD_RELOC_WASM32_LEB128_GOT_CODE BFD_RELOC_WASM32_LEB128_PLT BFD_RELOC_WASM32_PLT_INDEX BFD_RELOC_WASM32_ABS32_CODE BFD_RELOC_WASM32_COPY BFD_RELOC_WASM32_CODE_POINTER BFD_RELOC_WASM32_INDEX BFD_RELOC_WASM32_PLT_SIG

```
BFD_RELOC_CKCORE_NONE
BFD_RELOC_CKCORE_ADDR32
BFD_RELOC_CKCORE_PCREL_IMM8BY4
BFD_RELOC_CKCORE_PCREL_IMM11BY2
BFD_RELOC_CKCORE_PCREL_IMM4BY2
BFD_RELOC_CKCORE_PCREL32
BFD_RELOC_CKCORE_PCREL_JSR_IMM11BY2
BFD_RELOC_CKCORE_GNU_VTINHERIT
BFD_RELOC_CKCORE_GNU_VTENTRY
BFD_RELOC_CKCORE_RELATIVE
BFD_RELOC_CKCORE_COPY
BFD_RELOC_CKCORE_GLOB_DAT
BFD_RELOC_CKCORE_JUMP_SLOT
BFD_RELOC_CKCORE_GOTOFF
BFD_RELOC_CKCORE_GOTPC
BFD_RELOC_CKCORE_GOT32
BFD_RELOC_CKCORE_PLT32
BFD_RELOC_CKCORE_ADDRGOT
BFD_RELOC_CKCORE_ADDRPLT
BFD_RELOC_CKCORE_PCREL_IMM26BY2
BFD_RELOC_CKCORE_PCREL_IMM16BY2
BFD_RELOC_CKCORE_PCREL_IMM16BY4
BFD_RELOC_CKCORE_PCREL_IMM10BY2
BFD_RELOC_CKCORE_PCREL_IMM10BY4
BFD_RELOC_CKCORE_ADDR_HI16
BFD_RELOC_CKCORE_ADDR_L016
BFD_RELOC_CKCORE_GOTPC_HI16
BFD_RELOC_CKCORE_GOTPC_LO16
BFD_RELOC_CKCORE_GOTOFF_HI16
BFD_RELOC_CKCORE_GOTOFF_LO16
BFD_RELOC_CKCORE_GOT12
BFD_RELOC_CKCORE_GOT_HI16
BFD_RELOC_CKCORE_GOT_LO16
BFD_RELOC_CKCORE_PLT12
BFD_RELOC_CKCORE_PLT_HI16
BFD_RELOC_CKCORE_PLT_L016
BFD_RELOC_CKCORE_ADDRGOT_HI16
BFD_RELOC_CKCORE_ADDRGOT_L016
BFD_RELOC_CKCORE_ADDRPLT_HI16
BFD_RELOC_CKCORE_ADDRPLT_L016
BFD_RELOC_CKCORE_PCREL_JSR_IMM26BY2
BFD_RELOC_CKCORE_TOFFSET_L016
BFD_RELOC_CKCORE_DOFFSET_L016
BFD_RELOC_CKCORE_PCREL_IMM18BY2
BFD_RELOC_CKCORE_DOFFSET_IMM18
BFD_RELOC_CKCORE_DOFFSET_IMM18BY2
BFD_RELOC_CKCORE_DOFFSET_IMM18BY4
```

2.10.2.4 bfd_get_reloc_code_name

Synopsis

```
BFD_RELOC_CKCORE_GOTOFF_IMM18
BFD_RELOC_CKCORE_GOT_IMM18BY4
BFD_RELOC_CKCORE_PLT_IMM18BY4
BFD_RELOC_CKCORE_PCREL_IMM7BY4
BFD_RELOC_CKCORE_TLS_LE32
BFD_RELOC_CKCORE_TLS_IE32
BFD_RELOC_CKCORE_TLS_GD32
BFD_RELOC_CKCORE_TLS_LDM32
BFD_RELOC_CKCORE_TLS_LD032
BFD_RELOC_CKCORE_TLS_DTPMOD32
BFD_RELOC_CKCORE_TLS_DTPOFF32
BFD_RELOC_CKCORE_TLS_TPOFF32
BFD_RELOC_CKCORE_PCREL_FLRW_IMM8BY4
BFD_RELOC_CKCORE_NOJSRI
BFD_RELOC_CKCORE_CALLGRAPH
BFD_RELOC_CKCORE_IRELATIVE
BFD_RELOC_CKCORE_PCREL_BLOOP_IMM4BY4
BFD_RELOC_CKCORE_PCREL_BLOOP_IMM12BY4
     C-SKY relocations.
BFD_RELOC_S12Z_OPR
     S12Z relocations.
     typedef enum bfd_reloc_code_real bfd_reloc_code_real_type;
2.10.2.2 bfd_reloc_type_lookup
Synopsis
     reloc_howto_type *bfd_reloc_type_lookup
        (bfd *abfd, bfd_reloc_code_real_type code);
     reloc_howto_type *bfd_reloc_name_lookup
        (bfd *abfd, const char *reloc_name);
Description
Return a pointer to a howto structure which, when invoked, will perform the relocation
code on data from the architecture noted.
2.10.2.3 bfd_default_reloc_type_lookup
Synopsis
     reloc_howto_type *bfd_default_reloc_type_lookup
        (bfd *abfd, bfd_reloc_code_real_type code);
Description
Provides a default relocation lookup routine for any architecture.
```

const char *bfd_get_reloc_code_name (bfd_reloc_code_real_type code);

Provides a printable name for the supplied relocation code. Useful mainly for printing error messages.

2.10.2.5 bfd_generic_relax_section

Synopsis

```
bfd_boolean bfd_generic_relax_section
  (bfd *abfd,
    asection *section,
    struct bfd_link_info *,
    bfd_boolean *);
```

Description

Provides default handling for relaxing for back ends which don't do relaxing.

2.10.2.6 bfd_generic_gc_sections

Synopsis

```
bfd_boolean bfd_generic_gc_sections
  (bfd *, struct bfd_link_info *);
```

Description

Provides default handling for relaxing for back ends which don't do section gc - i.e., does nothing.

2.10.2.7 bfd_generic_lookup_section_flags

Synopsis

```
bfd_boolean bfd_generic_lookup_section_flags
  (struct bfd_link_info *, struct flag_info *, asection *);
```

Description

Provides default handling for section flags lookup – i.e., does nothing. Returns FALSE if the section should be omitted, otherwise TRUE.

2.10.2.8 bfd_generic_merge_sections

Synopsis

```
bfd_boolean bfd_generic_merge_sections
  (bfd *, struct bfd_link_info *);
```

Description

Provides default handling for SEC_MERGE section merging for back ends which don't have SEC_MERGE support - i.e., does nothing.

2.10.2.9 bfd_generic_get_relocated_section_contents

```
bfd_byte *bfd_generic_get_relocated_section_contents
   (bfd *abfd,
        struct bfd_link_info *link_info,
        struct bfd_link_order *link_order,
```

```
bfd_byte *data,
bfd_boolean relocatable,
asymbol **symbols);
```

Provides default handling of relocation effort for back ends which can't be bothered to do it efficiently.

2.10.2.10 _bfd_generic_set_reloc

Synopsis

```
void _bfd_generic_set_reloc
  (bfd *abfd,
    sec_ptr section,
    arelent **relptr,
    unsigned int count);
```

Description

Installs a new set of internal relocations in SECTION.

2.10.2.11 _bfd_unrecognized_reloc

Synopsis

```
bfd_boolean _bfd_unrecognized_reloc
  (bfd * abfd,
    sec_ptr section,
    unsigned int r_type);
```

Description

Reports an unrecognized reloc. Written as a function in order to reduce code duplication. Returns FALSE so that it can be called from a return statement.

2.11 Core files

2.11.1 Core file functions

Description

These are functions pertaining to core files.

2.11.1.1 bfd_core_file_failing_command

Synopsis

```
const char *bfd_core_file_failing_command (bfd *abfd);
```

Description

Return a read-only string explaining which program was running when it failed and produced the core file *abfd*.

2.11.1.2 bfd_core_file_failing_signal

```
int bfd_core_file_failing_signal (bfd *abfd);
```

Returns the signal number which caused the core dump which generated the file the BFD abfd is attached to.

2.11.1.3 bfd_core_file_pid

Synopsis

```
int bfd_core_file_pid (bfd *abfd);
```

Description

Returns the PID of the process the core dump the BFD *abfd* is attached to was generated from.

2.11.1.4 core_file_matches_executable_p

Synopsis

```
bfd_boolean core_file_matches_executable_p
   (bfd *core_bfd, bfd *exec_bfd);
```

Description

Return TRUE if the core file attached to *core_bfd* was generated by a run of the executable file attached to *exec_bfd*, FALSE otherwise.

2.11.1.5 generic_core_file_matches_executable_p

Synopsis

```
bfd_boolean generic_core_file_matches_executable_p
  (bfd *core_bfd, bfd *exec_bfd);
```

Description

Return TRUE if the core file attached to *core_bfd* was generated by a run of the executable file attached to *exec_bfd*. The match is based on executable basenames only.

Note: When not able to determine the core file failing command or the executable name, we still return TRUE even though we're not sure that core file and executable match. This is to avoid generating a false warning in situations where we really don't know whether they match or not.

2.12 Targets

Description

Each port of BFD to a different machine requires the creation of a target back end. All the back end provides to the root part of BFD is a structure containing pointers to functions which perform certain low level operations on files. BFD translates the applications's requests through a pointer into calls to the back end routines.

When a file is opened with bfd_openr, its format and target are unknown. BFD uses various mechanisms to determine how to interpret the file. The operations performed are:

- Create a BFD by calling the internal routine _bfd_new_bfd, then call bfd_find_target with the target string supplied to bfd_openr and the new BFD pointer.
- If a null target string was provided to bfd_find_target, look up the environment variable GNUTARGET and use that as the target string.

- If the target string is still NULL, or the target string is default, then use the first item in the target vector as the target type, and set target_defaulted in the BFD to cause bfd_check_format to loop through all the targets. See Section 2.12.1 [bfd_target], page 144. See Section 2.9 [Formats], page 53.
- Otherwise, inspect the elements in the target vector one by one, until a match on target name is found. When found, use it.
- Otherwise return the error bfd_error_invalid_target to bfd_openr.
- bfd_openr attempts to open the file using bfd_open_file, and returns the BFD.

Once the BFD has been opened and the target selected, the file format may be determined. This is done by calling bfd_check_format on the BFD with a suggested format. If target_defaulted has been set, each possible target type is tried to see if it recognizes the specified format. bfd_check_format returns TRUE when the caller guesses right.

2.12.1 bfd_target

Description

This structure contains everything that BFD knows about a target. It includes things like its byte order, name, and which routines to call to do various operations.

Every BFD points to a target structure with its xvec member.

The macros below are used to dispatch to functions through the bfd_target vector. They are used in a number of macros further down in bfd.h, and are also used when calling various routines by hand inside the BFD implementation. The arglist argument must be parenthesized; it contains all the arguments to the called function.

They make the documentation (more) unpleasant to read, so if someone wants to fix this and not break the above, please do.

```
#define BFD_SEND(bfd, message, arglist) \
       ((*((bfd)->xvec->message)) arglist)
     #ifdef DEBUG_BFD_SEND
     #undef BFD_SEND
     #define BFD_SEND(bfd, message, arglist) \
       (((bfd) && (bfd)->xvec && (bfd)->xvec->message) ? \
         ((*((bfd)->xvec->message)) arglist) : \
         (bfd_assert (__FILE__,__LINE__), NULL))
     #endif
For operations which index on the BFD format:
     #define BFD_SEND_FMT(bfd, message, arglist) \
       (((bfd)->xvec->message[(int) ((bfd)->format)]) arglist)
     #ifdef DEBUG_BFD_SEND
     #undef BFD_SEND_FMT
     #define BFD_SEND_FMT(bfd, message, arglist) \
       (((bfd) && (bfd)->xvec && (bfd)->xvec->message) ? \
        (((bfd)->xvec->message[(int) ((bfd)->format)]) arglist) : \
        (bfd_assert (__FILE__,__LINE__), NULL))
```

#endif

This is the structure which defines the type of BFD this is. The xvec member of the struct bfd itself points here. Each module that implements access to a different target under BFD, defines one of these.

FIXME, these names should be rationalised with the names of the entry points which call them. Too bad we can't have one macro to define them both!

```
enum bfd_flavour
{
  /* N.B. Update bfd_flavour_name if you change this. */
 bfd_target_unknown_flavour,
 bfd_target_aout_flavour,
 bfd_target_coff_flavour,
  bfd_target_ecoff_flavour,
 bfd_target_xcoff_flavour,
  bfd_target_elf_flavour,
 bfd_target_tekhex_flavour,
  bfd_target_srec_flavour,
 bfd_target_verilog_flavour,
  bfd_target_ihex_flavour,
 bfd_target_som_flavour,
  bfd_target_os9k_flavour,
 bfd_target_versados_flavour,
 bfd_target_msdos_flavour,
 bfd_target_ovax_flavour,
  bfd_target_evax_flavour,
 bfd_target_mmo_flavour,
 bfd_target_mach_o_flavour,
  bfd_target_pef_flavour,
 bfd_target_pef_xlib_flavour,
  bfd_target_sym_flavour
};
enum bfd_endian { BFD_ENDIAN_BIG, BFD_ENDIAN_LITTLE, BFD_ENDIAN_UNKNOWN };■
/* Forward declaration. */
typedef struct bfd_link_info _bfd_link_info;
/* Forward declaration. */
typedef struct flag_info flag_info;
typedef struct bfd_target
  /* Identifies the kind of target, e.g., SunOS4, Ultrix, etc. */
  char *name;
```

```
/* The "flavour" of a back end is a general indication about
  the contents of a file. */
enum bfd_flavour flavour;
/* The order of bytes within the data area of a file. */
enum bfd_endian byteorder;
/* The order of bytes within the header parts of a file. */
enum bfd_endian header_byteorder;
/* A mask of all the flags which an executable may have set -
   from the set BFD_NO_FLAGS, HAS_RELOC, ...D_PAGED. */
flagword object_flags;
/* A mask of all the flags which a section may have set - from
  the set SEC_NO_FLAGS, SEC_ALLOC, ...SET_NEVER_LOAD. */
flagword section_flags;
/* The character normally found at the front of a symbol.
   (if any), perhaps '_'. */
char symbol_leading_char;
/* The pad character for file names within an archive header. */
char ar_pad_char;
/* The maximum number of characters in an archive header. */
unsigned char ar_max_namelen;
/* How well this target matches, used to select between various
   possible targets when more than one target matches. */
unsigned char match_priority;
/* Entries for byte swapping for data. These are different from the
   other entry points, since they don't take a BFD as the first argument.
   Certain other handlers could do the same. */
bfd_uint64_t (*bfd_getx64) (const void *);
bfd_int64_t (*bfd_getx_signed_64) (const void *);
               (*bfd_putx64) (bfd_uint64_t, void *);
void
              (*bfd_getx32) (const void *);
bfd_signed_vma (*bfd_getx_signed_32) (const void *);
              (*bfd_putx32) (bfd_vma, void *);
void
bfd_vma
               (*bfd_getx16) (const void *);
bfd_signed_vma (*bfd_getx_signed_16) (const void *);
               (*bfd_putx16) (bfd_vma, void *);
void
/* Byte swapping for the headers. */
bfd_uint64_t (*bfd_h_getx64) (const void *);
```

```
bfd_int64_t
             (*bfd_h_getx_signed_64) (const void *);
               (*bfd_h_putx64) (bfd_uint64_t, void *);
void
bfd_vma
               (*bfd_h_getx32) (const void *);
bfd_signed_vma (*bfd_h_getx_signed_32) (const void *);
               (*bfd_h_putx32) (bfd_vma, void *);
               (*bfd_h_getx16) (const void *);
bfd_vma
bfd_signed_vma (*bfd_h_getx_signed_16) (const void *);
               (*bfd_h_putx16) (bfd_vma, void *);
/* Format dependent routines: these are vectors of entry points
   within the target vector structure, one for each format to check. */
/* Check the format of a file being read. Return a bfd_target * or zero. */■
const struct bfd_target *
            (*_bfd_check_format[bfd_type_end]) (bfd *);
/* Set the format of a file being written. */
bfd_boolean (*_bfd_set_format[bfd_type_end]) (bfd *);
/* Write cached information into a file being written, at bfd_close. */
bfd_boolean (*_bfd_write_contents[bfd_type_end]) (bfd *);
```

The general target vector. These vectors are initialized using the BFD_JUMP_TABLE macros.

```
/* Generic entry points. */
#define BFD_JUMP_TABLE_GENERIC(NAME) \
 NAME##_close_and_cleanup, \
 NAME##_bfd_free_cached_info, \
 NAME##_new_section_hook, \
 NAME##_get_section_contents, \
 NAME##_get_section_contents_in_window
 /* Called when the BFD is being closed to do any necessary cleanup. */
 bfd_boolean (*_close_and_cleanup) (bfd *);
 /* Ask the BFD to free all cached information. */
 bfd_boolean (*_bfd_free_cached_info) (bfd *);
 /* Called when a new section is created. */
 bfd_boolean (*_new_section_hook) (bfd *, sec_ptr);
  /* Read the contents of a section. */
 bfd_boolean (*_bfd_get_section_contents) (bfd *, sec_ptr, void *, file_ptr,
                                           bfd_size_type);
 bfd_boolean (*_bfd_get_section_contents_in_window) (bfd *, sec_ptr,
                                                     bfd_window *, file_ptr,
                                                     bfd_size_type);
```

```
/* Entry points to copy private data. */
#define BFD_JUMP_TABLE_COPY(NAME) \
 NAME##_bfd_copy_private_bfd_data, \
 NAME##_bfd_merge_private_bfd_data, \
  _bfd_generic_init_private_section_data, \
 NAME##_bfd_copy_private_section_data, \
 NAME##_bfd_copy_private_symbol_data, \
 NAME##_bfd_copy_private_header_data, \
 NAME##_bfd_set_private_flags, \
 NAME##_bfd_print_private_bfd_data
  /* Called to copy BFD general private data from one object file
     to another. */
 bfd_boolean (*_bfd_copy_private_bfd_data) (bfd *, bfd *);
 /* Called to merge BFD general private data from one object file
     to a common output file when linking. */
 bfd_boolean (*_bfd_merge_private_bfd_data) (bfd *, struct bfd_link_info *);
 /* Called to initialize BFD private section data from one object file
     to another. */
#define bfd_init_private_section_data(ibfd, isec, obfd, osec, link_info)
      BFD_SEND (obfd, _bfd_init_private_section_data, \
                 (ibfd, isec, obfd, osec, link_info))
 bfd_boolean (*_bfd_init_private_section_data) (bfd *, sec_ptr, bfd *,
                                                 sec_ptr,
                                                 struct bfd_link_info *);
 /* Called to copy BFD private section data from one object file
     to another. */
 bfd_boolean (*_bfd_copy_private_section_data) (bfd *, sec_ptr, bfd *,
                                                 sec_ptr);
  /* Called to copy BFD private symbol data from one symbol
     to another. */
 bfd_boolean (*_bfd_copy_private_symbol_data) (bfd *, asymbol *, bfd *,
                                                asymbol *);
 /* Called to copy BFD private header data from one object file
     to another. */
 bfd_boolean (*_bfd_copy_private_header_data) (bfd *, bfd *);
 /* Called to set private backend flags. */
 bfd_boolean (*_bfd_set_private_flags) (bfd *, flagword);
 /* Called to print private BFD data. */
 bfd_boolean (*_bfd_print_private_bfd_data) (bfd *, void *);
 /* Core file entry points. */
#define BFD_JUMP_TABLE_CORE(NAME) \
 NAME##_core_file_failing_command, \
 NAME##_core_file_failing_signal, \
 NAME##_core_file_matches_executable_p, \
```

```
NAME##_core_file_pid
 char *
              (*_core_file_failing_command) (bfd *);
              (*_core_file_failing_signal) (bfd *);
  int
 bfd_boolean (*_core_file_matches_executable_p) (bfd *, bfd *);
  int
             (*_core_file_pid) (bfd *);
  /* Archive entry points. */
#define BFD_JUMP_TABLE_ARCHIVE(NAME) \
 NAME##_slurp_armap, \
 NAME##_slurp_extended_name_table, \
 NAME##_construct_extended_name_table, \
 NAME##_truncate_arname, \
 NAME##_write_armap, \
 NAME##_read_ar_hdr, \
 NAME##_write_ar_hdr, \
 NAME##_openr_next_archived_file, \
 NAME##_get_elt_at_index, \
 NAME##_generic_stat_arch_elt, \
 NAME##_update_armap_timestamp
 bfd_boolean (*_bfd_slurp_armap) (bfd *);
 bfd_boolean (*_bfd_slurp_extended_name_table) (bfd *);
 bfd_boolean (*_bfd_construct_extended_name_table) (bfd *, char **,
                                                     bfd_size_type *,
                                                     const char **);
 void
              (*_bfd_truncate_arname) (bfd *, const char *, char *);
 bfd_boolean (*write_armap) (bfd *, unsigned int, struct orl *,
                              unsigned int, int);
              (*_bfd_read_ar_hdr_fn) (bfd *);
 void *
 bfd_boolean (*_bfd_write_ar_hdr_fn) (bfd *, bfd *);
 bfd *
              (*openr_next_archived_file) (bfd *, bfd *);
#define bfd_get_elt_at_index(b,i) \
       BFD_SEND (b, _bfd_get_elt_at_index, (b,i))
 bfd *
             (*_bfd_get_elt_at_index) (bfd *, symindex);
              (*_bfd_stat_arch_elt) (bfd *, struct stat *);
 bfd_boolean (*_bfd_update_armap_timestamp) (bfd *);
  /* Entry points used for symbols. */
#define BFD_JUMP_TABLE_SYMBOLS(NAME) \
 NAME##_get_symtab_upper_bound, \
 NAME##_canonicalize_symtab, \
 NAME##_make_empty_symbol, \
 NAME##_print_symbol, \
 NAME##_get_symbol_info, \
 NAME##_get_symbol_version_string, \
 NAME##_bfd_is_local_label_name, \
```

```
NAME##_bfd_is_target_special_symbol, \
 NAME##_get_lineno, \
 NAME##_find_nearest_line, \
 NAME##_find_line, \
 NAME##_find_inliner_info, \
 NAME##_bfd_make_debug_symbol, \
 NAME##_read_minisymbols, \
 NAME##_minisymbol_to_symbol
              (*_bfd_get_symtab_upper_bound) (bfd *);
 long
 long
              (*_bfd_canonicalize_symtab) (bfd *, struct bfd_symbol **);
 struct bfd_symbol *
              (*_bfd_make_empty_symbol) (bfd *);
              (*_bfd_print_symbol) (bfd *, void *, struct bfd_symbol *,
 void
                                    bfd_print_symbol_type);
#define bfd_print_symbol(b,p,s,e) \
       BFD_SEND (b, _bfd_print_symbol, (b,p,s,e))
              (*_bfd_get_symbol_info) (bfd *, struct bfd_symbol *,
 void
                                       symbol_info *);
#define bfd_get_symbol_info(b,p,e) \
       BFD_SEND (b, _bfd_get_symbol_info, (b,p,e))
 const char *(*_bfd_get_symbol_version_string) (bfd *, struct bfd_symbol *,
                                                 bfd_boolean *);
#define bfd_get_symbol_version_string(b,s,h) \
       BFD_SEND (b, _bfd_get_symbol_version_string, (b,s,h))
 bfd_boolean (*_bfd_is_local_label_name) (bfd *, const char *);
 bfd_boolean (*_bfd_is_target_special_symbol) (bfd *, asymbol *);
             (*_get_lineno) (bfd *, struct bfd_symbol *);
 bfd_boolean (*_bfd_find_nearest_line) (bfd *, struct bfd_symbol **,
                                         struct bfd_section *, bfd_vma,
                                         const char **, const char **,
                                         unsigned int *, unsigned int *);
 bfd_boolean (*_bfd_find_line) (bfd *, struct bfd_symbol **,
                                 struct bfd_symbol *, const char **,
                                 unsigned int *);
 bfd_boolean (*_bfd_find_inliner_info)
    (bfd *, const char **, const char **, unsigned int *);
 /* Back-door to allow format-aware applications to create debug symbols
   while using BFD for everything else. Currently used by the assembler
   when creating COFF files. */
            (*_bfd_make_debug_symbol) (bfd *, void *, unsigned long size);
#define bfd_read_minisymbols(b, d, m, s) \
       BFD_SEND (b, _read_minisymbols, (b, d, m, s))
              (*_read_minisymbols) (bfd *, bfd_boolean, void **,
 long
                                    unsigned int *);
#define bfd_minisymbol_to_symbol(b, d, m, f) \
       BFD_SEND (b, _minisymbol_to_symbol, (b, d, m, f))
```

```
asymbol * (*_minisymbol_to_symbol) (bfd *, bfd_boolean, const void *,
                                        asymbol *);
  /* Routines for relocs. */
#define BFD_JUMP_TABLE_RELOCS(NAME) \
 NAME##_get_reloc_upper_bound, \
 NAME##_canonicalize_reloc, \
 NAME##_set_reloc, \
 NAME##_bfd_reloc_type_lookup, \
 NAME##_bfd_reloc_name_lookup
              (*_get_reloc_upper_bound) (bfd *, sec_ptr);
 long
 long
              (*_bfd_canonicalize_reloc) (bfd *, sec_ptr, arelent **,
                                          struct bfd_symbol **);
 void
              (*_bfd_set_reloc) (bfd *, sec_ptr, arelent **, unsigned int);
 /* See documentation on reloc types. */
 reloc_howto_type *
              (*reloc_type_lookup) (bfd *, bfd_reloc_code_real_type);
 reloc_howto_type *
              (*reloc_name_lookup) (bfd *, const char *);
  /* Routines used when writing an object file. */
#define BFD_JUMP_TABLE_WRITE(NAME) \
 NAME##_set_arch_mach, \
 NAME##_set_section_contents
 bfd_boolean (*_bfd_set_arch_mach) (bfd *, enum bfd_architecture,
                                     unsigned long);
 bfd_boolean (*_bfd_set_section_contents) (bfd *, sec_ptr, const void *,
                                            file_ptr, bfd_size_type);
  /* Routines used by the linker. */
#define BFD_JUMP_TABLE_LINK(NAME) \
 NAME##_sizeof_headers, \
 NAME##_bfd_get_relocated_section_contents, \
 NAME##_bfd_relax_section, \
 NAME##_bfd_link_hash_table_create, \
 NAME##_bfd_link_add_symbols, \
 NAME##_bfd_link_just_syms, \
 NAME##_bfd_copy_link_hash_symbol_type, \
 NAME##_bfd_final_link, \
 NAME##_bfd_link_split_section, \
 NAME##_bfd_link_check_relocs, \
 NAME##_bfd_gc_sections, \
 NAME##_bfd_lookup_section_flags, \
 NAME##_bfd_merge_sections, \
 NAME##_bfd_is_group_section, \
```

```
NAME##_bfd_discard_group, \
 NAME##_section_already_linked, \
 NAME##_bfd_define_common_symbol, \
 NAME##_bfd_link_hide_symbol, \
 NAME##_bfd_define_start_stop
 int
              (*_bfd_sizeof_headers) (bfd *, struct bfd_link_info *);
 bfd_byte * (*_bfd_get_relocated_section_contents) (bfd *,
                                                      struct bfd_link_info *,■
                                                      struct bfd_link_order *,
                                                     bfd_byte *, bfd_boolean,
                                                      struct bfd_symbol **);
 bfd_boolean (*_bfd_relax_section) (bfd *, struct bfd_section *,
                                    struct bfd_link_info *, bfd_boolean *);
 /* Create a hash table for the linker. Different backends store
    different information in this table. */
 struct bfd_link_hash_table *
              (*_bfd_link_hash_table_create) (bfd *);
 /* Add symbols from this object file into the hash table. */
 bfd_boolean (*_bfd_link_add_symbols) (bfd *, struct bfd_link_info *);
 /* Indicate that we are only retrieving symbol values from this section. */■
             (*_bfd_link_just_syms) (asection *, struct bfd_link_info *);
 /* Copy the symbol type and other attributes for a linker script
    assignment of one symbol to another. */
#define bfd_copy_link_hash_symbol_type(b, t, f) \
      BFD_SEND (b, _bfd_copy_link_hash_symbol_type, (b, t, f))
              (*_bfd_copy_link_hash_symbol_type) (bfd *,
 void
                                                  struct bfd_link_hash_entry *,
                                                  struct bfd_link_hash_entry *);
  /* Do a link based on the link_order structures attached to each
    section of the BFD. */
 bfd_boolean (*_bfd_final_link) (bfd *, struct bfd_link_info *);
 /* Should this section be split up into smaller pieces during linking. */■
 bfd_boolean (*_bfd_link_split_section) (bfd *, struct bfd_section *);
 /* Check the relocations in the bfd for validity. */
 bfd_boolean (* _bfd_link_check_relocs)(bfd *, struct bfd_link_info *);
 /* Remove sections that are not referenced from the output. */
 bfd_boolean (*_bfd_gc_sections) (bfd *, struct bfd_link_info *);
```

```
/* Sets the bitmask of allowed and disallowed section flags. */
 bfd_boolean (*_bfd_lookup_section_flags) (struct bfd_link_info *,
                                           struct flag_info *, asection *);
 /* Attempt to merge SEC_MERGE sections. */
 bfd_boolean (*_bfd_merge_sections) (bfd *, struct bfd_link_info *);
 /* Is this section a member of a group? */
 bfd_boolean (*_bfd_is_group_section) (bfd *, const struct bfd_section *);
  /* Discard members of a group. */
 bfd_boolean (*_bfd_discard_group) (bfd *, struct bfd_section *);
 /* Check if SEC has been already linked during a reloceatable or
    final link. */
 bfd_boolean (*_section_already_linked) (bfd *, asection *,
                                         struct bfd_link_info *);
  /* Define a common symbol. */
 bfd_boolean (*_bfd_define_common_symbol) (bfd *, struct bfd_link_info *,
                                           struct bfd_link_hash_entry *);
 /* Hide a symbol. */
 void (*_bfd_link_hide_symbol) (bfd *, struct bfd_link_info *,
                                struct bfd_link_hash_entry *);
 /* Define a __start, __stop, .startof. or .sizeof. symbol. */
 struct bfd_link_hash_entry *
              (*_bfd_define_start_stop) (struct bfd_link_info *, const char *,
                                        asection *);
 /* Routines to handle dynamic symbols and relocs. */
#define BFD_JUMP_TABLE_DYNAMIC(NAME) \
 NAME##_get_dynamic_symtab_upper_bound, \
 NAME##_canonicalize_dynamic_symtab, \
 NAME##_get_synthetic_symtab, \
 NAME##_get_dynamic_reloc_upper_bound, \
 NAME##_canonicalize_dynamic_reloc
 /* Get the amount of memory required to hold the dynamic symbols. */
             (*_bfd_get_dynamic_symtab_upper_bound) (bfd *);
 /* Read in the dynamic symbols. */
             (*_bfd_canonicalize_dynamic_symtab) (bfd *, struct bfd_symbol **);
 /* Create synthetized symbols. */
             (*_bfd_get_synthetic_symtab) (bfd *, long, struct bfd_symbol **,
 long
                                           long, struct bfd_symbol **,
```

A pointer to an alternative bfd_target in case the current one is not satisfactory. This can happen when the target cpu supports both big and little endian code, and target chosen by the linker has the wrong endianness. The function open_output() in ld/ldlang.c uses this field to find an alternative output format that is suitable.

```
/* Opposite endian version of this target. */
const struct bfd_target *alternative_target;

/* Data for use by back-end routines, which isn't
    generic enough to belong in this structure. */
const void *backend_data;
} bfd_target;
```

2.12.1.1 bfd_set_default_target

Synopsis

```
bfd_boolean bfd_set_default_target (const char *name);
```

Description

Set the default target vector to use when recognizing a BFD. This takes the name of the target, which may be a BFD target name or a configuration triplet.

2.12.1.2 bfd_find_target

Synopsis

```
const bfd_target *bfd_find_target (const char *target_name, bfd *abfd);
```

Description

Return a pointer to the transfer vector for the object target named <code>target_name</code>. If <code>target_name</code> is <code>NULL</code>, choose the one in the environment variable <code>GNUTARGET</code>; if that is null or not defined, then choose the first entry in the target list. Passing in the string "default" or setting the environment variable to "default" will cause the first entry in the target list to be returned, and "target_defaulted" will be set in the BFD if <code>abfd</code> isn't <code>NULL</code>. This causes <code>bfd_check_format</code> to loop over all the targets to find the one that matches the file being read.

2.12.1.3 bfd_get_target_info

```
const bfd_target *bfd_get_target_info (const char *target_name,
    bfd *abfd,
    bfd_boolean *is_bigendian,
```

```
int *underscoring,
const char **def_target_arch);
```

Return a pointer to the transfer vector for the object target named <code>target_name</code>. If <code>target_name</code> is <code>NULL</code>, choose the one in the environment variable <code>GNUTARGET</code>; if that is null or not defined, then choose the first entry in the target list. Passing in the string "default" or setting the environment variable to "default" will cause the first entry in the target list to be returned, and "target_defaulted" will be set in the BFD if <code>abfd</code> isn't <code>NULL</code>. This causes <code>bfd_check_format</code> to loop over all the targets to find the one that matches the file being read. If <code>is_bigendian</code> is not <code>NULL</code>, then set this value to target's endian mode. True for big-endian, <code>FALSE</code> for little-endian or for invalid target. If <code>underscoring</code> is not <code>NULL</code>, then set this value to target's underscoring mode. Zero for none-underscoring, -1 for invalid target, else the value of target vector's symbol underscoring. If <code>def_target_arch</code> is not <code>NULL</code>, then set it to the architecture string specified by the target_name.

2.12.1.4 bfd_target_list

Synopsis

```
const char ** bfd_target_list (void);
```

Description

Return a freshly malloced NULL-terminated vector of the names of all the valid BFD targets. Do not modify the names.

2.12.1.5 bfd_iterate_over_targets

Synopsis

```
const bfd_target *bfd_iterate_over_targets
  (int (*func) (const bfd_target *, void *),
    void *data);
```

Description

Call func for each target in the list of BFD target vectors, passing data to func. Stop iterating if func returns a non-zero result, and return that target vector. Return NULL if func always returns zero.

2.12.1.6 bfd_flavour_name

Synopsis

```
const char *bfd_flavour_name (enum bfd_flavour flavour);
```

Description

Return the string form of flavour.

2.13 Architectures

BFD keeps one atom in a BFD describing the architecture of the data attached to the BFD: a pointer to a bfd_arch_info_type.

Pointers to structures can be requested independently of a BFD so that an architecture's information can be interrogated without access to an open BFD.

The architecture information is provided by each architecture package. The set of default architectures is selected by the macro SELECT_ARCHITECTURES. This is normally set up in the config/target.mt file of your choice. If the name is not defined, then all the architectures supported are included.

When BFD starts up, all the architectures are called with an initialize method. It is up to the architecture back end to insert as many items into the list of architectures as it wants to; generally this would be one for each machine and one for the default case (an item with a machine field of 0).

BFD's idea of an architecture is implemented in archures.c.

2.13.1 bfd architecture

Description

This enum gives the object file's CPU architecture, in a global sense—i.e., what processor family does it belong to? Another field indicates which processor within the family is in use. The machine gives a number which distinguishes different versions of the architecture, containing, for example, 68020 for Motorola 68020.

```
enum bfd_architecture
{
 bfd_arch_unknown,
                      /* File arch not known.
  bfd_arch_obscure,
                      /* Arch known, not one of these.
                      /* Motorola 68xxx.
  bfd_arch_m68k,
#define bfd_mach_m68000
                                        2
#define bfd_mach_m68008
                                        3
#define bfd_mach_m68010
#define bfd_mach_m68020
                                        4
                                        5
#define bfd_mach_m68030
#define bfd_mach_m68040
                                        6
                                        7
#define bfd_mach_m68060
                                        8
#define bfd_mach_cpu32
#define bfd_mach_fido
                                        9
                                        10
#define bfd_mach_mcf_isa_a_nodiv
#define bfd_mach_mcf_isa_a
                                        11
#define bfd_mach_mcf_isa_a_mac
                                        12
#define bfd_mach_mcf_isa_a_emac
                                        13
                                        14
#define bfd_mach_mcf_isa_aplus
#define bfd_mach_mcf_isa_aplus_mac
                                        15
#define bfd_mach_mcf_isa_aplus_emac
                                        16
#define bfd_mach_mcf_isa_b_nousp
                                        17
#define bfd_mach_mcf_isa_b_nousp_mac
                                        18
#define bfd_mach_mcf_isa_b_nousp_emac
                                        19
                                        20
#define bfd_mach_mcf_isa_b
#define bfd_mach_mcf_isa_b_mac
                                        21
#define bfd_mach_mcf_isa_b_emac
                                        22
#define bfd_mach_mcf_isa_b_float
                                        23
#define bfd_mach_mcf_isa_b_float_mac
                                        24
#define bfd_mach_mcf_isa_b_float_emac
                                        25
```

```
#define bfd_mach_mcf_isa_c
                                       26
#define bfd_mach_mcf_isa_c_mac
                                       27
#define bfd_mach_mcf_isa_c_emac
                                       28
#define bfd_mach_mcf_isa_c_nodiv
                                       29
#define bfd_mach_mcf_isa_c_nodiv_mac
                                       30
#define bfd_mach_mcf_isa_c_nodiv_emac
                                       31
  bfd_arch_vax,
                      /* DEC Vax. */
  bfd_arch_or1k,
                      /* OpenRISC 1000.
#define bfd_mach_or1k
                               1
#define bfd_mach_or1knd
                               2
  bfd_arch_sparc,
                      /* SPARC.
                                 */
#define bfd_mach_sparc
/* The difference between v8plus and v9 is that v9 is a true 64 bit env. */■
#define bfd_mach_sparc_sparclet
#define bfd_mach_sparc_sparclite
                                       3
#define bfd_mach_sparc_v8plus
                                       4
#define bfd_mach_sparc_v8plusa
                                       5 /* with ultrasparc add'ns.
#define bfd_mach_sparc_sparclite_le
#define bfd_mach_sparc_v9
                                       7
#define bfd_mach_sparc_v9a
                                       8 /* with ultrasparc add'ns.
#define bfd_mach_sparc_v8plusb
                                       9 /* with cheetah add'ns.
#define bfd_mach_sparc_v9b
                                       10 /* with cheetah add'ns.
#define bfd_mach_sparc_v8plusc
                                       11 /* with UA2005 and T1 add'ns.
                                                                          */
#define bfd_mach_sparc_v9c
                                       12 /* with UA2005 and T1 add'ns.
                                                                          */
#define bfd_mach_sparc_v8plusd
                                       13 /* with UA2007 and T3 add'ns.
                                                                          */
#define bfd_mach_sparc_v9d
                                       14 /* with UA2007 and T3 add'ns.
                                                                          */
#define bfd_mach_sparc_v8pluse
                                       15 /* with OSA2001 and T4 add'ns (no IMA).
#define bfd_mach_sparc_v9e
                                       16 /* with OSA2001 and T4 add'ns (no IMA).
#define bfd_mach_sparc_v8plusv
                                       17 /* with OSA2011 and T4 and IMA and FJMAU add
#define bfd_mach_sparc_v9v
                                       18 /* with OSA2011 and T4 and IMA and FJMAU add
#define bfd_mach_sparc_v8plusm
                                       19 /* with OSA2015 and M7 add'ns.
                                                                           */
#define bfd_mach_sparc_v9m
                                       20 /* with OSA2015 and M7 add'ns.
                                                                           */
#define bfd_mach_sparc_v8plusm8
                                       21 /* with OSA2017 and M8 add'ns.
                                                                           */
#define bfd_mach_sparc_v9m8
                                       22 /* with OSA2017 and M8 add'ns.
                                                                           */
/* Nonzero if MACH has the v9 instruction set. */
#define bfd_mach_sparc_v9_p(mach) \
  ((mach) >= bfd_mach_sparc_v8plus && (mach) <= bfd_mach_sparc_v9m8 \</pre>
   && (mach) != bfd_mach_sparc_sparclite_le)
/* Nonzero if MACH is a 64 bit sparc architecture. */
#define bfd_mach_sparc_64bit_p(mach) \
  ((mach) >= bfd_mach_sparc_v9 \
  && (mach) != bfd_mach_sparc_v8plusb \
  && (mach) != bfd_mach_sparc_v8plusc \
  && (mach) != bfd_mach_sparc_v8plusd \
  && (mach) != bfd_mach_sparc_v8pluse \
```

```
&& (mach) != bfd_mach_sparc_v8plusv \
  && (mach) != bfd_mach_sparc_v8plusm \
  && (mach) != bfd_mach_sparc_v8plusm8)
                      /* PowerPC SPU.
  bfd_arch_spu,
#define bfd_mach_spu
                                256
  bfd_arch_mips,
                      /* MIPS Rxxxx.
#define bfd_mach_mips3000
                                        3000
#define bfd_mach_mips3900
                                        3900
#define bfd_mach_mips4000
                                        4000
#define bfd_mach_mips4010
                                        4010
#define bfd_mach_mips4100
                                        4100
#define bfd_mach_mips4111
                                        4111
#define bfd_mach_mips4120
                                        4120
#define bfd_mach_mips4300
                                        4300
                                        4400
#define bfd_mach_mips4400
#define bfd_mach_mips4600
                                        4600
#define bfd_mach_mips4650
                                        4650
#define bfd_mach_mips5000
                                        5000
#define bfd_mach_mips5400
                                        5400
#define bfd_mach_mips5500
                                        5500
#define bfd_mach_mips5900
                                        5900
#define bfd_mach_mips6000
                                        6000
#define bfd_mach_mips7000
                                        7000
#define bfd_mach_mips8000
                                        8000
#define bfd_mach_mips9000
                                        9000
#define bfd_mach_mips10000
                                        10000
#define bfd_mach_mips12000
                                        12000
#define bfd_mach_mips14000
                                        14000
#define bfd_mach_mips16000
                                        16000
#define bfd_mach_mips16
                                        16
#define bfd_mach_mips5
                                        5
#define bfd_mach_mips_loongson_2e
                                        3001
#define bfd_mach_mips_loongson_2f
                                        3002
#define bfd_mach_mips_gs464
                                        3003
#define bfd_mach_mips_gs464e
                                        3004
#define bfd_mach_mips_gs264e
                                        3005
#define bfd_mach_mips_sb1
                                        12310201 /* octal 'SB', 01.
#define bfd_mach_mips_octeon
                                        6501
#define bfd_mach_mips_octeonp
                                        6601
#define bfd_mach_mips_octeon2
                                        6502
#define bfd_mach_mips_octeon3
                                        6503
#define bfd_mach_mips_xlr
                                        887682
                                                 /* decimal 'XLR'.
                                                 /* decimal 'IA2'.
#define bfd_mach_mips_interaptiv_mr2
                                        736550
#define bfd_mach_mipsisa32
                                        32
                                        33
#define bfd_mach_mipsisa32r2
#define bfd_mach_mipsisa32r3
                                        34
#define bfd_mach_mipsisa32r5
                                        36
```

```
#define bfd_mach_mipsisa32r6
                                       37
#define bfd_mach_mipsisa64
                                       64
#define bfd_mach_mipsisa64r2
                                       65
#define bfd_mach_mipsisa64r3
                                       66
#define bfd_mach_mipsisa64r5
                                       68
#define bfd_mach_mipsisa64r6
                                       69
#define bfd_mach_mips_micromips
                                       96
  bfd_arch_i386,
                      /* Intel 386.
                                     */
#define bfd_mach_i386_intel_syntax
                                       (1 << 0)
#define bfd_mach_i386_i8086
                                        (1 << 1)
#define bfd_mach_i386_i386
                                        (1 << 2)
                                        (1 << 3)
#define bfd_mach_x86_64
#define bfd_mach_x64_32
                                        (1 << 4)
#define bfd_mach_i386_i386_intel_syntax (bfd_mach_i386_i386 | bfd_mach_i386_intel_synt
#define bfd_mach_x86_64_intel_syntax
                                        (bfd_mach_x86_64 | bfd_mach_i386_intel_syntax)
                                        (bfd_mach_x64_32 | bfd_mach_i386_intel_syntax)
#define bfd_mach_x64_32_intel_syntax
                      /* Intel L10M.
                                      */
  bfd_arch_l1om,
#define bfd_mach_l1om
                                       (1 << 5)
#define bfd_mach_l1om_intel_syntax
                                        (bfd_mach_l1om | bfd_mach_i386_intel_syntax)
  bfd_arch_k1om,
                      /* Intel K10M.
                                      */
#define bfd_mach_k1om
                                        (1 << 6)
#define bfd_mach_k1om_intel_syntax
                                        (bfd_mach_k1om | bfd_mach_i386_intel_syntax)
                                        (1 << 7)
#define bfd_mach_i386_nacl
#define bfd_mach_i386_i386_nacl
                                        (bfd_mach_i386_i386 | bfd_mach_i386_nacl)
#define bfd_mach_x86_64_nacl
                                        (bfd_mach_x86_64 | bfd_mach_i386_nacl)
#define bfd_mach_x64_32_nacl
                                        (bfd_mach_x64_32 | bfd_mach_i386_nacl)■
                      /* Intel MCU.
  bfd_arch_iamcu,
#define bfd_mach_iamcu
                                        (1 << 8)
                                        (bfd_mach_i386_i386 | bfd_mach_iamcu)
#define bfd_mach_i386_iamcu
#define bfd_mach_i386_iamcu_intel_syntax (bfd_mach_i386_iamcu | bfd_mach_i386_intel_sy
                      /* IBM ROMP PC/RT.
  bfd_arch_romp,
                      /* Convex. */
  bfd_arch_convex,
                      /* Motorola 98xxx.
  bfd_arch_m98k,
  bfd_arch_pyramid,
                      /* Pyramid Technology.
                                              */
  bfd_arch_h8300,
                      /* Renesas H8/300 (formerly Hitachi H8/300).
#define bfd_mach_h8300
                               1
                               2
#define bfd_mach_h8300h
                               3
#define bfd_mach_h8300s
#define bfd_mach_h8300hn
                               4
#define bfd_mach_h8300sn
                               5
#define bfd_mach_h8300sx
                               6
                               7
#define bfd_mach_h8300sxn
  bfd_arch_pdp11,
                      /* DEC PDP-11. */
  bfd_arch_plugin,
  bfd_arch_powerpc,
                      /* PowerPC.
#define bfd_mach_ppc
                               32
#define bfd_mach_ppc64
                               64
```

```
#define bfd_mach_ppc_403
                                403
#define bfd_mach_ppc_403gc
                                4030
#define bfd_mach_ppc_405
                                405
#define bfd_mach_ppc_505
                                505
#define bfd_mach_ppc_601
                                601
#define bfd_mach_ppc_602
                                602
#define bfd_mach_ppc_603
                                603
#define bfd_mach_ppc_ec603e
                                6031
#define bfd_mach_ppc_604
                                604
#define bfd_mach_ppc_620
                                620
#define bfd_mach_ppc_630
                                630
#define bfd_mach_ppc_750
                                750
#define bfd_mach_ppc_860
                                860
#define bfd_mach_ppc_a35
                                35
#define bfd_mach_ppc_rs64ii
                                642
#define bfd_mach_ppc_rs64iii
                                643
#define bfd_mach_ppc_7400
                                7400
#define bfd_mach_ppc_e500
                                500
#define bfd_mach_ppc_e500mc
                                5001
#define bfd_mach_ppc_e500mc64
                                5005
#define bfd_mach_ppc_e5500
                                5006
#define bfd_mach_ppc_e6500
                                5007
#define bfd_mach_ppc_titan
                                83
#define bfd_mach_ppc_vle
                                84
                      /* IBM RS/6000.
  bfd_arch_rs6000,
                                        */
#define bfd_mach_rs6k
                                6000
#define bfd_mach_rs6k_rs1
                                6001
#define bfd_mach_rs6k_rsc
                                6003
#define bfd_mach_rs6k_rs2
                                6002
                      /* HP PA RISC.
  bfd_arch_hppa,
                                       */
#define bfd_mach_hppa10
                                10
#define bfd_mach_hppa11
                                11
#define bfd_mach_hppa20
                                20
#define bfd_mach_hppa20w
                                25
  bfd_arch_d10v,
                      /* Mitsubishi D10V.
#define bfd_mach_d10v
                                1
#define bfd_mach_d10v_ts2
                                2
#define bfd_mach_d10v_ts3
                                3
  bfd_arch_d30v,
                      /* Mitsubishi D30V.
                      /* DLX.
  bfd_arch_dlx,
                                */
                      /* Motorola 68HC11.
  bfd_arch_m68hc11,
                                            */
                      /* Motorola 68HC12.
  bfd_arch_m68hc12,
#define bfd_mach_m6812_default 0
#define bfd_mach_m6812
                                1
                                2
#define bfd_mach_m6812s
  bfd_arch_m9s12x,
                      /* Freescale S12X.
  bfd_arch_m9s12xg,
                      /* Freescale XGATE. */
```

```
bfd_arch_s12z,
                    /* Freescale S12Z.
#define bfd_mach_s12z_default 0
  bfd_arch_z8k,
                      /* Zilog Z8000. */
#define bfd_mach_z8001
                               1
#define bfd_mach_z8002
                               2
                      /* Renesas / SuperH SH (formerly Hitachi SH). */
  bfd_arch_sh,
#define bfd_mach_sh
#define bfd_mach_sh2
                                                0x20
#define bfd_mach_sh_dsp
                                                0x2d
#define bfd_mach_sh2a
                                                0x2a
#define bfd_mach_sh2a_nofpu
                                                0x2b
#define bfd_mach_sh2a_nofpu_or_sh4_nommu_nofpu 0x2a1
#define bfd_mach_sh2a_nofpu_or_sh3_nommu
                                                0x2a2
#define bfd_mach_sh2a_or_sh4
                                                0x2a3
#define bfd_mach_sh2a_or_sh3e
                                                0x2a4
#define bfd_mach_sh2e
                                                0x2e
                                                0x30
#define bfd_mach_sh3
#define bfd_mach_sh3_nommu
                                                0x31
#define bfd_mach_sh3_dsp
                                                0x3d
#define bfd_mach_sh3e
                                                0x3e
#define bfd_mach_sh4
                                                0x40
#define bfd_mach_sh4_nofpu
                                                0x41
#define bfd_mach_sh4_nommu_nofpu
                                                0x42
#define bfd_mach_sh4a
                                                0x4a
#define bfd_mach_sh4a_nofpu
                                                0x4b
#define bfd_mach_sh4al_dsp
                                                0x4d
                      /* Dec Alpha.
  bfd_arch_alpha,
#define bfd_mach_alpha_ev4
                               0x10
#define bfd_mach_alpha_ev5
                               0x20
#define bfd_mach_alpha_ev6
                               0x30
  bfd_arch_arm,
                      /* Advanced Risc Machines ARM.
#define bfd_mach_arm_unknown
#define bfd_mach_arm_2
                               1
#define bfd_mach_arm_2a
                               2
#define bfd_mach_arm_3
                               3
#define bfd_mach_arm_3M
                               4
                               5
#define bfd_mach_arm_4
                               6
#define bfd_mach_arm_4T
                               7
#define bfd_mach_arm_5
                               8
#define bfd_mach_arm_5T
#define bfd_mach_arm_5TE
                               9
#define bfd_mach_arm_XScale
                               10
#define bfd_mach_arm_ep9312
                               11
#define bfd_mach_arm_iWMMXt
                                12
#define bfd_mach_arm_iWMMXt2
                                13
#define bfd_mach_arm_5TEJ
                                14
#define bfd_mach_arm_6
                                15
```

```
#define bfd_mach_arm_6KZ
                               16
#define bfd_mach_arm_6T2
                               17
#define bfd_mach_arm_6K
                               18
                               19
#define bfd_mach_arm_7
                               20
#define bfd_mach_arm_6M
#define bfd_mach_arm_6SM
                               21
#define bfd_mach_arm_7EM
                               22
#define bfd_mach_arm_8
                               23
#define bfd_mach_arm_8R
                               24
#define bfd_mach_arm_8M_BASE
                               25
#define bfd_mach_arm_8M_MAIN
                               26
                      /* Andes NDS32. */
  bfd_arch_nds32,
#define bfd_mach_n1
                               1
                               2
#define bfd_mach_n1h
                               3
#define bfd_mach_n1h_v2
                               4
#define bfd_mach_n1h_v3
                               5
#define bfd_mach_n1h_v3m
  bfd_arch_ns32k,
                      /* National Semiconductors ns32000. */
                      /* Texas Instruments TMS320C30. */
  bfd_arch_tic30,
  bfd_arch_tic4x,
                      /* Texas Instruments TMS320C3X/4X. */
#define bfd_mach_tic3x
                               30
#define bfd_mach_tic4x
                               40
  bfd_arch_tic54x,
                      /* Texas Instruments TMS320C54X.
                      /* Texas Instruments TMS320C6X. */
  bfd_arch_tic6x,
                      /* TI TMS320c80 (MVP). */
  bfd_arch_tic80,
  bfd_arch_v850,
                      /* NEC V850.
                                    */
  bfd_arch_v850_rh850,/* NEC V850 (using RH850 ABI). */
#define bfd_mach_v850
                               1
                               'Ε'
#define bfd_mach_v850e
                               11
#define bfd_mach_v850e1
#define bfd_mach_v850e2
                               0x4532
#define bfd_mach_v850e2v3
                               0x45325633
#define bfd_mach_v850e3v5
                               0x45335635 /* ('E'|'3'|'V'|'5'). */
                      /* ARC Cores.
  bfd_arch_arc,
                                     */
#define bfd_mach_arc_a4
                               0
#define bfd_mach_arc_a5
                               1
#define bfd_mach_arc_arc600
#define bfd_mach_arc_arc601
                               4
                               3
#define bfd_mach_arc_arc700
#define bfd_mach_arc_arcv2
                               5
bfd_arch_m32c,
                      /* Renesas M16C/M32C.
#define bfd_mach_m16c
                               0x75
#define bfd_mach_m32c
                               0x78
  bfd_arch_m32r,
                      /* Renesas M32R (formerly Mitsubishi M32R/D). */
                               1 /* For backwards compatibility. */
#define bfd_mach_m32r
#define bfd_mach_m32rx
                               , x,
                               ,2,
#define bfd_mach_m32r2
```

```
bfd_arch_mn10200,
                      /* Matsushita MN10200.
  bfd_arch_mn10300,
                      /* Matsushita MN10300.
#define bfd_mach_mn10300
                               300
#define bfd_mach_am33
                               330
#define bfd_mach_am33_2
                               332
  bfd_arch_fr30,
#define bfd_mach_fr30
                               0x46523330
  bfd_arch_frv,
#define bfd_mach_frv
                               1
#define bfd_mach_frvsimple
                               2
#define bfd_mach_fr300
                               300
#define bfd_mach_fr400
                               400
#define bfd_mach_fr450
                               450
                               499
                                        /* fr500 prototype. */
#define bfd_mach_frvtomcat
                               500
#define bfd_mach_fr500
#define bfd_mach_fr550
                               550
                      /* The moxie processor.
  bfd_arch_moxie,
#define bfd_mach_moxie
                               1
                      /* The ft32 processor. */
  bfd_arch_ft32,
#define bfd_mach_ft32
                               1
#define bfd_mach_ft32b
                               2
  bfd_arch_mcore,
  bfd_arch_mep,
#define bfd_mach_mep
#define bfd_mach_mep_h1
                               0x6831
#define bfd_mach_mep_c5
                               0x6335
  bfd_arch_metag,
#define bfd_mach_metag
                      /* HP/Intel ia64.
  bfd_arch_ia64,
                                         */
#define bfd_mach_ia64_elf64
                               64
#define bfd_mach_ia64_elf32
  bfd_arch_ip2k,
                      /* Ubicom IP2K microcontrollers. */
#define bfd_mach_ip2022
                               1
#define bfd_mach_ip2022ext
bfd_arch_iq2000,
                      /* Vitesse IQ2000.
#define bfd_mach_iq2000
                               1
                               2
#define bfd_mach_iq10
  bfd_arch_epiphany, /* Adapteva EPIPHANY. */
#define bfd_mach_epiphany16
#define bfd_mach_epiphany32
  bfd_arch_mt,
                               1
#define bfd_mach_ms1
#define bfd_mach_mrisc2
                               2
                               3
#define bfd_mach_ms2
  bfd_arch_pj,
  bfd_arch_avr,
                      /* Atmel AVR microcontrollers.
#define bfd_mach_avr1
                               1
```

```
#define bfd_mach_avr2
                               2
#define bfd_mach_avr25
                               25
#define bfd_mach_avr3
                               3
                               31
#define bfd_mach_avr31
#define bfd_mach_avr35
                               35
#define bfd_mach_avr4
                               4
#define bfd_mach_avr5
                               5
#define bfd_mach_avr51
                               51
#define bfd_mach_avr6
                               6
                               100
#define bfd_mach_avrtiny
#define bfd_mach_avrxmega1
                               101
#define bfd_mach_avrxmega2
                               102
#define bfd_mach_avrxmega3
                               103
                               104
#define bfd_mach_avrxmega4
#define bfd_mach_avrxmega5
                               105
                               106
#define bfd_mach_avrxmega6
                               107
#define bfd_mach_avrxmega7
  bfd_arch_bfin,
                      /* ADI Blackfin.
                                         */
#define bfd_mach_bfin
                               1
                      /* National Semiconductor CompactRISC (ie CR16). */
  bfd_arch_cr16,
#define bfd_mach_cr16
                      /* National Semiconductor CompactRISC. */
  bfd_arch_cr16c,
#define bfd_mach_cr16c
                      /* National Semiconductor CRX. */
  bfd_arch_crx,
#define bfd_mach_crx
                               1
                      /* Axis CRIS.
  bfd_arch_cris,
                                      */
#define bfd_mach_cris_v0_v10
                               255
#define bfd_mach_cris_v32
                               32
#define bfd_mach_cris_v10_v32
                              1032
  bfd_arch_riscv,
#define bfd_mach_riscv32
                               132
#define bfd_mach_riscv64
                               164
  bfd_arch_r178,
#define bfd_mach_r178
                               0x75
                      /* Renesas RX.
  bfd_arch_rx,
#define bfd_mach_rx
                               0x75
#define bfd_mach_rx_v2
                               0x76
#define bfd_mach_rx_v3
                               0x77
  bfd_arch_s390,
                      /* IBM s390.
#define bfd_mach_s390_31
                               31
#define bfd_mach_s390_64
                               64
  bfd_arch_score,
                      /* Sunplus score.
#define bfd_mach_score3
                               3
                               7
#define bfd_mach_score7
  bfd_arch_mmix,
                      /* Donald Knuth's educational processor.
  bfd_arch_xstormy16,
#define bfd_mach_xstormy16
```

```
bfd_arch_msp430,
                      /* Texas Instruments MSP430 architecture.
#define bfd_mach_msp11
                               11
#define bfd_mach_msp110
                               110
#define bfd_mach_msp12
                               12
#define bfd_mach_msp13
                               13
#define bfd_mach_msp14
                               14
#define bfd_mach_msp15
                               15
#define bfd_mach_msp16
                               16
#define bfd_mach_msp20
                               20
#define bfd_mach_msp21
                               21
#define bfd_mach_msp22
                               22
#define bfd_mach_msp23
                               23
#define bfd_mach_msp24
                               24
#define bfd_mach_msp26
                               26
#define bfd_mach_msp31
                               31
#define bfd_mach_msp32
                               32
#define bfd_mach_msp33
                               33
#define bfd_mach_msp41
                               41
#define bfd_mach_msp42
                               42
#define bfd_mach_msp43
                               43
#define bfd_mach_msp44
                               44
#define bfd_mach_msp430x
                               45
#define bfd_mach_msp46
                               46
#define bfd_mach_msp47
                               47
#define bfd_mach_msp54
                               54
  bfd_arch_xc16x,
                      /* Infineon's XC16X Series.
#define bfd_mach_xc16x
                               1
#define bfd_mach_xc16xl
#define bfd_mach_xc16xs
                               3
  bfd_arch_xgate,
                      /* Freescale XGATE.
#define bfd_mach_xgate
                      /* Tensilica's Xtensa cores. */
  bfd_arch_xtensa,
#define bfd_mach_xtensa
  bfd_arch_z80,
#define bfd_mach_z80strict
                               1 /* No undocumented opcodes. */
                               3 /* With ixl, ixh, iyl, and iyh. */
#define bfd_mach_z80
                               7 /* All undocumented instructions.
#define bfd_mach_z80full
                               11 /* R800: successor with multiplication. */
#define bfd_mach_r800
  bfd_arch_lm32,
                      /* Lattice Mico32.
#define bfd_mach_lm32
                               1
  bfd_arch_microblaze,/* Xilinx MicroBlaze. */
  bfd_arch_tilepro,
                     /* Tilera TILEPro. */
  bfd_arch_tilegx,
                      /* Tilera TILE-Gx. */
#define bfd_mach_tilepro
                               1
#define bfd_mach_tilegx
                               1
#define bfd_mach_tilegx32
                               2
  bfd_arch_aarch64, /* AArch64.
```

```
#define bfd_mach_aarch64 0
#define bfd_mach_aarch64_ilp32 32
 bfd_arch_nios2,
                     /* Nios II.
                                   */
#define bfd_mach_nios2
                               0
#define bfd_mach_nios2r1
                               1
#define bfd_mach_nios2r2
                               2
 bfd_arch_visium,
                     /* Visium.
                                  */
#define bfd_mach_visium
                               1
 bfd_arch_wasm32,
                     /* WebAssembly. */
#define bfd_mach_wasm32
                               1
 bfd_arch_pru,
                      /* PRU.
                               */
#define bfd_mach_pru
                               0
 bfd_arch_nfp,
                     /* Netronome Flow Processor */
#define bfd_mach_nfp3200
                               0x3200
#define bfd_mach_nfp6000
                               0x6000
 bfd_arch_csky,
                      /* C-SKY.
                                */
#define bfd_mach_ck_unknown
                               0
#define bfd_mach_ck510
                               1
#define bfd_mach_ck610
                               2
#define bfd_mach_ck801
                               3
#define bfd_mach_ck802
                               4
#define bfd_mach_ck803
                               5
#define bfd_mach_ck807
                               6
                               7
#define bfd_mach_ck810
 bfd_arch_last
 };
```

2.13.2 bfd_arch_info

Description

This structure contains information on architectures for use within BFD.

```
typedef struct bfd_arch_info
{
  int bits_per_word;
  int bits_per_address;
  int bits_per_byte;
  enum bfd_architecture arch;
  unsigned long mach;
  const char *arch_name;
  const char *printable_name;
  unsigned int section_align_power;
  /* TRUE if this is the default machine for the architecture.
    The default arch should be the first entry for an arch so that
    all the entries for that arch can be accessed via next. */
  bfd_boolean the_default;
  const struct bfd_arch_info * (*compatible) (const struct bfd_arch_info *,
```

```
const struct bfd_arch_info *);
```

2.13.2.1 bfd_printable_name

Synopsis

```
const char *bfd_printable_name (bfd *abfd);
```

Description

Return a printable string representing the architecture and machine from the pointer to the architecture info structure.

2.13.2.2 bfd_scan_arch

Synopsis

```
const bfd_arch_info_type *bfd_scan_arch (const char *string);
```

Description

Figure out if BFD supports any cpu which could be described with the name *string*. Return a pointer to an arch_info structure if a machine is found, otherwise NULL.

2.13.2.3 bfd_arch_list

Synopsis

```
const char **bfd_arch_list (void);
```

Description

Return a freshly malloced NULL-terminated vector of the names of all the valid BFD architectures. Do not modify the names.

2.13.2.4 bfd_arch_get_compatible

Synopsis

```
const bfd_arch_info_type *bfd_arch_get_compatible
  (const bfd *abfd, const bfd *bbfd, bfd_boolean accept_unknowns);
```

Description

Determine whether two BFDs' architectures and machine types are compatible. Calculates the lowest common denominator between the two architectures and machine types implied by the BFDs and returns a pointer to an arch_info structure describing the compatible machine.

2.13.2.5 bfd_default_arch_struct

Description

The bfd_default_arch_struct is an item of bfd_arch_info_type which has been initialized to a fairly generic state. A BFD starts life by pointing to this structure, until the correct back end has determined the real architecture of the file.

extern const bfd_arch_info_type bfd_default_arch_struct;

2.13.2.6 bfd set arch info

Synopsis

```
void bfd_set_arch_info (bfd *abfd, const bfd_arch_info_type *arg);
```

Description

Set the architecture info of abfd to arg.

2.13.2.7 bfd_default_set_arch_mach

Synopsis

```
bfd_boolean bfd_default_set_arch_mach
    (bfd *abfd, enum bfd_architecture arch, unsigned long mach);
```

Description

Set the architecture and machine type in BFD abfd to arch and mach. Find the correct pointer to a structure and insert it into the arch_info pointer.

2.13.2.8 bfd_get_arch

Synopsis

```
enum bfd_architecture bfd_get_arch (bfd *abfd);
```

Description

Return the enumerated type which describes the BFD abfd's architecture.

2.13.2.9 bfd_get_mach

Synopsis

```
unsigned long bfd_get_mach (bfd *abfd);
```

Description

Return the long type which describes the BFD abfd's machine.

2.13.2.10 bfd_arch_bits_per_byte

Synopsis

```
unsigned int bfd_arch_bits_per_byte (bfd *abfd);
```

Description

Return the number of bits in one of the BFD abfd's architecture's bytes.

2.13.2.11 bfd_arch_bits_per_address

Synopsis

```
unsigned int bfd_arch_bits_per_address (bfd *abfd);
```

Description

Return the number of bits in one of the BFD abfd's architecture's addresses.

2.13.2.12 bfd_default_compatible

Synopsis

```
const bfd_arch_info_type *bfd_default_compatible
  (const bfd_arch_info_type *a, const bfd_arch_info_type *b);
```

Description

The default function for testing for compatibility.

2.13.2.13 bfd_default_scan

Synopsis

```
bfd_boolean bfd_default_scan
  (const struct bfd_arch_info *info, const char *string);
```

Description

The default function for working out whether this is an architecture hit and a machine hit.

2.13.2.14 bfd_get_arch_info

Synopsis

```
const bfd_arch_info_type *bfd_get_arch_info (bfd *abfd);
```

Description

Return the architecture info struct in abfd.

2.13.2.15 bfd_lookup_arch

Synopsis

```
const bfd_arch_info_type *bfd_lookup_arch
  (enum bfd_architecture arch, unsigned long machine);
```

Description

Look for the architecture info structure which matches the arguments arch and machine. A machine of 0 matches the machine/architecture structure which marks itself as the default.

2.13.2.16 bfd_printable_arch_mach

Synopsis

```
const char *bfd_printable_arch_mach
  (enum bfd_architecture arch, unsigned long machine);
```

Description

Return a printable string representing the architecture and machine type.

This routine is depreciated.

2.13.2.17 bfd_octets_per_byte

Synopsis

```
unsigned int bfd_octets_per_byte (bfd *abfd);
```

Description

Return the number of octets (8-bit quantities) per target byte (minimum addressable unit). In most cases, this will be one, but some DSP targets have 16, 32, or even 48 bits per byte.

2.13.2.18 bfd_arch_mach_octets_per_byte

Synopsis

```
unsigned int bfd_arch_mach_octets_per_byte
  (enum bfd_architecture arch, unsigned long machine);
```

Description

See bfd_octets_per_byte.

This routine is provided for those cases where a bfd \ast is not available

2.13.2.19 bfd_arch_default_fill

Synopsis

```
void *bfd_arch_default_fill (bfd_size_type count,
    bfd_boolean is_bigendian,
    bfd_boolean code);
```

Description

Allocate via bfd_malloc and return a fill buffer of size COUNT. If IS_BIGENDIAN is TRUE, the order of bytes is big endian. If CODE is TRUE, the buffer contains code.

```
/* Set to N to open the next N BFDs using an alternate id space. */
extern unsigned int bfd_use_reserved_id;
```

2.14 Opening and closing BFDs

2.14.1 Functions for opening and closing

2.14.1.1 bfd_fopen

Synopsis

Description

Open the file *filename* with the target *target*. Return a pointer to the created BFD. If *fd* is not -1, then **fdopen** is used to open the file; otherwise, **fopen** is used. *mode* is passed directly to **fopen** or **fdopen**.

Calls bfd_find_target, so target is interpreted as by that function.

The new BFD is marked as cacheable iff fd is -1.

If NULL is returned then an error has occured. Possible errors are bfd_error_no_memory, bfd_error_invalid_target or system_call error.

On error, fd is always closed.

A copy of the *filename* argument is stored in the newly created BFD. It can be accessed via the bfd_get_filename() macro.

2.14.1.2 bfd_openr

```
bfd *bfd_openr (const char *filename, const char *target);
```

Open the file *filename* (using fopen) with the target target. Return a pointer to the created BFD.

Calls bfd_find_target, so target is interpreted as by that function.

If NULL is returned then an error has occured. Possible errors are bfd_error_no_memory, bfd_error_invalid_target or system_call error.

A copy of the *filename* argument is stored in the newly created BFD. It can be accessed via the bfd_get_filename() macro.

2.14.1.3 bfd_fdopenr

Synopsis

```
bfd *bfd_fdopenr (const char *filename, const char *target, int fd);
```

Description

bfd_fdopenr is to bfd_fopenr much like fdopen is to fopen. It opens a BFD on a file already described by the fd supplied.

When the file is later bfd_closed, the file descriptor will be closed. If the caller desires that this file descriptor be cached by BFD (opened as needed, closed as needed to free descriptors for other opens), with the supplied fd used as an initial file descriptor (but subject to closure at any time), call bfd_set_cacheable(bfd, 1) on the returned BFD. The default is to assume no caching; the file descriptor will remain open until bfd_close, and will not be affected by BFD operations on other files.

Possible errors are bfd_error_no_memory, bfd_error_invalid_target and bfd_error_system_call.

On error, fd is closed.

A copy of the *filename* argument is stored in the newly created BFD. It can be accessed via the bfd_get_filename() macro.

2.14.1.4 bfd_openstreamr

Synopsis

```
bfd *bfd_openstreamr (const char * filename, const char * target,
    void * stream);
```

Description

Open a BFD for read access on an existing stdio stream. When the BFD is passed to bfd_close, the stream will be closed.

A copy of the *filename* argument is stored in the newly created BFD. It can be accessed via the bfd_get_filename() macro.

2.14.1.5 bfd_openr_iovec

```
bfd *bfd_openr_iovec (const char *filename, const char *target,
    void *(*open_func) (struct bfd *nbfd,
    void *open_closure),
    void *open_closure,
```

```
file_ptr (*pread_func) (struct bfd *nbfd,
void *stream,
void *buf,
file_ptr nbytes,
file_ptr offset),
int (*close_func) (struct bfd *nbfd,
void *stream),
int (*stat_func) (struct bfd *abfd,
void *stream,
struct stat *sb));
```

Create and return a BFD backed by a read-only stream. The stream is created using open_func, accessed using pread_func and destroyed using close_func.

Calls bfd_find_target, so target is interpreted as by that function.

Calls open_func (which can call bfd_zalloc and bfd_get_filename) to obtain the readonly stream backing the BFD. open_func either succeeds returning the non-NULL stream, or fails returning NULL (setting bfd_error).

Calls pread_func to request nbytes of data from stream starting at offset (e.g., via a call to bfd_read). pread_func either succeeds returning the number of bytes read (which can be less than nbytes when end-of-file), or fails returning -1 (setting bfd_error).

Calls *close_func* when the BFD is later closed using bfd_close. *close_func* either succeeds returning 0, or fails returning -1 (setting bfd_error).

Calls $stat_func$ to fill in a stat structure for bfd_stat, bfd_get_size, and bfd_get_mtime calls. $stat_func$ returns 0 on success, or returns -1 on failure (setting bfd_error).

If bfd_openr_iovec returns NULL then an error has occurred. Possible errors are bfd_error_no_memory, bfd_error_invalid_target and bfd_error_system_call.

A copy of the *filename* argument is stored in the newly created BFD. It can be accessed via the bfd_get_filename() macro.

2.14.1.6 bfd_openw

Synopsis

```
bfd *bfd_openw (const char *filename, const char *target);
```

Description

Create a BFD, associated with file *filename*, using the file format *target*, and return a pointer to it.

Possible errors are bfd_error_system_call, bfd_error_no_memory, bfd_error_invalid_target.

A copy of the *filename* argument is stored in the newly created BFD. It can be accessed via the bfd_get_filename() macro.

2.14.1.7 bfd_close

Synopsis

```
bfd_boolean bfd_close (bfd *abfd);
```

Close a BFD. If the BFD was open for writing, then pending operations are completed and the file written out and closed. If the created file is executable, then chmod is called to mark it as such.

All memory attached to the BFD is released.

The file descriptor associated with the BFD is closed (even if it was passed in to BFD by bfd_fdopenr).

Returns

TRUE is returned if all is ok, otherwise FALSE.

2.14.1.8 bfd_close_all_done

Synopsis

```
bfd_boolean bfd_close_all_done (bfd *);
```

Description

Close a BFD. Differs from bfd_close since it does not complete any pending operations. This routine would be used if the application had just used BFD for swapping and didn't want to use any of the writing code.

If the created file is executable, then chmod is called to mark it as such.

All memory attached to the BFD is released.

Returns

TRUE is returned if all is ok, otherwise FALSE.

2.14.1.9 bfd create

Synopsis

```
bfd *bfd_create (const char *filename, bfd *templ);
```

Description

Create a new BFD in the manner of bfd_openw, but without opening a file. The new BFD takes the target from the target used by templ. The format is always set to bfd_object.

A copy of the *filename* argument is stored in the newly created BFD. It can be accessed via the bfd_get_filename() macro.

2.14.1.10 bfd_make_writable

Synopsis

```
bfd_boolean bfd_make_writable (bfd *abfd);
```

Description

Takes a BFD as created by bfd_create and converts it into one like as returned by bfd_openw. It does this by converting the BFD to BFD_IN_MEMORY. It's assumed that you will call bfd_make_readable on this bfd later.

Returns

TRUE is returned if all is ok, otherwise FALSE.

2.14.1.11 bfd_make_readable

Synopsis

bfd_boolean bfd_make_readable (bfd *abfd);

Description

Takes a BFD as created by bfd_create and bfd_make_writable and converts it into one like as returned by bfd_openr. It does this by writing the contents out to the memory buffer, then reversing the direction.

Returns

TRUE is returned if all is ok, otherwise FALSE.

2.14.1.12 bfd_alloc

Synopsis

```
void *bfd_alloc (bfd *abfd, bfd_size_type wanted);
```

Description

Allocate a block of wanted bytes of memory attached to abfd and return a pointer to it.

2.14.1.13 bfd_alloc2

Synopsis

```
void *bfd_alloc2 (bfd *abfd, bfd_size_type nmemb, bfd_size_type size);
```

Description

Allocate a block of *nmemb* elements of size bytes each of memory attached to abfd and return a pointer to it.

2.14.1.14 bfd zalloc

Synopsis

```
void *bfd_zalloc (bfd *abfd, bfd_size_type wanted);
```

Description

Allocate a block of wanted bytes of zeroed memory attached to abfd and return a pointer to it.

2.14.1.15 bfd_zalloc2

Synopsis

```
void *bfd_zalloc2 (bfd *abfd, bfd_size_type nmemb, bfd_size_type size);
```

Description

Allocate a block of *nmemb* elements of *size* bytes each of zeroed memory attached to abfd and return a pointer to it.

2.14.1.16 bfd_calc_gnu_debuglink_crc32

Synopsis

```
unsigned long bfd_calc_gnu_debuglink_crc32
  (unsigned long crc, const unsigned char *buf, bfd_size_type len);
```

Description

Computes a CRC value as used in the .gnu_debuglink section. Advances the previously computed crc value by computing and adding in the crc32 for len bytes of buf.

Returns

Return the updated CRC32 value.

2.14.1.17 bfd_get_debug_link_info_1

Synopsis

```
char *bfd_get_debug_link_info_1 (bfd *abfd, void *crc32_out);
```

Description

Extracts the filename and CRC32 value for any separate debug information file associated with *abfd*.

The *crc32_out* parameter is an untyped pointer because this routine is used as a get_func_type function, but it is expected to be an unsigned long pointer.

Returns

The filename of the associated debug information file, or NULL if there is no such file. If the filename was found then the contents of $crc32_out$ are updated to hold the corresponding CRC32 value for the file.

The returned filename is allocated with malloc; freeing it is the responsibility of the caller.

2.14.1.18 bfd_get_debug_link_info

Synopsis

```
char *bfd_get_debug_link_info (bfd *abfd, unsigned long *crc32_out);
```

Description

Extracts the filename and CRC32 value for any separate debug information file associated with abfd.

Returns

The filename of the associated debug information file, or NULL if there is no such file. If the filename was found then the contents of $crc32_out$ are updated to hold the corresponding CRC32 value for the file.

The returned filename is allocated with malloc; freeing it is the responsibility of the caller.

2.14.1.19 bfd_get_alt_debug_link_info

Synopsis

```
char *bfd_get_alt_debug_link_info (bfd * abfd,
    bfd_size_type *buildid_len,
    bfd_byte **buildid_out);
```

Description

Fetch the filename and BuildID value for any alternate debuginfo associated with abfd. Return NULL if no such info found, otherwise return filename and update buildid_len and buildid_out. The returned filename and build_id are allocated with malloc; freeing them is the responsibility of the caller.

2.14.1.20 separate_debug_file_exists

Synopsis

```
bfd_boolean separate_debug_file_exists
  (char *name, void *crc32_p);
```

Checks to see if *name* is a file and if its contents match *crc32*, which is a pointer to an unsigned long containing a CRC32.

The $crc32_p$ parameter is an untyped pointer because this routine is used as a check_func_type function.

2.14.1.21 separate_alt_debug_file_exists

Synopsis

```
bfd_boolean separate_alt_debug_file_exists
  (char *name, void *unused);
```

Description

Checks to see if *name* is a file.

2.14.1.22 find_separate_debug_file

Synopsis

```
char *find_separate_debug_file
  (bfd *abfd, const char *dir, bfd_boolean include_dirs,
    get_func_type get, check_func_type check, void *data);
```

Description

Searches for a debug information file corresponding to abfd.

The name of the separate debug info file is returned by the *get* function. This function scans various fixed locations in the filesystem, including the file tree rooted at *dir*. If the *include_dirs* parameter is true then the directory components of *abfd*'s filename will be included in the searched locations.

data is passed unmodified to the get and check functions. It is generally used to implement build-id-like matching in the callback functions.

Returns

Returns the filename of the first file to be found which receives a TRUE result from the *check* function. Returns NULL if no valid file could be found.

2.14.1.23 bfd_follow_gnu_debuglink

Synopsis

```
char *bfd_follow_gnu_debuglink (bfd *abfd, const char *dir);
```

Description

Takes a BFD and searches it for a .gnu_debuglink section. If this section is found, it examines the section for the name and checksum of a '.debug' file containing auxiliary debugging information. It then searches the filesystem for this .debug file in some standard locations, including the directory tree rooted at *dir*, and if found returns the full filename.

If dir is NULL, the search will take place starting at the current directory.

Returns

NULL on any errors or failure to locate the .debug file, otherwise a pointer to a heap-allocated string containing the filename. The caller is responsible for freeing this string.

2.14.1.24 bfd_follow_gnu_debugaltlink

Synopsis

```
char *bfd_follow_gnu_debugaltlink (bfd *abfd, const char *dir);
```

Description

Takes a BFD and searches it for a <code>.gnu_debugaltlink</code> section. If this section is found, it examines the section for the name of a file containing auxiliary debugging information. It then searches the filesystem for this file in a set of standard locations, including the directory tree rooted at <code>dir</code>, and if found returns the full filename.

If dir is NULL, the search will take place starting at the current directory.

Returns

NULL on any errors or failure to locate the debug file, otherwise a pointer to a heap-allocated string containing the filename. The caller is responsible for freeing this string.

2.14.1.25 bfd_create_gnu_debuglink_section

Synopsis

```
struct bfd_section *bfd_create_gnu_debuglink_section
  (bfd *abfd, const char *filename);
```

Description

Takes a BFD and adds a .gnu_debuglink section to it. The section is sized to be big enough to contain a link to the specified filename.

Returns

A pointer to the new section is returned if all is ok. Otherwise NULL is returned and bfd_error is set.

2.14.1.26 bfd_fill_in_gnu_debuglink_section

Synopsis

```
bfd_boolean bfd_fill_in_gnu_debuglink_section
  (bfd *abfd, struct bfd_section *sect, const char *filename);
```

Description

Takes a BFD and containing a .gnu_debuglink section SECT and fills in the contents of the section to contain a link to the specified *filename*. The filename should be relative to the current directory.

Returns

TRUE is returned if all is ok. Otherwise FALSE is returned and bfd_error is set.

2.14.1.27 get_build_id

Synopsis

```
struct bfd_build_id * get_build_id (bfd *abfd);
```

Description

Finds the build-id associated with *abfd*. If the build-id is extracted from the note section then a build-id structure is built for it, using memory allocated to *abfd*, and this is then attached to the *abfd*.

Returns

Returns a pointer to the build-id structure if a build-id could be found. If no build-id is found NULL is returned and error code is set.

2.14.1.28 get_build_id_name

Synopsis

```
char * get_build_id_name (bfd *abfd, void *build_id_out_p)
```

Description

Searches abfd for a build-id, and then constructs a pathname from it. The path is computed as .build-id/NN/NN+NN.debug where NNNN+NN is the build-id value as a hexadecimal string.

Returns

Returns the constructed filename or NULL upon error. It is the caller's responsibility to free the memory used to hold the filename. If a filename is returned then the <code>build_id_out_p</code> parameter (which points to a <code>struct_bfd_build_id</code> pointer) is set to a pointer to the build_id structure.

2.14.1.29 check_build_id_file

Synopsis

```
bfd_boolean check_build_id_file (char *name, void *buildid_p);
```

Description

Checks to see if *name* is a readable file and if its build-id matches *buildid*.

Returns

Returns TRUE if the file exists, is readable, and contains a build-id which matches the build-id pointed at by build_id_p (which is really a struct bfd_build_id **).

2.14.1.30 bfd_follow_build_id_debuglink

Synopsis

```
char *bfd_follow_build_id_debuglink (bfd *abfd, const char *dir);
```

Description

Takes abfd and searches it for a .note.gnu.build-id section. If this section is found, it extracts the value of the NT_GNU_BUILD_ID note, which should be a hexadecimal value NNNN+NN (for 32+ hex digits). It then searches the filesystem for a file named .build-id/NN/NN+NN.debug in a set of standard locations, including the directory tree rooted at dir. The filename of the first matching file to be found is returned. A matching file should contain a .note.gnu.build-id section with the same NNNN+NN note as abfd, although this check is currently not implemented.

If dir is NULL, the search will take place starting at the current directory.

Returns

NULL on any errors or failure to locate the debug file, otherwise a pointer to a heap-allocated string containing the filename. The caller is responsible for freeing this string.

2.15 Implementation details

2.15.1 Internal functions

Description

These routines are used within BFD. They are not intended for export, but are documented here for completeness.

2.15.1.1 bfd_write_bigendian_4byte_int

Synopsis

```
bfd_boolean bfd_write_bigendian_4byte_int (bfd *, unsigned int);
```

Description

Write a 4 byte integer i to the output BFD abfd, in big endian order regardless of what else is going on. This is useful in archives.

2.15.1.2 bfd_put_size

2.15.1.3 bfd_get_size

Description

These macros as used for reading and writing raw data in sections; each access (except for bytes) is vectored through the target format of the BFD and mangled accordingly. The mangling performs any necessary endian translations and removes alignment restrictions. Note that types accepted and returned by these macros are identical so they can be swapped around in macros—for example, libaout.h defines GET_WORD to either bfd_get_32 or bfd_get_64.

In the put routines, val must be a bfd_vma. If we are on a system without prototypes, the caller is responsible for making sure that is true, with a cast if necessary. We don't cast them in the macro definitions because that would prevent lint or gcc -Wall from detecting sins such as passing a pointer. To detect calling these with less than a bfd_vma, use gcc -Wconversion on a host with 64 bit bfd_vma's.

```
/* Byte swapping macros for user section data. */
#define bfd_put_8(abfd, val, ptr) \
   ((void) (*((unsigned char *) (ptr)) = (val) & 0xff))
#define bfd_put_signed_8 \
   bfd_put_8
#define bfd_get_8(abfd, ptr) \
   (*(const unsigned char *) (ptr) & 0xff)
#define bfd_get_signed_8(abfd, ptr) \
   (((*(const unsigned char *) (ptr) & 0xff) ^ 0x80) - 0x80)
#define bfd_put_16(abfd, val, ptr) \
   BFD_SEND (abfd, bfd_putx16, ((val),(ptr)))
#define bfd_put_signed_16 \
   bfd_put_16
```

```
#define bfd_get_16(abfd, ptr) \
  BFD_SEND (abfd, bfd_getx16, (ptr))
#define bfd_get_signed_16(abfd, ptr) \
  BFD_SEND (abfd, bfd_getx_signed_16, (ptr))
#define bfd_put_24(abfd, val, ptr) \
   if (bfd_big_endian (abfd))
     bfd_putb24 ((val), (ptr));
    else
      bfd_putl24 ((val), (ptr));
  while (0)
bfd_vma bfd_getb24 (const void *p);
bfd_vma bfd_get124 (const void *p);
#define bfd_get_24(abfd, ptr) \
  (bfd_big_endian (abfd) ? bfd_getb24 (ptr) : bfd_get124 (ptr))
#define bfd_put_32(abfd, val, ptr) \
  BFD_SEND (abfd, bfd_putx32, ((val),(ptr)))
#define bfd_put_signed_32 \
  bfd_put_32
#define bfd_get_32(abfd, ptr) \
  BFD_SEND (abfd, bfd_getx32, (ptr))
#define bfd_get_signed_32(abfd, ptr) \
  BFD_SEND (abfd, bfd_getx_signed_32, (ptr))
#define bfd_put_64(abfd, val, ptr) \
  BFD_SEND (abfd, bfd_putx64, ((val), (ptr)))
#define bfd_put_signed_64 \
  bfd_put_64
#define bfd_get_64(abfd, ptr) \
  BFD_SEND (abfd, bfd_getx64, (ptr))
#define bfd_get_signed_64(abfd, ptr) \
  BFD_SEND (abfd, bfd_getx_signed_64, (ptr))
#define bfd_get(bits, abfd, ptr)
  ((bits) == 8 ? (bfd_vma) bfd_get_8 (abfd, ptr)
   : (bits) == 16 ? bfd_get_16 (abfd, ptr)
   : (bits) == 32 ? bfd_get_32 (abfd, ptr)
   : (bits) == 64 ? bfd_get_64 (abfd, ptr)
   : (abort (), (bfd_vma) - 1))
#define bfd_put(bits, abfd, val, ptr)
  ((bits) == 8 ? bfd_put_8 (abfd, val, ptr)
   : (bits) == 16 ? bfd_put_16 (abfd, val, ptr)
```

```
: (bits) == 32 ? bfd_put_32 (abfd, val, ptr) \
: (bits) == 64 ? bfd_put_64 (abfd, val, ptr) \
: (abort (), (void) 0))
```

2.15.1.4 bfd_h_put_size

Description

These macros have the same function as their bfd_get_x brethren, except that they are used for removing information for the header records of object files. Believe it or not, some object files keep their header records in big endian order and their data in little endian order.

```
/* Byte swapping macros for file header data. */
#define bfd_h_put_8(abfd, val, ptr) \
  bfd_put_8 (abfd, val, ptr)
#define bfd_h_put_signed_8(abfd, val, ptr) \
  bfd_put_8 (abfd, val, ptr)
#define bfd_h_get_8(abfd, ptr) \
  bfd_get_8 (abfd, ptr)
#define bfd_h_get_signed_8(abfd, ptr) \
  bfd_get_signed_8 (abfd, ptr)
#define bfd_h_put_16(abfd, val, ptr) \
  BFD_SEND (abfd, bfd_h_putx16, (val, ptr))
#define bfd_h_put_signed_16 \
  bfd_h_put_16
#define bfd_h_get_16(abfd, ptr) \
  BFD_SEND (abfd, bfd_h_getx16, (ptr))
#define bfd_h_get_signed_16(abfd, ptr) \
  BFD_SEND (abfd, bfd_h_getx_signed_16, (ptr))
#define bfd_h_put_32(abfd, val, ptr) \
  BFD_SEND (abfd, bfd_h_putx32, (val, ptr))
#define bfd_h_put_signed_32 \
 bfd_h_put_32
#define bfd_h_get_32(abfd, ptr) \
 BFD_SEND (abfd, bfd_h_getx32, (ptr))
#define bfd_h_get_signed_32(abfd, ptr) \
  BFD_SEND (abfd, bfd_h_getx_signed_32, (ptr))
#define bfd_h_put_64(abfd, val, ptr) \
  BFD_SEND (abfd, bfd_h_putx64, (val, ptr))
#define bfd_h_put_signed_64 \
  bfd_h_put_64
#define bfd_h_get_64(abfd, ptr) \
```

```
BFD_SEND (abfd, bfd_h_getx64, (ptr))
#define bfd_h_get_signed_64(abfd, ptr) \
 BFD_SEND (abfd, bfd_h_getx_signed_64, (ptr))
/* Aliases for the above, which should eventually go away. */
#define H_PUT_64 bfd_h_put_64
#define H_PUT_32 bfd_h_put_32
#define H_PUT_16 bfd_h_put_16
#define H_PUT_8
                 bfd_h_put_8
#define H_PUT_S64 bfd_h_put_signed_64
#define H_PUT_S32 bfd_h_put_signed_32
#define H_PUT_S16 bfd_h_put_signed_16
#define H_PUT_S8 bfd_h_put_signed_8
#define H_GET_64 bfd_h_get_64
#define H_GET_32 bfd_h_get_32
#define H_GET_16 bfd_h_get_16
#define H_GET_8
                 bfd_h_get_8
#define H_GET_S64 bfd_h_get_signed_64
#define H_GET_S32 bfd_h_get_signed_32
#define H_GET_S16 bfd_h_get_signed_16
#define H_GET_S8 bfd_h_get_signed_8
```

2.15.1.5 bfd_log2

Synopsis

```
unsigned int bfd_log2 (bfd_vma x);
```

Description

Return the log base 2 of the value supplied, rounded up. E.g., an x of 1025 returns 11. A x of 0 returns 0.

2.16 File caching

The file caching mechanism is embedded within BFD and allows the application to open as many BFDs as it wants without regard to the underlying operating system's file descriptor limit (often as low as 20 open files). The module in cache.c maintains a least recently used list of bfd_cache_max_open files, and exports the name bfd_cache_lookup, which runs around and makes sure that the required BFD is open. If not, then it chooses a file to close, closes it and opens the one wanted, returning its file handle.

2.16.1 Caching functions

2.16.1.1 bfd_cache_init

Synopsis

```
bfd_boolean bfd_cache_init (bfd *abfd);
```

Add a newly opened BFD to the cache.

2.16.1.2 bfd_cache_close

Synopsis

```
bfd_boolean bfd_cache_close (bfd *abfd);
```

Description

Remove the BFD abfd from the cache. If the attached file is open, then close it too.

Returns

FALSE is returned if closing the file fails, TRUE is returned if all is well.

2.16.1.3 bfd_cache_close_all

Synopsis

```
bfd_boolean bfd_cache_close_all (void);
```

Description

Remove all BFDs from the cache. If the attached file is open, then close it too.

Returns

FALSE is returned if closing one of the file fails, TRUE is returned if all is well.

2.16.1.4 bfd_open_file

Synopsis

```
FILE* bfd_open_file (bfd *abfd);
```

Description

Call the OS to open a file for *abfd*. Return the FILE * (possibly NULL) that results from this operation. Set up the BFD so that future accesses know the file is open. If the FILE * returned is NULL, then it won't have been put in the cache, so it won't have to be removed from it.

2.17 Linker Functions

The linker uses three special entry points in the BFD target vector. It is not necessary to write special routines for these entry points when creating a new BFD back end, since generic versions are provided. However, writing them can speed up linking and make it use significantly less runtime memory.

The first routine creates a hash table used by the other routines. The second routine adds the symbols from an object file to the hash table. The third routine takes all the object files and links them together to create the output file. These routines are designed so that the linker proper does not need to know anything about the symbols in the object files that it is linking. The linker merely arranges the sections as directed by the linker script and lets BFD handle the details of symbols and relocs.

The second routine and third routines are passed a pointer to a struct bfd_link_info structure (defined in bfdlink.h) which holds information relevant to the link, including the linker hash table (which was created by the first routine) and a set of callback functions to the linker proper.

The generic linker routines are in linker.c, and use the header file genlink.h. As of this writing, the only back ends which have implemented versions of these routines are a.out (in aoutx.h) and ECOFF (in ecoff.c). The a.out routines are used as examples throughout this section.

2.17.1 Creating a linker hash table

The linker routines must create a hash table, which must be derived from struct bfd_link_hash_table described in bfdlink.c. See Section 2.18 [Hash Tables], page 190, for information on how to create a derived hash table. This entry point is called using the target vector of the linker output file.

The _bfd_link_hash_table_create entry point must allocate and initialize an instance of the desired hash table. If the back end does not require any additional information to be stored with the entries in the hash table, the entry point may simply create a struct bfd_link_hash_table. Most likely, however, some additional information will be needed.

For example, with each entry in the hash table the a.out linker keeps the index the symbol has in the final output file (this index number is used so that when doing a relocatable link the symbol index used in the output file can be quickly filled in when copying over a reloc). The a.out linker code defines the required structures and functions for a hash table derived from struct bfd_link_hash_table. The a.out linker hash table is created by the function NAME(aout,link_hash_table_create); it simply allocates space for the hash table, initializes it, and returns a pointer to it.

When writing the linker routines for a new back end, you will generally not know exactly which fields will be required until you have finished. You should simply create a new hash table which defines no additional fields, and then simply add fields as they become necessary.

2.17.2 Adding symbols to the hash table

The linker proper will call the _bfd_link_add_symbols entry point for each object file or archive which is to be linked (typically these are the files named on the command line, but some may also come from the linker script). The entry point is responsible for examining the file. For an object file, BFD must add any relevant symbol information to the hash table. For an archive, BFD must determine which elements of the archive should be used and adding them to the link.

The a.out version of this entry point is NAME(aout,link_add_symbols).

2.17.2.1 Differing file formats

Normally all the files involved in a link will be of the same format, but it is also possible to link together different format object files, and the back end must support that. The _bfd_link_add_symbols entry point is called via the target vector of the file to be added. This has an important consequence: the function may not assume that the hash table is the type created by the corresponding _bfd_link_hash_table_create vector. All the _bfd_link_add_symbols function can assume about the hash table is that it is derived from struct bfd_link_hash_table.

Sometimes the _bfd_link_add_symbols function must store some information in the hash table entry to be used by the _bfd_final_link function. In such a case the output bfd xvec must be checked to make sure that the hash table was created by an object file of the same format.

The _bfd_final_link routine must be prepared to handle a hash entry without any extra information added by the _bfd_link_add_symbols function. A hash entry without extra information will also occur when the linker script directs the linker to create a symbol. Note that, regardless of how a hash table entry is added, all the fields will be initialized to some sort of null value by the hash table entry initialization function.

See ecoff_link_add_externals for an example of how to check the output bfd before saving information (in this case, the ECOFF external symbol debugging information) in a hash table entry.

2.17.2.2 Adding symbols from an object file

When the _bfd_link_add_symbols routine is passed an object file, it must add all externally visible symbols in that object file to the hash table. The actual work of adding the symbol to the hash table is normally handled by the function _bfd_generic_link_ add_one_symbol. The _bfd_link_add_symbols routine is responsible for reading all the symbols from the object file and passing the correct information to _bfd_generic_link_ add_one_symbol.

The _bfd_link_add_symbols routine should not use bfd_canonicalize_symtab to read the symbols. The point of providing this routine is to avoid the overhead of converting the symbols into generic asymbol structures.

_bfd_generic_link_add_one_symbol handles the details of combining common symbols, warning about multiple definitions, and so forth. It takes arguments which describe the symbol to add, notably symbol flags, a section, and an offset. The symbol flags include such things as BSF_WEAK or BSF_INDIRECT. The section is a section in the object file, or something like bfd_und_section_ptr for an undefined symbol or bfd_com_section_ptr for a common symbol.

If the _bfd_final_link routine is also going to need to read the symbol information, the _bfd_link_add_symbols routine should save it somewhere attached to the object file BFD. However, the information should only be saved if the keep_memory field of the info argument is TRUE, so that the -no-keep-memory linker switch is effective.

The alout function which adds symbols from an object file is aout_link_add_object_symbols, and most of the interesting work is in aout_link_add_symbols. The latter saves pointers to the hash tables entries created by _bfd_generic_link_add_one_symbol indexed by symbol number, so that the _bfd_final_link routine does not have to call the hash table lookup routine to locate the entry.

2.17.2.3 Adding symbols from an archive

When the _bfd_link_add_symbols routine is passed an archive, it must look through the symbols defined by the archive and decide which elements of the archive should be included in the link. For each such element it must call the add_archive_element linker callback, and it must add the symbols from the object file to the linker hash table. (The callback may in fact indicate that a replacement BFD should be used, in which case the symbols from that BFD should be added to the linker hash table instead.)

In most cases the work of looking through the symbols in the archive should be done by the _bfd_generic_link_add_archive_symbols function. _bfd_generic_link_add_ archive_symbols is passed a function to call to make the final decision about adding an archive element to the link and to do the actual work of adding the symbols to the linker hash table. If the element is to be included, the add_archive_element linker callback routine must be called with the element as an argument, and the element's symbols must be added to the linker hash table just as though the element had itself been passed to the _bfd_link_add_symbols function.

When the a.out _bfd_link_add_symbols function receives an archive, it calls _bfd_generic_link_add_archive_symbols passing aout_link_check_archive_element as the function argument. aout_link_check_archive_element calls aout_link_check_ar_symbols. If the latter decides to add the element (an element is only added if it provides a real, non-common, definition for a previously undefined or common symbol) it calls the add_archive_element callback and then aout_link_check_archive_element calls aout_link_add_symbols to actually add the symbols to the linker hash table possibly those of a substitute BFD, if the add_archive_element callback avails itself of that option.

The ECOFF back end is unusual in that it does not normally call _bfd_generic_link_add_archive_symbols, because ECOFF archives already contain a hash table of symbols. The ECOFF back end searches the archive itself to avoid the overhead of creating a new hash table.

2.17.3 Performing the final link

When all the input files have been processed, the linker calls the <code>_bfd_final_link</code> entry point of the output BFD. This routine is responsible for producing the final output file, which has several aspects. It must relocate the contents of the input sections and copy the data into the output sections. It must build an output symbol table including any local symbols from the input files and the global symbols from the hash table. When producing relocatable output, it must modify the input relocs and write them into the output file. There may also be object format dependent work to be done.

The linker will also call the write_object_contents entry point when the BFD is closed. The two entry points must work together in order to produce the correct output file.

The details of how this works are inevitably dependent upon the specific object file format. The a.out _bfd_final_link routine is NAME(aout,final_link).

2.17.3.1 Information provided by the linker

Before the linker calls the _bfd_final_link entry point, it sets up some data structures for the function to use.

The input_bfds field of the bfd_link_info structure will point to a list of all the input files included in the link. These files are linked through the link.next field of the bfd structure.

Each section in the output file will have a list of link_order structures attached to the map_head.link_order field (the link_order structure is defined in bfdlink.h). These structures describe how to create the contents of the output section in terms of the contents of various input sections, fill constants, and, eventually, other types of information. They also describe relocs that must be created by the BFD backend, but do not correspond to any input file; this is used to support -Ur, which builds constructors while generating a relocatable object file.

2.17.3.2 Relocating the section contents

The _bfd_final_link function should look through the link_order structures attached to each section of the output file. Each link_order structure should either be handled specially, or it should be passed to the function _bfd_default_link_order which will do the right thing (_bfd_default_link_order is defined in linker.c).

For efficiency, a link_order of type bfd_indirect_link_order whose associated section belongs to a BFD of the same format as the output BFD must be handled specially. This type of link_order describes part of an output section in terms of a section belonging to one of the input files. The _bfd_final_link function should read the contents of the section and any associated relocs, apply the relocs to the section contents, and write out the modified section contents. If performing a relocatable link, the relocs themselves must also be modified and written out.

The functions _bfd_relocate_contents and _bfd_final_link_relocate provide some general support for performing the actual relocations, notably overflow checking. Their arguments include information about the symbol the relocation is against and a reloc_howto_type argument which describes the relocation to perform. These functions are defined in reloc.c.

The alout function which handles reading, relocating, and writing section contents is aout_link_input_section. The actual relocation is done in aout_link_input_section_std and aout_link_input_section_ext.

2.17.3.3 Writing the symbol table

The _bfd_final_link function must gather all the symbols in the input files and write them out. It must also write out all the symbols in the global hash table. This must be controlled by the strip and discard fields of the bfd_link_info structure.

The local symbols of the input files will not have been entered into the linker hash table. The _bfd_final_link routine must consider each input file and include the symbols in the output file. It may be convenient to do this when looking through the link_order structures, or it may be done by stepping through the input_bfds list.

The _bfd_final_link routine must also traverse the global hash table to gather all the externally visible symbols. It is possible that most of the externally visible symbols may be written out when considering the symbols of each input file, but it is still necessary to traverse the hash table since the linker script may have defined some symbols that are not in any of the input files.

The strip field of the bfd_link_info structure controls which symbols are written out. The possible values are listed in bfdlink.h. If the value is strip_some, then the keep_hash field of the bfd_link_info structure is a hash table of symbols to keep; each symbol should be looked up in this hash table, and only symbols which are present should be included in the output file.

If the strip field of the bfd_link_info structure permits local symbols to be written out, the discard field is used to further controls which local symbols are included in the output file. If the value is discard_1, then all local symbols which begin with a certain prefix are discarded; this is controlled by the bfd_is_local_label_name entry point.

The alout backend handles symbols by calling aout_link_write_symbols on each input BFD and then traversing the global hash table with the function aout_link_write_other_

symbol. It builds a string table while writing out the symbols, which is written to the output file at the end of NAME(aout,final_link).

2.17.3.4 bfd_link_split_section

Synopsis

```
bfd_boolean bfd_link_split_section (bfd *abfd, asection *sec);
```

Description

Return nonzero if sec should be split during a reloceatable or final link.

```
#define bfd_link_split_section(abfd, sec) \
    BFD_SEND (abfd, _bfd_link_split_section, (abfd, sec))
```

2.17.3.5 bfd_section_already_linked

Synopsis

Description

Check if data has been already linked during a reloceatable or final link. Return TRUE if it has.

2.17.3.6 bfd_generic_define_common_symbol

Synopsis

```
bfd_boolean bfd_generic_define_common_symbol
  (bfd *output_bfd, struct bfd_link_info *info,
    struct bfd_link_hash_entry *h);
```

Description

Convert common symbol h into a defined symbol. Return TRUE on success and FALSE on failure.

```
#define bfd_define_common_symbol(output_bfd, info, h) \
BFD_SEND (output_bfd, _bfd_define_common_symbol, (output_bfd, info, h))
```

2.17.3.7 _bfd_generic_link_hide_symbol

Synopsis

```
void _bfd_generic_link_hide_symbol
  (bfd *output_bfd, struct bfd_link_info *info,
    struct bfd_link_hash_entry *h);
```

Description

Hide symbol h. This is an internal function. It should not be called from outside the BFD library.

```
#define bfd_link_hide_symbol(output_bfd, info, h) \
```

BFD_SEND (output_bfd, _bfd_link_hide_symbol, (output_bfd, info, h))

2.17.3.8 bfd_generic_define_start_stop

Synopsis

```
struct bfd_link_hash_entry *bfd_generic_define_start_stop
  (struct bfd_link_info *info,
    const char *symbol, asection *sec);
```

Description

Define a __start, __stop, .startof. or .sizeof. symbol. Return the symbol or NULL if no such undefined symbol exists.

2.17.3.9 bfd_find_version_for_sym

Synopsis

```
struct bfd_elf_version_tree * bfd_find_version_for_sym
  (struct bfd_elf_version_tree *verdefs,
     const char *sym_name, bfd_boolean *hide);
```

Description

Search an elf version script tree for symbol versioning info and export / don't-export status for a given symbol. Return non-NULL on success and NULL on failure; also sets the output 'hide' boolean parameter.

2.17.3.10 bfd_hide_sym_by_version

Synopsis

```
bfd_boolean bfd_hide_sym_by_version
  (struct bfd_elf_version_tree *verdefs, const char *sym_name);
```

Description

Search an elf version script tree for symbol versioning info for a given symbol. Return TRUE if the symbol is hidden.

2.17.3.11 bfd_link_check_relocs

Synopsis

```
bfd_boolean bfd_link_check_relocs
   (bfd *abfd, struct bfd_link_info *info);
```

Description

Checks the relocs in ABFD for validity. Does not execute the relocs. Return TRUE if everything is OK, FALSE otherwise. This is the external entry point to this code.

2.17.3.12 _bfd_generic_link_check_relocs

Synopsis

```
bfd_boolean _bfd_generic_link_check_relocs
```

```
(bfd *abfd, struct bfd_link_info *info);
```

Stub function for targets that do not implement reloc checking. Return TRUE. This is an internal function. It should not be called from outside the BFD library.

2.17.3.13 bfd_merge_private_bfd_data

Synopsis

```
bfd_boolean bfd_merge_private_bfd_data
    (bfd *ibfd, struct bfd_link_info *info);
```

Description

Merge private BFD information from the BFD *ibfd* to the the output file BFD when linking. Return TRUE on success, FALSE on error. Possible error returns are:

• bfd_error_no_memory - Not enough memory exists to create private data for obfd.

2.17.3.14 _bfd_generic_verify_endian_match

Synopsis

```
bfd_boolean _bfd_generic_verify_endian_match
    (bfd *ibfd, struct bfd_link_info *info);
```

Description

Can be used from / for bfd_merge_private_bfd_data to check that endianness matches between input and output file. Returns TRUE for a match, otherwise returns FALSE and emits an error.

2.18 Hash Tables

BFD provides a simple set of hash table functions. Routines are provided to initialize a hash table, to free a hash table, to look up a string in a hash table and optionally create an entry for it, and to traverse a hash table. There is currently no routine to delete an string from a hash table.

The basic hash table does not permit any data to be stored with a string. However, a hash table is designed to present a base class from which other types of hash tables may be derived. These derived types may store additional information with the string. Hash tables were implemented in this way, rather than simply providing a data pointer in a hash table entry, because they were designed for use by the linker back ends. The linker may create thousands of hash table entries, and the overhead of allocating private data and storing and following pointers becomes noticeable.

The basic hash table code is in hash.c.

2.18.1 Creating and freeing a hash table

To create a hash table, create an instance of a struct bfd_hash_table (defined in bfd.h) and call bfd_hash_table_init (if you know approximately how many entries you will

need, the function bfd_hash_table_init_n, which takes a *size* argument, may be used). bfd_hash_table_init returns FALSE if some sort of error occurs.

The function bfd_hash_table_init take as an argument a function to use to create new entries. For a basic hash table, use the function bfd_hash_newfunc. See Section 2.18.4 [Deriving a New Hash Table Type], page 191, for why you would want to use a different value for this argument.

bfd_hash_table_init will create an objalloc which will be used to allocate new entries. You may allocate memory on this objalloc using bfd_hash_allocate.

Use bfd_hash_table_free to free up all the memory that has been allocated for a hash table. This will not free up the struct bfd_hash_table itself, which you must provide.

Use bfd_hash_set_default_size to set the default size of hash table to use.

2.18.2 Looking up or entering a string

The function bfd_hash_lookup is used both to look up a string in the hash table and to create a new entry.

If the *create* argument is FALSE, bfd_hash_lookup will look up a string. If the string is found, it will returns a pointer to a struct bfd_hash_entry. If the string is not found in the table bfd_hash_lookup will return NULL. You should not modify any of the fields in the returns struct bfd_hash_entry.

If the *create* argument is TRUE, the string will be entered into the hash table if it is not already there. Either way a pointer to a struct bfd_hash_entry will be returned, either to the existing structure or to a newly created one. In this case, a NULL return means that an error occurred.

If the *create* argument is TRUE, and a new entry is created, the *copy* argument is used to decide whether to copy the string onto the hash table objalloc or not. If *copy* is passed as FALSE, you must be careful not to deallocate or modify the string as long as the hash table exists.

2.18.3 Traversing a hash table

The function bfd_hash_traverse may be used to traverse a hash table, calling a function on each element. The traversal is done in a random order.

bfd_hash_traverse takes as arguments a function and a generic void * pointer. The function is called with a hash table entry (a struct bfd_hash_entry *) and the generic pointer passed to bfd_hash_traverse. The function must return a boolean value, which indicates whether to continue traversing the hash table. If the function returns FALSE, bfd_hash_traverse will stop the traversal and return immediately.

2.18.4 Deriving a new hash table type

Many uses of hash tables want to store additional information which each entry in the hash table. Some also find it convenient to store additional information with the hash table itself. This may be done using a derived hash table.

Since C is not an object oriented language, creating a derived hash table requires sticking together some boilerplate routines with a few differences specific to the type of hash table you want to create.

An example of a derived hash table is the linker hash table. The structures for this are defined in bfdlink.h. The functions are in linker.c.

You may also derive a hash table from an already derived hash table. For example, the a.out linker backend code uses a hash table derived from the linker hash table.

2.18.4.1 Define the derived structures

You must define a structure for an entry in the hash table, and a structure for the hash table itself.

The first field in the structure for an entry in the hash table must be of the type used for an entry in the hash table you are deriving from. If you are deriving from a basic hash table this is struct bfd_hash_entry, which is defined in bfd.h. The first field in the structure for the hash table itself must be of the type of the hash table you are deriving from itself. If you are deriving from a basic hash table, this is struct bfd_hash_table.

For example, the linker hash table defines struct bfd_link_hash_entry (in bfdlink.h). The first field, root, is of type struct bfd_hash_entry. Similarly, the first field in struct bfd_link_hash_table, table, is of type struct bfd_hash_table.

2.18.4.2 Write the derived creation routine

You must write a routine which will create and initialize an entry in the hash table. This routine is passed as the function argument to bfd_hash_table_init.

In order to permit other hash tables to be derived from the hash table you are creating, this routine must be written in a standard way.

The first argument to the creation routine is a pointer to a hash table entry. This may be NULL, in which case the routine should allocate the right amount of space. Otherwise the space has already been allocated by a hash table type derived from this one.

After allocating space, the creation routine must call the creation routine of the hash table type it is derived from, passing in a pointer to the space it just allocated. This will initialize any fields used by the base hash table.

Finally the creation routine must initialize any local fields for the new hash table type.

Here is a boilerplate example of a creation routine. *function_name* is the name of the routine. *entry_type* is the type of an entry in the hash table you are creating. *base_newfunc* is the name of the creation routine of the hash table type your hash table is derived from.

The creation routine for the linker hash table, which is in linker.c, looks just like this example. function_name is _bfd_link_hash_newfunc. entry_type is struct bfd_link_hash_entry. base_newfunc is bfd_hash_newfunc, the creation routine for a basic hash table.

_bfd_link_hash_newfunc also initializes the local fields in a linker hash table entry: type, written and next.

2.18.4.3 Write other derived routines

You will want to write other routines for your new hash table, as well.

You will want an initialization routine which calls the initialization routine of the hash table you are deriving from and initializes any other local fields. For the linker hash table, this is _bfd_link_hash_table_init in linker.c.

You will want a lookup routine which calls the lookup routine of the hash table you are deriving from and casts the result. The linker hash table uses bfd_link_hash_lookup in linker.c (this actually takes an additional argument which it uses to decide how to return the looked up value).

You may want a traversal routine. This should just call the traversal routine of the hash table you are deriving from with appropriate casts. The linker hash table uses bfd_link_hash_traverse in linker.c.

These routines may simply be defined as macros. For example, the a.out backend linker hash table, which is derived from the linker hash table, uses macros for the lookup and traversal routines. These are aout_link_hash_lookup and aout_link_hash_traverse in aoutx.h.

3 BFD back ends

3.1 What to Put Where

All of BFD lives in one directory.

3.2 a.out backends

Description

BFD supports a number of different flavours of a out format, though the major differences are only the sizes of the structures on disk, and the shape of the relocation information.

The support is split into a basic support file aoutx.h and other files which derive functions from the base. One derivation file is aoutf1.h (for a.out flavour 1), and adds to the basic a.out functions support for sun3, sun4, and 386 a.out files, to create a target jump vector for a specific target.

This information is further split out into more specific files for each machine, including sunos.c for sun3 and sun4, and demo64.c for a demonstration of a 64 bit a.out format.

The base file aoutx.h defines general mechanisms for reading and writing records to and from disk and various other methods which BFD requires. It is included by aout32.c and aout64.c to form the names aout_32_swap_exec_header_in, aout_64_swap_exec_header_in, etc.

As an example, this is what goes on to make the back end for a sun4, from aout32.c:

```
#define ARCH_SIZE 32
#include "aoutx.h"
```

Which exports names:

```
aout_32_canonicalize_reloc
aout_32_find_nearest_line
aout_32_get_lineno
aout_32_get_reloc_upper_bound
```

from sunos.c:

```
#define TARGET_NAME "a.out-sunos-big"
#define VECNAME sparc_aout_sunos_be_vec
#include "aoutf1.h"
```

requires all the names from aout32.c, and produces the jump vector

```
sparc_aout_sunos_be_vec
```

The file host-aout.c is a special case. It is for a large set of hosts that use "more or less standard" a.out files, and for which cross-debugging is not interesting. It uses the standard 32-bit a.out support routines, but determines the file offsets and addresses of the text, data, and BSS sections, the machine architecture and machine type, and the entry point address, in a host-dependent manner. Once these values have been determined, generic code is used to handle the object file.

When porting it to run on a new system, you must supply:

```
HOST_PAGE_SIZE
HOST_SEGMENT_SIZE
HOST_MACHINE_ARCH (optional)
HOST_MACHINE_MACHINE (optional)
HOST_TEXT_START_ADDR
HOST_STACK_END_ADDR
```

in the file ../include/sys/h-XXX.h (for your host). These values, plus the structures and macros defined in a.out.h on your host system, will produce a BFD target that will access ordinary a.out files on your host. To configure a new machine to use host-aout.c, specify:

```
TDEFAULTS = -DDEFAULT_VECTOR=host_aout_big_vec
TDEPFILES= host-aout.o trad-core.o
```

in the config/XXX.mt file, and modify configure.ac to use the XXX.mt file (by setting "bfd_target=XXX") when your configuration is selected.

3.2.1 Relocations

Description

The file aoutx.h provides for both the *standard* and *extended* forms of a.out relocation records.

The standard records contain only an address, a symbol index, and a type field. The extended records also have a full integer for an addend.

3.2.2 Internal entry points

Description

aoutx.h exports several routines for accessing the contents of an a.out file, which are gathered and exported in turn by various format specific files (eg sunos.c).

3.2.2.1 aout_size_swap_exec_header_in

Synopsis

```
void aout_size_swap_exec_header_in,
  (bfd *abfd,
    struct external_exec *bytes,
    struct internal_exec *execp);
```

Description

Swap the information in an executable header raw_bytes taken from a raw byte stream memory image into the internal exec header structure execp.

3.2.2.2 aout_size_swap_exec_header_out

Synopsis

```
void aout_size_swap_exec_header_out
  (bfd *abfd,
    struct internal_exec *execp,
    struct external_exec *raw_bytes);
```

Swap the information in an internal exec header structure execp into the buffer raw_bytes ready for writing to disk.

3.2.2.3 aout_size_some_aout_object_p

Synopsis

```
const bfd_target *aout_size_some_aout_object_p
  (bfd *abfd,
    struct internal_exec *execp,
    const bfd_target *(*callback_to_real_object_p) (bfd *));
```

Description

Some alout variant thinks that the file open in *abfd* checking is an alout file. Do some more checking, and set up for access if it really is. Call back to the calling environment's "finish up" function just before returning, to handle any last-minute setup.

3.2.2.4 aout_size_mkobject

Synopsis

```
bfd_boolean aout_size_mkobject, (bfd *abfd);
```

Description

Initialize BFD abfd for use with a out files.

3.2.2.5 aout_size_machine_type

Synopsis

```
enum machine_type aout_size_machine_type
  (enum bfd_architecture arch,
   unsigned long machine,
   bfd_boolean *unknown);
```

Description

Keep track of machine architecture and machine type for a.out's. Return the machine_type for a particular architecture and machine, or M_UNKNOWN if that exact architecture and machine can't be represented in a.out format.

If the architecture is understood, machine type 0 (default) is always understood.

3.2.2.6 aout_size_set_arch_mach

Synopsis

```
bfd_boolean aout_size_set_arch_mach,
   (bfd *,
     enum bfd_architecture arch,
     unsigned long machine);
```

Description

Set the architecture and the machine of the BFD abfd to the values arch and machine. Verify that abfd's format can support the architecture required.

3.2.2.7 aout_size_new_section_hook

Synopsis

```
bfd_boolean aout_size_new_section_hook,
    (bfd *abfd,
    asection *newsect);
```

Description

Called by the BFD in response to a bfd_make_section request.

3.3 coff backends

BFD supports a number of different flavours of coff format. The major differences between formats are the sizes and alignments of fields in structures on disk, and the occasional extra field.

Coff in all its varieties is implemented with a few common files and a number of implementation specific files. For example, the i386 coff format is implemented in the file coff-i386.c. This file #includes coff/i386.h which defines the external structure of the coff format for the i386, and coff/internal.h which defines the internal structure. coff-i386.c also defines the relocations used by the i386 coff format See Section 2.10 [Relocations], page 55.

3.3.1 Porting to a new version of coff

The recommended method is to select from the existing implementations the version of coff which is most like the one you want to use. For example, we'll say that i386 coff is the one you select, and that your coff flavour is called foo. Copy i386coff.c to foocoff.c, copy ../include/coff/i386.h to ../include/coff/foo.h, and add the lines to targets.c and Makefile.in so that your new back end is used. Alter the shapes of the structures in ../include/coff/foo.h so that they match what you need. You will probably also have to add #ifdefs to the code in coff/internal.h and coffcode.h if your version of coff is too wild.

You can verify that your new BFD backend works quite simply by building objdump from the binutils directory, and making sure that its version of what's going on and your host system's idea (assuming it has the pretty standard coff dump utility, usually called att-dump or just dump) are the same. Then clean up your code, and send what you've done to Cygnus. Then your stuff will be in the next release, and you won't have to keep integrating it.

3.3.2 How the coff backend works

3.3.2.1 File layout

The Coff backend is split into generic routines that are applicable to any Coff target and routines that are specific to a particular target. The target-specific routines are further split into ones which are basically the same for all Coff targets except that they use the external symbol format or use different values for certain constants.

The generic routines are in coffgen.c. These routines work for any Coff target. They use some hooks into the target specific code; the hooks are in a bfd_coff_backend_data structure, one of which exists for each target.

The essentially similar target-specific routines are in coffcode.h. This header file includes executable C code. The various Coff targets first include the appropriate Coff header file, make any special defines that are needed, and then include coffcode.h.

Some of the Coff targets then also have additional routines in the target source file itself.

3.3.2.2 Coff long section names

In the standard Coff object format, section names are limited to the eight bytes available in the s_name field of the SCNHDR section header structure. The format requires the field to be NUL-padded, but not necessarily NUL-terminated, so the longest section names permitted are a full eight characters.

The Microsoft PE variants of the Coff object file format add an extension to support the use of long section names. This extension is defined in section 4 of the Microsoft PE/COFF specification (rev 8.1). If a section name is too long to fit into the section header's s_name field, it is instead placed into the string table, and the s_name field is filled with a slash ("/") followed by the ASCII decimal representation of the offset of the full name relative to the string table base.

Note that this implies that the extension can only be used in object files, as executables do not contain a string table. The standard specifies that long section names from objects emitted into executable images are to be truncated.

However, as a GNU extension, BFD can generate executable images that contain a string table and long section names. This would appear to be technically valid, as the standard only says that Coff debugging information is deprecated, not forbidden, and in practice it works, although some tools that parse PE files expecting the MS standard format may become confused; PEview is one known example.

The functionality is supported in BFD by code implemented under the control of the macro COFF_LONG_SECTION_NAMES. If not defined, the format does not support long section names in any way. If defined, it is used to initialise a flag, _bfd_coff_long_section_names, and a hook function pointer, _bfd_coff_set_long_section_names, in the Coff backend data structure. The flag controls the generation of long section names in output BFDs at runtime; if it is false, as it will be by default when generating an executable image, long section names are truncated; if true, the long section names extension is employed. The hook points to a function that allows the value of the flag to be altered at runtime, on formats that support long section names at all; on other formats it points to a stub that returns an error indication.

With input BFDs, the flag is set according to whether any long section names are detected while reading the section headers. For a completely new BFD, the flag is set to the default for the target format. This information can be used by a client of the BFD library when deciding what output format to generate, and means that a BFD that is opened for read and subsequently converted to a writeable BFD and modified in-place will retain whatever format it had on input.

If COFF_LONG_SECTION_NAMES is simply defined (blank), or is defined to the value "1", then long section names are enabled by default; if it is defined to the value zero, they are disabled by default (but still accepted in input BFDs). The header coffcode.h defines a macro, COFF_DEFAULT_LONG_SECTION_NAMES, which is used in the backends to initialise the backend data structure fields appropriately; see the comments for further detail.

3.3.2.3 Bit twiddling

Each flavour of coff supported in BFD has its own header file describing the external layout of the structures. There is also an internal description of the coff layout, in coff/internal.h. A major function of the coff backend is swapping the bytes and twiddling the bits to translate the external form of the structures into the normal internal form. This is all performed in the bfd_swap_thing_direction routines. Some elements are different sizes between different versions of coff; it is the duty of the coff version specific include file to override the definitions of various packing routines in coffcode.h. E.g., the size of line number entry in coff is sometimes 16 bits, and sometimes 32 bits. #defineing PUT_LNSZ_LNNO and GET_LNSZ_ LNNO will select the correct one. No doubt, some day someone will find a version of coff which has a varying field size not catered to at the moment. To port BFD, that person will have to add more #defines. Three of the bit twiddling routines are exported to gdb; coff_swap_aux_in, coff_swap_sym_in and coff_swap_lineno_in. GDB reads the symbol table on its own, but uses BFD to fix things up. More of the bit twiddlers are exported for gas; coff_swap_aux_out, coff_swap_sym_out, coff_swap_lineno_out, coff_swap_ reloc_out, coff_swap_filehdr_out, coff_swap_aouthdr_out, coff_swap_scnhdr_out. Gas currently keeps track of all the symbol table and reloc drudgery itself, thereby saving the internal BFD overhead, but uses BFD to swap things on the way out, making cross ports much safer. Doing so also allows BFD (and thus the linker) to use the same header files as gas, which makes one avenue to disaster disappear.

3.3.2.4 Symbol reading

The simple canonical form for symbols used by BFD is not rich enough to keep all the information available in a coff symbol table. The back end gets around this problem by keeping the original symbol table around, "behind the scenes".

When a symbol table is requested (through a call to bfd_canonicalize_symtab), a request gets through to coff_get_normalized_symtab. This reads the symbol table from the coff file and swaps all the structures inside into the internal form. It also fixes up all the pointers in the table (represented in the file by offsets from the first symbol in the table) into physical pointers to elements in the new internal table. This involves some work since the meanings of fields change depending upon context: a field that is a pointer to another structure in the symbol table at one moment may be the size in bytes of a structure at the next. Another pass is made over the table. All symbols which mark file names (C_FILE symbols) are modified so that the internal string points to the value in the auxent (the real filename) rather than the normal text associated with the symbol (".file").

At this time the symbol names are moved around. Coff stores all symbols less than nine characters long physically within the symbol table; longer strings are kept at the end of the file in the string table. This pass moves all strings into memory and replaces them with pointers to the strings.

The symbol table is massaged once again, this time to create the canonical table used by the BFD application. Each symbol is inspected in turn, and a decision made (using the sclass field) about the various flags to set in the asymbol. See Section 2.7 [Symbols], page 44. The generated canonical table shares strings with the hidden internal symbol table.

Any linenumbers are read from the coff file too, and attached to the symbols which own the functions the linenumbers belong to.

3.3.2.5 Symbol writing

Writing a symbol to a coff file which didn't come from a coff file will lose any debugging information. The asymbol structure remembers the BFD from which the symbol was taken, and on output the back end makes sure that the same destination target as source target is present.

When the symbols have come from a coff file then all the debugging information is preserved. Symbol tables are provided for writing to the back end in a vector of pointers to pointers. This allows applications like the linker to accumulate and output large symbol tables without having to do too much byte copying.

This function runs through the provided symbol table and patches each symbol marked as a file place holder (C_FILE) to point to the next file place holder in the list. It also marks each offset field in the list with the offset from the first symbol of the current symbol.

Another function of this procedure is to turn the canonical value form of BFD into the form used by coff. Internally, BFD expects symbol values to be offsets from a section base; so a symbol physically at 0x120, but in a section starting at 0x100, would have the value 0x20. Coff expects symbols to contain their final value, so symbols have their values changed at this point to reflect their sum with their owning section. This transformation uses the output_section field of the asymbol's asection See Section 2.6 [Sections], page 24.

• coff_mangle_symbols

This routine runs though the provided symbol table and uses the offsets generated by the previous pass and the pointers generated when the symbol table was read in to create the structured hierarchy required by coff. It changes each pointer to a symbol into the index into the symbol table of the asymbol.

• coff_write_symbols

This routine runs through the symbol table and patches up the symbols from their internal form into the coff way, calls the bit twiddlers, and writes out the table to the file.

3.3.2.6 coff_symbol_type

Description

The hidden information for an asymbol is described in a combined_entry_type:

```
typedef struct coff_ptr_struct
{
    /* Remembers the offset from the first symbol in the file for
        this symbol. Generated by coff_renumber_symbols. */
    unsigned int offset;

/* Should the value of this symbol be renumbered. Used for
        XCOFF C_BSTAT symbols. Set by coff_slurp_symbol_table. *,
    unsigned int fix_value : 1;

/* Should the tag field of this symbol be renumbered.
        Created by coff_pointerize_aux. */
    unsigned int fix_tag : 1;
```

```
/* Should the endidx field of this symbol be renumbered.
          Created by coff_pointerize_aux. */
      unsigned int fix_end : 1;
      /* Should the x_csect.x_scnlen field be renumbered.
          Created by coff_pointerize_aux. */
      unsigned int fix_scnlen : 1;
      /* Fix up an XCOFF C_BINCL/C_EINCL symbol. The value is the
          index into the line number entries. Set by coff_slurp_symbol_table. */
      unsigned int fix_line : 1;
      /* The container for the symbol structure as read and translated
          from the file. */
      union
        union internal_auxent auxent;
        struct internal_syment syment;
      } u;
     /* Selector for the union above. */
     bfd_boolean is_sym;
     } combined_entry_type;
     /* Each canonical asymbol really looks like this: */
     typedef struct coff_symbol_struct
      /* The actual symbol which the rest of BFD works with */
      asymbol symbol;
      /* A pointer to the hidden information for this symbol */
      combined_entry_type *native;
      /* A pointer to the linenumber information for this symbol */
      struct lineno_cache_entry *lineno;
      /* Have the line numbers been relocated yet ? */
      bfd_boolean done_lineno;
     } coff_symbol_type;
3.3.2.7 bfd_coff_backend_data
     /* COFF symbol classifications. */
```

```
enum coff_symbol_classification
     {
       /* Global symbol. */
       COFF_SYMBOL_GLOBAL,
       /* Common symbol. */
       COFF_SYMBOL_COMMON,
       /* Undefined symbol. */
       COFF_SYMBOL_UNDEFINED,
       /* Local symbol. */
       COFF_SYMBOL_LOCAL,
       /* PE section symbol. */
      COFF_SYMBOL_PE_SECTION
     };
     typedef asection * (*coff_gc_mark_hook_fn)
       (asection *, struct bfd_link_info *, struct internal_reloc *,
        struct coff_link_hash_entry *, struct internal_syment *);
Special entry points for gdb to swap in coff symbol table parts:
     typedef struct
       void (*_bfd_coff_swap_aux_in)
         (bfd *, void *, int, int, int, void *);
       void (*_bfd_coff_swap_sym_in)
         (bfd *, void *, void *);
       void (*_bfd_coff_swap_lineno_in)
         (bfd *, void *, void *);
       unsigned int (*_bfd_coff_swap_aux_out)
         (bfd *, void *, int, int, int, void *);
       unsigned int (*_bfd_coff_swap_sym_out)
         (bfd *, void *, void *);
       unsigned int (*_bfd_coff_swap_lineno_out)
         (bfd *, void *, void *);
       unsigned int (*_bfd_coff_swap_reloc_out)
         (bfd *, void *, void *);
       unsigned int (*_bfd_coff_swap_filehdr_out)
         (bfd *, void *, void *);
       unsigned int (*_bfd_coff_swap_aouthdr_out)
```

```
(bfd *, void *, void *);
unsigned int (*_bfd_coff_swap_scnhdr_out)
  (bfd *, void *, void *);
unsigned int _bfd_filhsz;
unsigned int _bfd_aoutsz;
unsigned int _bfd_scnhsz;
unsigned int _bfd_symesz;
unsigned int _bfd_auxesz;
unsigned int _bfd_relsz;
unsigned int _bfd_linesz;
unsigned int _bfd_filnmlen;
bfd_boolean _bfd_coff_long_filenames;
bfd_boolean _bfd_coff_long_section_names;
bfd_boolean (*_bfd_coff_set_long_section_names)
  (bfd *, int);
unsigned int _bfd_coff_default_section_alignment_power;
bfd_boolean _bfd_coff_force_symnames_in_strings;
unsigned int _bfd_coff_debug_string_prefix_length;
unsigned int _bfd_coff_max_nscns;
void (*_bfd_coff_swap_filehdr_in)
  (bfd *, void *, void *);
void (*_bfd_coff_swap_aouthdr_in)
  (bfd *, void *, void *);
void (*_bfd_coff_swap_scnhdr_in)
  (bfd *, void *, void *);
void (*_bfd_coff_swap_reloc_in)
  (bfd *abfd, void *, void *);
bfd_boolean (*_bfd_coff_bad_format_hook)
  (bfd *, void *);
bfd_boolean (*_bfd_coff_set_arch_mach_hook)
  (bfd *, void *);
void * (*_bfd_coff_mkobject_hook)
  (bfd *, void *, void *);
bfd_boolean (*_bfd_styp_to_sec_flags_hook)
  (bfd *, void *, const char *, asection *, flagword *);
```

```
void (*_bfd_set_alignment_hook)
  (bfd *, asection *, void *);
bfd_boolean (*_bfd_coff_slurp_symbol_table)
  (bfd *);
bfd_boolean (*_bfd_coff_symname_in_debug)
  (bfd *, struct internal_syment *);
bfd_boolean (*_bfd_coff_pointerize_aux_hook)
  (bfd *, combined_entry_type *, combined_entry_type *,
   unsigned int, combined_entry_type *);
bfd_boolean (*_bfd_coff_print_aux)
  (bfd *, FILE *, combined_entry_type *, combined_entry_type *,
   combined_entry_type *, unsigned int);
void (*_bfd_coff_reloc16_extra_cases)
  (bfd *, struct bfd_link_info *, struct bfd_link_order *, arelent *,
   bfd_byte *, unsigned int *, unsigned int *);
int (*_bfd_coff_reloc16_estimate)
  (bfd *, asection *, arelent *, unsigned int,
   struct bfd_link_info *);
enum coff_symbol_classification (*_bfd_coff_classify_symbol)
  (bfd *, struct internal_syment *);
bfd_boolean (*_bfd_coff_compute_section_file_positions)
  (bfd *);
bfd_boolean (*_bfd_coff_start_final_link)
  (bfd *, struct bfd_link_info *);
bfd_boolean (*_bfd_coff_relocate_section)
  (bfd *, struct bfd_link_info *, bfd *, asection *, bfd_byte *,
   struct internal_reloc *, struct internal_syment *, asection **);
reloc_howto_type *(*_bfd_coff_rtype_to_howto)
  (bfd *, asection *, struct internal_reloc *,
   struct coff_link_hash_entry *, struct internal_syment *, bfd_vma *);
bfd_boolean (*_bfd_coff_adjust_symndx)
  (bfd *, struct bfd_link_info *, bfd *, asection *,
   struct internal_reloc *, bfd_boolean *);
```

```
bfd_boolean (*_bfd_coff_link_add_one_symbol)
    (struct bfd_link_info *, bfd *, const char *, flagword,
     asection *, bfd_vma, const char *, bfd_boolean, bfd_boolean,
     struct bfd_link_hash_entry **);
 bfd_boolean (*_bfd_coff_link_output_has_begun)
    (bfd *, struct coff_final_link_info *);
 bfd_boolean (*_bfd_coff_final_link_postscript)
    (bfd *, struct coff_final_link_info *);
 bfd_boolean (*_bfd_coff_print_pdata)
    (bfd *, void *);
} bfd_coff_backend_data;
#define coff_backend_info(abfd) \
  ((bfd_coff_backend_data *) (abfd)->xvec->backend_data)
#define bfd_coff_swap_aux_in(a,e,t,c,ind,num,i) \
  ((coff_backend_info (a)->_bfd_coff_swap_aux_in) (a,e,t,c,ind,num,i))
#define bfd_coff_swap_sym_in(a,e,i) \
  ((coff_backend_info (a)->_bfd_coff_swap_sym_in) (a,e,i))
#define bfd_coff_swap_lineno_in(a,e,i) \
  ((coff_backend_info ( a)->_bfd_coff_swap_lineno_in) (a,e,i))
#define bfd_coff_swap_reloc_out(abfd, i, o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_reloc_out) (abfd, i, o))
#define bfd_coff_swap_lineno_out(abfd, i, o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_lineno_out) (abfd, i, o))
#define bfd_coff_swap_aux_out(a,i,t,c,ind,num,o) \
  ((coff_backend_info (a)->_bfd_coff_swap_aux_out) (a,i,t,c,ind,num,o))
#define bfd_coff_swap_sym_out(abfd, i,o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_sym_out) (abfd, i, o))
#define bfd_coff_swap_scnhdr_out(abfd, i,o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_scnhdr_out) (abfd, i, o))
#define bfd_coff_swap_filehdr_out(abfd, i,o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_filehdr_out) (abfd, i, o))
#define bfd_coff_swap_aouthdr_out(abfd, i,o) \
```

```
((coff_backend_info (abfd)->_bfd_coff_swap_aouthdr_out) (abfd, i, o))
#define bfd_coff_filhsz(abfd) (coff_backend_info (abfd)->_bfd_filhsz)
#define bfd_coff_aoutsz(abfd) (coff_backend_info (abfd)->_bfd_aoutsz)
#define bfd_coff_scnhsz(abfd) (coff_backend_info (abfd)->_bfd_scnhsz)
#define bfd_coff_symesz(abfd) (coff_backend_info (abfd)->_bfd_symesz)
#define bfd_coff_auxesz(abfd) (coff_backend_info (abfd)->_bfd_auxesz)
#define bfd_coff_relsz(abfd) (coff_backend_info (abfd)->_bfd_relsz)
#define bfd_coff_linesz(abfd) (coff_backend_info (abfd)->_bfd_linesz)
#define bfd_coff_filnmlen(abfd) (coff_backend_info (abfd)->_bfd_filnmlen)
#define bfd_coff_long_filenames(abfd) \
  (coff_backend_info (abfd)->_bfd_coff_long_filenames)
#define bfd_coff_long_section_names(abfd) \
  (coff_backend_info (abfd)->_bfd_coff_long_section_names)
#define bfd_coff_set_long_section_names(abfd, enable) \
  ((coff_backend_info (abfd)->_bfd_coff_set_long_section_names) (abfd, enable))
#define bfd_coff_default_section_alignment_power(abfd) \
  (coff_backend_info (abfd)->_bfd_coff_default_section_alignment_power)
#define bfd_coff_max_nscns(abfd) \
  (coff_backend_info (abfd)->_bfd_coff_max_nscns)
#define bfd_coff_swap_filehdr_in(abfd, i,o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_filehdr_in) (abfd, i, o))
#define bfd_coff_swap_aouthdr_in(abfd, i,o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_aouthdr_in) (abfd, i, o))
#define bfd_coff_swap_scnhdr_in(abfd, i,o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_scnhdr_in) (abfd, i, o))
#define bfd_coff_swap_reloc_in(abfd, i, o) \
  ((coff_backend_info (abfd)->_bfd_coff_swap_reloc_in) (abfd, i, o))
#define bfd_coff_bad_format_hook(abfd, filehdr) \
  ((coff_backend_info (abfd)->_bfd_coff_bad_format_hook) (abfd, filehdr))
#define bfd_coff_set_arch_mach_hook(abfd, filehdr)\
  ((coff_backend_info (abfd)->_bfd_coff_set_arch_mach_hook) (abfd, filehdr))
#define bfd_coff_mkobject_hook(abfd, filehdr, aouthdr)\
  ((coff_backend_info (abfd)->_bfd_coff_mkobject_hook)\
   (abfd, filehdr, aouthdr))
#define bfd_coff_styp_to_sec_flags_hook(abfd, scnhdr, name, section, flags_ptr)
  ((coff_backend_info (abfd)->_bfd_styp_to_sec_flags_hook)\
   (abfd, scnhdr, name, section, flags_ptr))
#define bfd_coff_set_alignment_hook(abfd, sec, scnhdr)\
```

```
((coff_backend_info (abfd)->_bfd_set_alignment_hook) (abfd, sec, scnhdr))
#define bfd_coff_slurp_symbol_table(abfd)\
  ((coff_backend_info (abfd)->_bfd_coff_slurp_symbol_table) (abfd))
#define bfd_coff_symname_in_debug(abfd, sym)\
  ((coff_backend_info (abfd)->_bfd_coff_symname_in_debug) (abfd, sym))
#define bfd_coff_force_symnames_in_strings(abfd)\
  (coff_backend_info (abfd)->_bfd_coff_force_symnames_in_strings)
#define bfd_coff_debug_string_prefix_length(abfd)\
  (coff_backend_info (abfd)->_bfd_coff_debug_string_prefix_length)
#define bfd_coff_print_aux(abfd, file, base, symbol, aux, indaux)\
  ((coff_backend_info (abfd)->_bfd_coff_print_aux)\
   (abfd, file, base, symbol, aux, indaux))
#define bfd_coff_reloc16_extra_cases(abfd, link_info, link_order,\
                                     reloc, data, src_ptr, dst_ptr)\
  ((coff_backend_info (abfd)->_bfd_coff_reloc16_extra_cases)\
   (abfd, link_info, link_order, reloc, data, src_ptr, dst_ptr))
#define bfd_coff_reloc16_estimate(abfd, section, reloc, shrink, link_info)
  ((coff_backend_info (abfd)->_bfd_coff_reloc16_estimate)\
   (abfd, section, reloc, shrink, link_info))
#define bfd_coff_classify_symbol(abfd, sym)\
  ((coff_backend_info (abfd)->_bfd_coff_classify_symbol)\
   (abfd, sym))
#define bfd_coff_compute_section_file_positions(abfd)\
  ((coff_backend_info (abfd)->_bfd_coff_compute_section_file_positions)\
   (abfd))
#define bfd_coff_start_final_link(obfd, info)\
  ((coff_backend_info (obfd)->_bfd_coff_start_final_link)\
   (obfd, info))
#define bfd_coff_relocate_section(obfd,info,ibfd,o,con,rel,isyms,secs)\
  ((coff_backend_info (ibfd)->_bfd_coff_relocate_section)\
   (obfd, info, ibfd, o, con, rel, isyms, secs))
#define bfd_coff_rtype_to_howto(abfd, sec, rel, h, sym, addendp)\
  ((coff_backend_info (abfd)->_bfd_coff_rtype_to_howto)\
   (abfd, sec, rel, h, sym, addendp))
#define bfd_coff_adjust_symndx(obfd, info, ibfd, sec, rel, adjustedp)
  ((coff_backend_info (abfd)->_bfd_coff_adjust_symndx)\
   (obfd, info, ibfd, sec, rel, adjustedp))
```

```
#define bfd_coff_link_add_one_symbol(info, abfd, name, flags, section, \
                                     value, string, cp, coll, hashp)\
  ((coff_backend_info (abfd)->_bfd_coff_link_add_one_symbol)\
   (info, abfd, name, flags, section, value, string, cp, coll, hashp))
#define bfd_coff_link_output_has_begun(a,p) \
  ((coff_backend_info (a)->_bfd_coff_link_output_has_begun) (a, p))
#define bfd_coff_final_link_postscript(a,p) \
  ((coff_backend_info (a)->_bfd_coff_final_link_postscript) (a, p))
#define bfd_coff_have_print_pdata(a) \
  (coff_backend_info (a)->_bfd_coff_print_pdata)
#define bfd_coff_print_pdata(a,p) \
  ((coff_backend_info (a)->_bfd_coff_print_pdata) (a, p))
/* Macro: Returns true if the bfd is a PE executable as opposed to a
  PE object file. */
#define bfd_pei_p(abfd) \
  (CONST_STRNEQ ((abfd)->xvec->name, "pei-"))
```

3.3.2.8 Writing relocations

To write relocations, the back end steps though the canonical relocation table and create an internal_reloc. The symbol index to use is removed from the offset field in the symbol table supplied. The address comes directly from the sum of the section base address and the relocation offset; the type is dug directly from the howto field. Then the internal_reloc is swapped into the shape of an external_reloc and written out to disk.

3.3.2.9 Reading linenumbers

Creating the linenumber table is done by reading in the entire coff linenumber table, and creating another table for internal use.

A coff linenumber table is structured so that each function is marked as having a line number of 0. Each line within the function is an offset from the first line in the function. The base of the line number information for the table is stored in the symbol associated with the function.

Note: The PE format uses line number 0 for a flag indicating a new source file.

The information is copied from the external to the internal table, and each symbol which marks a function is marked by pointing its...

How does this work?

3.3.2.10 Reading relocations

Coff relocations are easily transformed into the internal BFD form (arelent).

Reading a coff relocation table is done in the following stages:

- Read the entire coff relocation table into memory.
- Process each relocation in turn; first swap it from the external to the internal form.

- Turn the symbol referenced in the relocation's symbol index into a pointer into the canonical symbol table. This table is the same as the one returned by a call to bfd_canonicalize_symtab. The back end will call that routine and save the result if a canonicalization hasn't been done.
- The reloc index is turned into a pointer to a howto structure, in a back end specific way. For instance, the 386 uses the r_type to directly produce an index into a howto table vector.

3.4 ELF backends

BFD support for ELF formats is being worked on. Currently, the best supported back ends are for sparc and i386 (running svr4 or Solaris 2).

Documentation of the internals of the support code still needs to be written. The code is changing quickly enough that we haven't bothered yet.

3.5 mmo backend

The mmo object format is used exclusively together with Professor Donald E. Knuth's educational 64-bit processor MMIX. The simulator mmix which is available at http://mmix.cs.hm.edu/src/index.html understands this format. That package also includes a combined assembler and linker called mmixal. The mmo format has no advantages feature-wise compared to e.g. ELF. It is a simple non-relocatable object format with no support for archives or debugging information, except for symbol value information and line numbers (which is not yet implemented in BFD). See http://mmix.cs.hm.edu/ for more information about MMIX. The ELF format is used for intermediate object files in the BFD implementation.

3.5.1 File layout

The mmo file contents is not partitioned into named sections as with e.g. ELF. Memory areas is formed by specifying the location of the data that follows. Only the memory area '0x0000...00' to '0x01ff...ff' is executable, so it is used for code (and constants) and the area '0x2000...00' to '0x20ff...ff' is used for writable data. See Section 3.5.3 [mmo section mapping], page 213.

There is provision for specifying "special data" of 65536 different types. We use type 80 (decimal), arbitrarily chosen the same as the ELF e_machine number for MMIX, filling it with section information normally found in ELF objects. See Section 3.5.3 [mmo section mapping], page 213.

Contents is entered as 32-bit words, xor:ed over previous contents, always zero-initialized. A word that starts with the byte '0x98' forms a command called a 'lopcode', where the next byte distinguished between the thirteen lopcodes. The two remaining bytes, called the 'Y' and 'Z' fields, or the 'YZ' field (a 16-bit big-endian number), are used for various purposes different for each lopcode. As documented in http://mmix.cs.hm.edu/doc/mmixal.pdf, the lopcodes are:

lop_quote

0x98000001. The next word is contents, regardless of whether it starts with 0x98 or not.

- lop_loc 0x9801YYZZ, where 'Z' is 1 or 2. This is a location directive, setting the location for the next data to the next 32-bit word (for Z=1) or 64-bit word (for Z=2), plus $Y*2^56$. Normally 'Y' is 0 for the text segment and 2 for the data segment. Beware that the low bits of non- tetrabyte-aligned values are silently discarded when being automatically incremented and when storing contents (in contrast to e.g. its use as current location when followed by lop_fixo et al before the next possibly-quoted tetrabyte contents).
- lop_skip 0x9802YYZZ. Increase the current location by 'YZ' bytes.
- lop_fixo 0x9803YYZZ, where 'Z' is 1 or 2. Store the current location as 64 bits into the location pointed to by the next 32-bit (Z = 1) or 64-bit (Z = 2) word, plus $Y * 2^56$.
- lop_fixr 0x9804YYZZ. 'YZ' is stored into the current location plus 2-4*YZ.
- lop_fixrx
- 0x980500ZZ. 'Z' is 16 or 24. A value 'L' derived from the following 32-bit word are used in a manner similar to 'YZ' in lop_fixr: it is xor:ed into the current location minus 4*L. The first byte of the word is 0 or 1. If it is 1, then $L = (lowest24bitsofword) 2^Z$, if 0, then L = (lowest24bitsofword).
- lop_file 0x9806YYZZ. 'Y' is the file number, 'Z' is count of 32-bit words. Set the file number to 'Y' and the line counter to 0. The next Z*4 bytes contain the file name, padded with zeros if the count is not a multiple of four. The same 'Y' may occur multiple times, but 'Z' must be 0 for all but the first occurrence.
- lop_line 0x9807YYZZ. 'YZ' is the line number. Together with lop_file, it forms the source location for the next 32-bit word. Note that for each non-lopcode 32-bit word, line numbers are assumed incremented by one.
- lop_spec 0x9808YYZZ. 'YZ' is the type number. Data until the next lopcode other than lop_quote forms special data of type 'YZ'. See Section 3.5.3 [mmo section mapping], page 213.
 - Other types than 80, (or type 80 with a content that does not parse) is stored in sections named .MMIX.spec_data.n where n is the 'YZ'-type. The flags for such a sections say not to allocate or load the data. The vma is 0. Contents of multiple occurrences of special data n is concatenated to the data of the previous lop_spec ns. The location in data or code at which the lop_spec occurred is lost.
- lop_pre 0x980901ZZ. The first lopcode in a file. The 'Z' field forms the length of header information in 32-bit words, where the first word tells the time in seconds since '00:00:00 GMT Jan 1 1970'.
- lop_post 0x980a00ZZ. Z > 32. This lopcode follows after all content-generating lopcodes in a program. The 'Z' field denotes the value of 'rG' at the beginning of the program. The following 256 Z big-endian 64-bit words are loaded into global registers '\$G' . . . '\$255'.
- lop_stab 0x980b0000. The next-to-last lopcode in a program. Must follow immediately after the lop_post lopcode and its data. After this lopcode follows all symbols in a compressed format (see Section 3.5.2 [Symbol-table], page 211).

lop_end 0x980cYYZZ. The last lopcode in a program. It must follow the lop_stab lopcode and its data. The 'YZ' field contains the number of 32-bit words of symbol table information after the preceding lop_stab lopcode.

Note that the lopcode "fixups"; lop_fixr, lop_fixrx and lop_fixo are not generated by BFD, but are handled. They are generated by mmixal.

This trivial one-label, one-instruction file:

```
:Main TRAP 1,2,3
can be represented this way in mmo:
      0x98090101 - lop_pre, one 32-bit word with timestamp.
      <timestamp>
      0x98010002 - lop_loc, text segment, using a 64-bit address.
                   Note that mmixal does not emit this for the file above.
      0x00000000 - Address, high 32 bits.
      0x00000000 - Address, low 32 bits.
      0x98060002 - lop_file, 2 32-bit words for file-name.
      0x74657374 - "test"
      0x2e730000 - ".s\0\0"
      0x98070001 - lop_line, line 1.
      0x00010203 - TRAP 1,2,3
      0x980a00ff - lop_post, setting $255 to 0.
      0x0000000
      0000000000
      0x980b0000 - lop_stab for ":Main" = 0, serial 1.
      0x203a4040
                   See Section 3.5.2 [Symbol-table], page 211.
      0x10404020
      0x4d206120
      0x69016e00
      0x81000000
```

3.5.2 Symbol table format

From mmixal.w (or really, the generated mmixal.tex) in the MMIXware package which also contains the mmix simulator: "Symbols are stored and retrieved by means of a 'ternary search trie', following ideas of Bentley and Sedgewick. (See ACM-SIAM Symp. on Discrete Algorithms '8' (1997), 360–369; R.Sedgewick, 'Algorithms in C' (Reading, Mass. Addison-Wesley, 1998), '15.4'.) Each trie node stores a character, and there are branches to subtries for the cases where a given character is less than, equal to, or greater than the character in the trie. There also is a pointer to a symbol table entry if a symbol ends at the current node."

0x980c0005 - lop_end; symbol table contained five 32-bit words.

So it's a tree encoded as a stream of bytes. The stream of bytes acts on a single virtual global symbol, adding and removing characters and signalling complete symbol points. Here, we read the stream and create symbols at the completion points.

First, there's a control byte m. If any of the listed bits in m is nonzero, we execute what stands at the right, in the listed order:

```
(MMO3_LEFT)
```

0x40 - Traverse left trie.
 (Read a new command byte and recurse.)

(MMO3_SYMBITS)

(MMO3_WCHAR)

(MMO3_TYPEBITS)

Oxf - We have a complete symbol; parse the type, value
 and serial number and do what should be done
 with a symbol. The type and length information
 is in j = (m & Oxf).

(MMO3_REGQUAL_BITS)

- j <= 8: An absolute symbol. Read j bytes as the big-endian number the symbol equals. A j = 2 with two zero bytes denotes an unknown symbol.
- j > 8: As with j <= 8, but add (0x20 << 56) to the value in the following j 8 bytes.

Then comes the serial number, as a variant of uleb128, but better named ubeb128: Read bytes and shift the previous value left 7 (multiply by 128). Add in the new byte, repeat until a byte has bit 7 set. The serial number is the computed value minus 128.

(MMO3_MIDDLE)

0x20 - Traverse middle trie. (Read a new command byte and recurse.) Decrement character position.

(MMO3_RIGHT)

0x10 - Traverse right trie. (Read a new command byte and recurse.)

Let's look again at the lop_stab for the trivial file (see Section 3.5.1 [File layout], page 209).

0x980b0000 - lop_stab for ":Main" = 0, serial 1.
0x203a4040

```
0x10404020
0x4d206120
0x69016e00
0x81000000
```

This forms the trivial trie (note that the path between ":" and "M" is redundant):

```
203a
40
40
10
40
40
204d
      "M"
      "a"
2061
      "i"
2069
016e
      "n" is the last character in a full symbol, and
      with a value represented in one byte.
00
      The value is 0.
81
      The serial number is 1.
```

3.5.3 mmo section mapping

The implementation in BFD uses special data type 80 (decimal) to encapsulate and describe named sections, containing e.g. debug information. If needed, any datum in the encapsulation will be quoted using lop_quote. First comes a 32-bit word holding the number of 32-bit words containing the zero-terminated zero-padded segment name. After the name there's a 32-bit word holding flags describing the section type. Then comes a 64-bit big-endian word with the section length (in bytes), then another with the section start address. Depending on the type of section, the contents might follow, zero-padded to 32-bit boundary. For a loadable section (such as data or code), the contents might follow at some later point, not necessarily immediately, as a lop_loc with the same start address as in the section description, followed by the contents. This in effect forms a descriptor that must be emitted before the actual contents. Sections described this way must not overlap.

For areas that don't have such descriptors, synthetic sections are formed by BFD. Consecutive contents in the two memory areas '0x0000...00' to '0x01ff...ff' and '0x2000...00' to '0x20ff...ff' are entered in sections named .text and .data respectively. If an area is not otherwise described, but would together with a neighboring lower area be less than '0x4000000' bytes long, it is joined with the lower area and the gap is zero-filled. For other cases, a new section is formed, named .MMIX.sec.n. Here, n is a number, a running count through the mmo file, starting at 0.

A loadable section specified as:

```
.section secname, "ax"
TETRA 1,2,3,4,-1,-2009
BYTE 80
and linked to address '0x4', is represented by the sequence:

0x98080050 - lop_spec 80
0x00000002 - two 32-bit words for the section name
```

```
0x7365636e - "secn"
0x616d6500 - "ame \0"
Ox00000033 - flags CODE, READONLY, LOAD, ALLOC
0x00000000 - high 32 bits of section length
0x0000001c - section length is 28 bytes; 6 * 4 + 1 + alignment to 32 bits ■
0x00000000 - high 32 bits of section address
0x00000004 - section address is 4
0x98010002 - 64 bits with address of following data
0x00000000 - high 32 bits of address
0x00000004 - low 32 bits: data starts at address 4
0x00000001 - 1
0x00000002 - 2
0x00000003 - 3
0x00000004 - 4
Oxfffffff - -1
0xfffff827 - -2009
0x50000000 - 80 as a byte, padded with zeros.
```

Note that the lop_spec wrapping does not include the section contents. Compare this to a non-loaded section specified as:

```
.section thirdsec
TETRA 200001,100002
BYTE 38,40
```

This, when linked to address '0x2000000000001c', is represented by:

```
0x98080050 - lop_spec 80
0x00000002 - two 32-bit words for the section name
0x7365636e - "thir"
0x616d6500 - "dsec"
0x00000010 - flag READONLY
0x00000000 - high 32 bits of section length
0x0000000c - section length is 12 bytes; 2 * 4 + 2 + alignment to 32 bits
0x20000000 - high 32 bits of address
0x0000001c - low 32 bits of address
0x0000001c - low 32 bits of address 0x2000000000001c
0x00030d41 - 200001
0x000186a2 - 100002
0x26280000 - 38, 40 as bytes, padded with zeros
```

For the latter example, the section contents must not be loaded in memory, and is therefore specified as part of the special data. The address is usually unimportant but might provide information for e.g. the DWARF 2 debugging format.

Version 1.3, 3 November 2008

```
Copyright © 2000, 2001, 2002, 2007, 2008 Free Software Foundation, Inc. http://fsf.org/
```

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document free in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or non-commercially. Secondarily, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "you". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "Opaque".

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

The "publisher" means any person or entity that distributes copies of the Document to the public.

A section "Entitled XYZ" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "Acknowledgements", "Dedications", "Endorsements", or "History".) To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.
- C. State on the Title page the name of the publisher of the Modified Version, as the publisher.

- D. Preserve all the copyright notices of the Document.
- E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
- F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
- G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
- H. Include an unaltered copy of this License.
- I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.
- J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.
- K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.
- L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.
- M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version.
- N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section.
- O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be

added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements."

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the

electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled "Acknowledgements", "Dedications", or "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See http://www.gnu.org/copyleft/.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free

Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document.

11. RELICENSING

"Massive Multiauthor Collaboration Site" (or "MMC Site") means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public wiki that anybody can edit is an example of such a server. A "Massive Multiauthor Collaboration" (or "MMC") contained in the site means any set of copyrightable works thus published on the MMC site.

"CC-BY-SA" means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.

"Incorporate" means to publish or republish a Document, in whole or in part, as part of another Document.

An MMC is "eligible for relicensing" if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.

The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing.

ADDENDUM: How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

Copyright (C) year your name.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled ''GNU Free Documentation License''.

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the "with...Texts." line with this:

with the Invariant Sections being list their titles, with the Front-Cover Texts being list, and with the Back-Cover Texts being list.

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.

_	bfd_copy_private_header_data	17
_bfd_error_handler	bfd_copy_private_section_data	43
_bfd_final_link_relocate	bfd_copy_private_symbol_data	52
_bfd_generic_link_add_archive_symbols 185	bfd_core_file_failing_command	142
_bfd_generic_link_add_one_symbol	bfd_core_file_failing_signal	142
_bfd_generic_link_check_relocs	bfd_core_file_pid	143
_bfd_generic_link_hide_symbol	bfd_create	173
_bfd_generic_make_empty_symbol	bfd_create_gnu_debuglink_section	177
_bfd_generic_set_reloc	bfd_decode_symclass	
_bfd_generic_verify_endian_match	bfd_default_arch_struct	
_bfd_link_add_symbols in target vector 184	bfd_default_compatible	
	bfd_default_reloc_type_lookup	
_bfd_link_final_link in target vector	bfd_default_scan	
_bfd_link_hash_table_create in target vector 184	bfd_default_set_arch_mach	
_bfd_relocate_contents	bfd_demangle	
_bfd_unrecognized_reloc	bfd_emul_get_commonpagesize	
	bfd_emul_get_maxpagesize	
A	bfd_emul_set_commonpagesize	
\mathbf{A}	bfd_emul_set_maxpagesize	
aout_size_machine_type	bfd_errmsg	
aout_ <i>size</i> _mkobject	bfd_fdopenr	
aout_size_new_section_hook	bfd_fill_in_gnu_debuglink_section	
aout_size_set_arch_mach	bfd_find_target	
aout_size_some_aout_object_p	bfd_find_version_for_sym	
aout_size_swap_exec_header_in	bfd_flavour_name	
aout_size_swap_exec_header_out	bfd_follow_build_id_debuglink	
arelent_chain	bfd_follow_gnu_debugaltlink	
	bfd_follow_gnu_debuglink	
To the state of th	bfd_fopen	
В	bfd_format_string	
bfd_alloc	bfd_generic_define_common_symbol	
bfd_alloc2	bfd_generic_define_start_stop	
bfd_alt_mach_code	bfd_generic_discard_group	
bfd_arch_bits_per_address	bfd_generic_gc_sections	
bfd_arch_bits_per_byte	bfd_generic_get_relocated_section_contents 1	
bfd_arch_default_fill	bfd_generic_is_group_section	
bfd_arch_get_compatible	bfd_generic_lookup_section_flags	
bfd_arch_list	bfd_generic_merge_sections	
bfd_arch_mach_octets_per_byte		
bfd_cache_close	hfd generic relay section	141
	bfd_generic_relax_section	
	bfd_get_alt_debug_link_info	175
bfd_cache_close_all	bfd_get_alt_debug_link_info	175 168
bfd_cache_close_all 183 bfd_cache_init 182	bfd_get_alt_debug_link_info1bfd_get_arch1bfd_get_arch_info1	175 168 169
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174	bfd_get_alt_debug_link_info	175 168 169 15
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15	bfd_get_alt_debug_link_info	175 168 169 15 21
$\begin{array}{ccccc} bfd_cache_close_all & & 183 \\ bfd_cache_init & & 182 \\ bfd_calc_gnu_debuglink_crc32 & & 174 \\ bfd_canonicalize_reloc & & 15 \\ bfd_canonicalize_symtab & & 50 \\ \end{array}$	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1	175 168 169 15 21 175
bfd_cache_close_all183bfd_cache_init182bfd_calc_gnu_debuglink_crc32174bfd_canonicalize_reloc15bfd_canonicalize_symtab50bfd_check_compression_header21	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1	175 168 169 21 175
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info-1 1 bfd_get_error 1	175 168 169 21 175 175
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54 bfd_check_format_matches 54	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1 bfd_get_error 1 bfd_get_file_size 1	175 168 169 21 175 12 23
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54 bfd_check_format_matches 54 bfd_check_overflow 61	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1 bfd_get_error 1 bfd_get_file_size 1 bfd_get_gp_size 1	175 168 169 15 21 175 12 23 16
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54 bfd_check_format_matches 54 bfd_check_overflow 61 bfd_close 172	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1 bfd_get_error 1 bfd_get_file_size 1 bfd_get_gp_size 1 bfd_get_linker_section 1	175 168 169 15 21 175 12 23 16 39
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54 bfd_check_format_matches 54 bfd_check_overflow 61 bfd_close 172 bfd_close_all_done 173	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1 bfd_get_error 1 bfd_get_file_size 1 bfd_get_gp_size 1 bfd_get_linker_section 1 bfd_get_mach 1	175 168 169 15 21 175 12 23 16 39 168
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54 bfd_check_format_matches 54 bfd_check_overflow 61 bfd_close 172 bfd_close_all_done 173 bfd_coff_backend_data 201	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1 bfd_get_error 1 bfd_get_file_size 1 bfd_get_gp_size 1 bfd_get_linker_section 1 bfd_get_mach 1 bfd_get_mtime 1	175 168 168 15 21 175 12 23 16 39 168 23
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54 bfd_check_format_matches 54 bfd_check_overflow 61 bfd_close 172 bfd_close_all_done 173 bfd_coff_backend_data 201 bfd_convert_section_contents 22	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1 bfd_get_error 1 bfd_get_file_size 1 bfd_get_gp_size 1 bfd_get_linker_section 1 bfd_get_mach 1 bfd_get_next_mapent 1	175 168 168 15 21 175 12 23 16 39 168 23 53
bfd_cache_close_all 183 bfd_cache_init 182 bfd_calc_gnu_debuglink_crc32 174 bfd_canonicalize_reloc 15 bfd_canonicalize_symtab 50 bfd_check_compression_header 21 bfd_check_format 54 bfd_check_format_matches 54 bfd_check_overflow 61 bfd_close 172 bfd_close_all_done 173 bfd_coff_backend_data 201	bfd_get_alt_debug_link_info 1 bfd_get_arch 1 bfd_get_arch_info 1 bfd_get_arch_size 1 bfd_get_compression_header_size 1 bfd_get_debug_link_info 1 bfd_get_debug_link_info_1 1 bfd_get_error 1 bfd_get_file_size 1 bfd_get_gp_size 1 bfd_get_linker_section 1 bfd_get_mach 1 bfd_get_mtime 1	175 168 169 15 21 175 12 23 168 39 168 39 39

bfd_get_reloc_size	bfd_reloc_offset_in_range 61
bfd_get_reloc_upper_bound	bfd_reloc_type_lookup 140
bfd_get_section_by_name	bfd_rename_section
bfd_get_section_by_name_if	bfd_scan_arch
bfd_get_section_contents	bfd_scan_vma
bfd_get_sign_extend_vma	bfd_section_already_linked 188
bfd_get_size	$bfd_section_list_clear39$
bfd_get_symtab_upper_bound	$bfd_sections_find_if. \\ \hspace*{1.5cm} \\ 42$
bfd_get_target_info	bfd_set_arch_info
bfd_get_unique_section_name	$bfd_set_archive_head \dots \dots$
$bfd_h_put_size$ 181	$bfd_set_assert_handler \dots 14$
bfd_hash_allocate	$bfd_set_default_target$
bfd_hash_lookup	bfd_set_error
bfd_hash_newfunc	$bfd_set_error_handler \dots 14$
bfd_hash_set_default_size	bfd_set_error_program_name
bfd_hash_table_free	bfd_set_file_flags
bfd_hash_table_init	bfd_set_format
$bfd_hash_table_init_n$	bfd_set_gp_size
bfd_hash_traverse	bfd_set_input_error
bfd_hide_sym_by_version	bfd_set_private_flags
bfd_init	bfd_set_reloc
bfd_install_relocation	bfd_set_section_contents
bfd_is_local_label	bfd_set_section_flags
bfd_is_local_label_name	bfd_set_section_size
bfd_is_target_special_symbol 50	bfd_set_start_address
bfd_is_undefined_symclass	bfd_set_symtab
bfd_iterate_over_targets	bfd_symbol_info
bfd_link_check_relocs	bfd_target_list
bfd_link_split_section	bfd_update_compression_header
bfd_log2	bfd_write_bigendian_4byte_int
bfd_lookup_arch	bfd_zalloc
bfd_make_debug_symbol	bfd_zalloc2
bfd_make_empty_symbol	BFD
bfd_make_readable	BFD canonical format
bfd_make_section	BFD_ARELOC_BFIN_ADD87
bfd_make_section_anyway	BFD_ARELOC_BFIN_ADDR
bfd_make_section_anyway_with_flags 40	BFD_ARELOC_BFIN_AND87
bfd_make_section_old_way40	BFD_ARELOC_BFIN_COMP 88
bfd_make_section_with_flags41	BFD_ARELOC_BFIN_CONST 87
bfd_make_writable	BFD_ARELOC_BFIN_DIV87
bfd_malloc_and_get_section	BFD_ARELOC_BFIN_HWPAGE
bfd_map_over_sections	BFD_ARELOC_BFIN_LAND
bfd_merge_private_bfd_data	BFD_ARELOC_BFIN_LEN88
bfd_mmap	BFD_ARELOC_BFIN_LOR88
bfd_octets_per_byte	BFD_ARELOC_BFIN_LSHIFT 87
bfd_open_file	BFD_ARELOC_BFIN_MOD87
bfd_openr	BFD_ARELOC_BFIN_MULT 87
bfd_openr_iovec	BFD_ARELOC_BFIN_NEG
bfd_openr_next_archived_file	BFD_ARELOC_BFIN_OR
bfd_openstreamr	BFD_ARELOC_BFIN_PAGE
bfd_openw	BFD_ARELOC_BFIN_PUSH 87
bfd_perform_relocation	BFD_ARELOC_BFIN_RSHIFT 87
bfd_perror	BFD_ARELOC_BFIN_SUB
bfd_print_symbol_vandf	BFD_ARELOC_BFIN_XOR
bfd_printable_arch_mach	BFD_RELOC_12_PCREL
bfd_printable_name	BFD_RELOC_14
bfd_put_size	BFD_RELOC_16
bfd_reloc_code_type	BFD_RELOC_16_BASEREL
v x	

BFD_RELOC_16_GOT_PCREL	BFD_RELOC_32_PLTOFF	
BFD_RELOC_16_GOTOFF	BFD_RELOC_32_SECREL	
BFD_RELOC_16_PCREL	BFD_RELOC_386_COPY	
BFD_RELOC_16_PCREL_S2 64	BFD_RELOC_386_GLOB_DAT	. 74
BFD_RELOC_16_PLT_PCREL 63	BFD_RELOC_386_GOT32	
BFD_RELOC_16_PLT0FF	BFD_RELOC_386_GOT32X	
BFD_RELOC_16C_ABS20 114	BFD_RELOC_386_GOTOFF	. 74
BFD_RELOC_16C_ABS20_C	BFD_RELOC_386_GOTPC	. 74
BFD_RELOC_16C_ABS24 114	BFD_RELOC_386_IRELATIVE	. 74
BFD_RELOC_16C_ABS24_C	BFD_RELOC_386_JUMP_SLOT	. 74
BFD_RELOC_16C_DISP04 113	BFD_RELOC_386_PLT32	
BFD_RELOC_16C_DISP04_C113	BFD_RELOC_386_RELATIVE	. 74
BFD_RELOC_16C_DISP08 113	BFD_RELOC_386_TLS_DESC	. 74
BFD_RELOC_16C_DISP08_C	BFD_RELOC_386_TLS_DESC_CALL	. 74
BFD_RELOC_16C_DISP16 113	BFD_RELOC_386_TLS_DTPMOD32	. 74
BFD_RELOC_16C_DISP16_C	BFD_RELOC_386_TLS_DTPOFF32	. 74
BFD_RELOC_16C_DISP24 113	BFD_RELOC_386_TLS_GD	. 74
BFD_RELOC_16C_DISP24_C	BFD_RELOC_386_TLS_GOTDESC	. 74
BFD_RELOC_16C_DISP24a	BFD_RELOC_386_TLS_GOTIE	. 74
BFD_RELOC_16C_DISP24a_C	BFD_RELOC_386_TLS_IE	. 74
BFD_RELOC_16C_IMMO4	BFD_RELOC_386_TLS_IE_32	. 74
BFD_RELOC_16C_IMMO4_C 114	BFD_RELOC_386_TLS_LDM	
BFD_RELOC_16C_IMM16 114	BFD_RELOC_386_TLS_LDO_32	. 74
BFD_RELOC_16C_IMM16_C 114	BFD_RELOC_386_TLS_LE	
BFD_RELOC_16C_IMM20	BFD_RELOC_386_TLS_LE_32	
BFD_RELOC_16C_IMM2O_C	BFD_RELOC_386_TLS_TPOFF	
BFD_RELOC_16C_IMM24	BFD_RELOC_386_TLS_TP0FF32	
BFD_RELOC_16C_IMM24_C 114	BFD_RELOC_390_12	
BFD_RELOC_16C_IMM32	BFD_RELOC_390_20	
BFD_RELOC_16C_IMM32_C	BFD_RELOC_390_COPY	
BFD_RELOC_16C_NUM08	BFD_RELOC_390_GLOB_DAT	
BFD_RELOC_16C_NUMO8_C	BFD_RELOC_390_GOT12	
BFD_RELOC_16C_NUM16	BFD_RELOC_390_GOT16	
BFD_RELOC_16C_NUM16_C	BFD_RELOC_390_GOT20	
BFD_RELOC_16C_NUM32	BFD_RELOC_390_GOT64	
BFD_RELOC_16C_NUM32_C	BFD_RELOC_390_GOTENT	
BFD_RELOC_16C_REG04	BFD_RELOC_390_GOTOFF64	
BFD_RELOC_16C_REG04_C	BFD_RELOC_390_GOTPC	
BFD_RELOC_16C_REG04a	BFD_RELOC_390_GOTPCDBL	
BFD_RELOC_16C_REG04a_C	BFD_RELOC_390_GOTPLT12	
BFD_RELOC_16C_REG14	BFD_RELOC_390_GOTPLT16	
BFD_RELOC_16C_REG14_C	BFD_RELOC_390_GOTPLT20	
BFD_RELOC_16C_REG16	BFD_RELOC_390_GOTPLT32	
BFD_RELOC_16C_REG16_C	BFD_RELOC_390_GOTPLT64	
BFD_RELOC_16C_REG20	BFD_RELOC_390_GOTPLTENT	
BFD_RELOC_16C_REG20_C	BFD_RELOC_390_IRELATIVE	
BFD_RELOC_23_PCREL_S2	BFD_RELOC_390_JMP_SLOT	
BFD_RELOC_24	BFD_RELOC_390_PC12DBL	
BFD_RELOC_24_PCREL 63	BFD_RELOC_390_PC16DBL	
BFD_RELOC_24_PLT_PCREL 63	BFD_RELOC_390_PC24DBL	
BFD_RELOC_26	BFD_RELOC_390_PC32DBL	
BFD_RELOC_32	BFD_RELOC_390_PLT12DBL	
BFD_RELOC_32_BASEREL	BFD_RELOC_390_PLT16DBL	
BFD_RELOC_32_GOT_PCREL	BFD_RELOC_390_PLT24DBL	
BFD_RELOC_32_GOTOFF	BFD_RELOC_390_PLT32	
BFD_RELOC_32_PCREL 63	BFD_RELOC_390_PLT32DBL	
BFD_RELOC_32_PCREL_S2	BFD_RELOC_390_PLT64	
BFD RELOC 32 PLT PCREL 63	BFD RELOC 390 PLTOFF16	
		TO1

BFD_RELOC_390_PLT0FF32	BFD_RELOC_AARCH64_64	125
BFD_RELOC_390_PLT0FF64	BFD_RELOC_AARCH64_64_PCREL	126
BFD_RELOC_390_RELATIVE	BFD_RELOC_AARCH64_ADD_L012	127
BFD_RELOC_390_TLS_DTPMOD	BFD_RELOC_AARCH64_ADR_GOT_PAGE	128
BFD_RELOC_390_TLS_DTPOFF	BFD_RELOC_AARCH64_ADR_HI21_NC_PCREL	127
BFD_RELOC_390_TLS_GD32	BFD_RELOC_AARCH64_ADR_HI21_PCREL	
BFD_RELOC_390_TLS_GD64	BFD_RELOC_AARCH64_ADR_LO21_PCREL	
BFD_RELOC_390_TLS_GDCALL	BFD_RELOC_AARCH64_BRANCH19	
BFD_RELOC_390_TLS_GOTIE12107	BFD_RELOC_AARCH64_CALL26	
BFD_RELOC_390_TLS_GOTIE20	BFD_RELOC_AARCH64_COPY	
BFD_RELOC_390_TLS_GOTIE32	BFD_RELOC_AARCH64_GAS_INTERNAL_FIXUP	
BFD_RELOC_390_TLS_GOTIE64	BFD_RELOC_AARCH64_GLOB_DAT	
BFD_RELOC_390_TLS_IE32	BFD_RELOC_AARCH64_GOT_LD_PREL19	
BFD_RELOC_390_TLS_IE64	BFD_RELOC_AARCH64_IRELATIVE	
BFD_RELOC_390_TLS_IEENT	BFD_RELOC_AARCH64_JUMP_SLOT	
BFD_RELOC_390_TLS_LDCALL	BFD_RELOC_AARCH64_JUMP26	
BFD_RELOC_390_TLS_LDM32	BFD_RELOC_AARCH64_LD_GOT_L012_NC	
BFD_RELOC_390_TLS_LDM64	BFD_RELOC_AARCH64_LD_L019_PCREL	
BFD_RELOC_390_TLS_LD032	BFD_RELOC_AARCH64_LD32_GOT_LO12_NC	
BFD_RELOC_390_TLS_LD064	BFD_RELOC_AARCH64_LD32_GOTPAGE_LO14	
BFD_RELOC_390_TLS_LE32	BFD_RELOC_AARCH64_LD64_GOT_LO12_NC	
BFD_RELOC_390_TLS_LE64	BFD_RELOC_AARCH64_LD64_GOTOFF_LO15	
BFD_RELOC_390_TLS_LOAD	BFD_RELOC_AARCH64_LD64_GOTPAGE_LO15	
BFD_RELOC_390_TLS_TPOFF	BFD_RELOC_AARCH64_LDST_L012	
BFD_RELOC_64	BFD_RELOC_AARCH64_LDST128_L012	
BFD_RELOC_64_PCREL	BFD_RELOC_AARCH64_LDST16_L012	
BFD_RELOC_64_PLT_PCREL	BFD_RELOC_AARCH64_LDST32_L012	
BFD_RELOC_64_PLTOFF	BFD_RELOC_AARCH64_LDST64_L012	
BFD_RELOC_68K_GLOB_DAT	BFD_RELOC_AARCH64_LDST8_L012	
BFD_RELOC_68K_JMP_SLOT	BFD_RELOC_AARCH64_MOVW_GO	
BFD_RELOC_68K_RELATIVE	BFD_RELOC_AARCH64_MOVW_GO_NC	
BFD_RELOC_68K_TLS_GD16	BFD_RELOC_AARCH64_MOVW_GO_S	
BFD_RELOC_68K_TLS_GD32	BFD_RELOC_AARCH64_MOVW_G1	
BFD_RELOC_68K_TLS_GD8	BFD_RELOC_AARCH64_MOVW_G1_NC	
BFD_RELOC_68K_TLS_IE16	BFD_RELOC_AARCH64_MOVW_G1_S	
BFD_RELOC_68K_TLS_IE32	BFD_RELOC_AARCH64_MOVW_G2	
BFD_RELOC_68K_TLS_IE8	BFD_RELOC_AARCH64_MOVW_G2_NC	126
BFD_RELOC_68K_TLS_LDM1664	BFD_RELOC_AARCH64_MOVW_G2_S	
BFD_RELOC_68K_TLS_LDM3264	BFD_RELOC_AARCH64_MOVW_G3	
BFD_RELOC_68K_TLS_LDM8	BFD_RELOC_AARCH64_MOVW_GOTOFF_GO_NC	128
BFD_RELOC_68K_TLS_LD016	BFD_RELOC_AARCH64_MOVW_GOTOFF_G1	128
BFD_RELOC_68K_TLS_LD03264	BFD_RELOC_AARCH64_MOVW_PREL_GO	
BFD_RELOC_68K_TLS_LD08	BFD_RELOC_AARCH64_MOVW_PREL_GO_NC	127
BFD_RELOC_68K_TLS_LE16	BFD_RELOC_AARCH64_MOVW_PREL_G1	127
BFD_RELOC_68K_TLS_LE32	BFD_RELOC_AARCH64_MOVW_PREL_G1_NC	127
BFD_RELOC_68K_TLS_LE8	BFD_RELOC_AARCH64_MOVW_PREL_G2	127
BFD_RELOC_8	BFD_RELOC_AARCH64_MOVW_PREL_G2_NC	127
BFD_RELOC_8_BASEREL64	BFD_RELOC_AARCH64_MOVW_PREL_G3	127
BFD_RELOC_8_FFnn	BFD_RELOC_AARCH64_NONE	
BFD_RELOC_8_GOT_PCREL	BFD_RELOC_AARCH64_NULL	
BFD_RELOC_8_GOTOFF63	BFD_RELOC_AARCH64_RELATIVE	
BFD_RELOC_8_PCREL	BFD_RELOC_AARCH64_RELOC_END	
BFD_RELOC_8_PLT_PCREL	BFD_RELOC_AARCH64_RELOC_START	
BFD_RELOC_8_PLTOFF	BFD_RELOC_AARCH64_TLS_DTPMOD	
BFD_RELOC_AARCH64_16	BFD_RELOC_AARCH64_TLS_DTPREL	
BFD_RELOC_AARCH64_16_PCREL	BFD_RELOC_AARCH64_TLS_TPREL	
	BFD_RELOC_AARCH64_TLSDESC	
		132

BFD_RELOC_AARCH64_TLSDESC_ADD_L012 132	BFD_RELOC_AARCH64_TLSLD_LDST8_
BFD_RELOC_AARCH64_TLSDESC_ADR_PAGE21 132	DTPREL_L012_NC
BFD_RELOC_AARCH64_TLSDESC_ADR_PREL21 132	BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_GO130
BFD_RELOC_AARCH64_TLSDESC_CALL	BFD_RELOC_AARCH64_TLSLD_
BFD_RELOC_AARCH64_TLSDESC_LD_L012_NC 134	MOVW_DTPREL_GO_NC 130
BFD_RELOC_AARCH64_TLSDESC_LD_PREL19 132	BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_G1130
BFD_RELOC_AARCH64_TLSDESC_LD32_LO12_NC 132	BFD_RELOC_AARCH64_TLSLD_
BFD_RELOC_AARCH64_TLSDESC_LD64_LO12 132	MOVW_DTPREL_G1_NC 131
BFD_RELOC_AARCH64_TLSDESC_LDR	BFD_RELOC_AARCH64_TLSLD_MOVW_DTPREL_G2131
BFD_RELOC_AARCH64_TLSDESC_OFF_GO_NC 132	BFD_RELOC_AARCH64_TLSLE_ADD_TPREL_HI12131
BFD_RELOC_AARCH64_TLSDESC_OFF_G1 132	BFD_RELOC_AARCH64_TLSLE_ADD_TPREL_L012131
BFD_RELOC_AARCH64_TLSGD_ADD_LO12_NC 129	BFD_RELOC_AARCH64_TLSLE_ADD_
BFD_RELOC_AARCH64_TLSGD_ADR_PAGE21 129	TPREL_L012_NC
BFD_RELOC_AARCH64_TLSGD_ADR_PREL21 129	BFD_RELOC_AARCH64_TLSLE_
BFD_RELOC_AARCH64_TLSGD_MOVW_GO_NC 129	LDST_TPREL_L012
BFD_RELOC_AARCH64_TLSGD_MOVW_G1129	BFD_RELOC_AARCH64_TLSLE_LDST_
BFD_RELOC_AARCH64_TLSIE_ADR_	TPREL_L012_NC
GOTTPREL_PAGE21	BFD_RELOC_AARCH64_TLSLE_
BFD_RELOC_AARCH64_TLSIE_LD_	LDST16_TPREL_L012 131
GOTTPREL_L012_NC	BFD_RELOC_AARCH64_TLSLE_
BFD_RELOC_AARCH64_TLSIE_LD_	LDST16_TPREL_L012_NC
GOTTPREL_PREL19	BFD_RELOC_AARCH64_TLSLE_
BFD_RELOC_AARCH64_TLSIE_LD32_	LDST32_TPREL_L012 131
GOTTPREL_L012_NC	BFD_RELOC_AARCH64_TLSLE_
	LDST32_TPREL_L012_NC
BFD_RELOC_AARCH64_TLSIE_LD64_	BFD_RELOC_AARCH64_TLSLE_
GOTTPREL_L012_NC	LDST64_TPREL_L012 131
BFD_RELOC_AARCH64_TLSIE_MOVW_	BFD_RELOC_AARCH64_TLSLE_
GOTTPREL_GO_NC	LDST64_TPREL_LO12_NC
BFD_RELOC_AARCH64_TLSIE_	BFD_RELOC_AARCH64_TLSLE_
MOVW_GOTTPREL_G1	LDST8_TPREL_L012131
BFD_RELOC_AARCH64_TLSLD_	BFD_RELOC_AARCH64_TLSLE_LDST8_
ADD_DTPREL_HI12	TPREL_L012_NC
BFD_RELOC_AARCH64_TLSLD_	BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_GO 131
ADD_DTPREL_L012	BFD_RELOC_AARCH64_TLSLE_
BFD_RELOC_AARCH64_TLSLD_ADD_	MOVW_TPREL_GO_NC
DTPREL_L012_NC	BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_G1 131
BFD_RELOC_AARCH64_TLSLD_ADD_LO12_NC 130	BFD_RELOC_AARCH64_TLSLE_
BFD_RELOC_AARCH64_TLSLD_ADR_PAGE21 130	MOVW_TPREL_G1_NC
BFD_RELOC_AARCH64_TLSLD_ADR_PREL21 130	BFD_RELOC_AARCH64_TLSLE_MOVW_TPREL_G2 131
BFD_RELOC_AARCH64_TLSLD_	BFD_RELOC_AARCH64_TSTBR14127
LDST_DTPREL_L012	BFD_RELOC_AC_SECTOFF_S9
BFD_RELOC_AARCH64_TLSLD_LDST_	BFD_RELOC_AC_SECTOFF_S9_185
DTPREL_L012_NC	BFD_RELOC_AC_SECTOFF_S9_285
BFD_RELOC_AARCH64_TLSLD_	BFD_RELOC_AC_SECTOFF_U8
LDST16_DTPREL_L012	BFD_RELOC_AC_SECTOFF_U8_1
BFD_RELOC_AARCH64_TLSLD_LDST16_	BFD_RELOC_AC_SECTOFF_U8_2
DTPREL_L012_NC	BFD_RELOC_ALPHA_BOH
BFD_RELOC_AARCH64_TLSLD_	BFD_RELOC_ALPHA_BRSGP
LDST32_DTPREL_L012	BFD_RELOC_ALPHA_BSR
BFD_RELOC_AARCH64_TLSLD_LDST32_	BFD_RELOC_ALPHA_CODEADDR
DTPREL_L012_NC	BFD_RELOC_ALPHA_DTPMOD64
BFD_RELOC_AARCH64_TLSLD_	BFD_RELOC_ALPHA_DTPREL_HI16
LDST64_DTPREL_L012	BFD_RELOC_ALPHA_DTPREL_L016
BFD_RELOC_AARCH64_TLSLD_LDST64_	BFD_RELOC_ALPHA_DTPREL16
DTPREL_L012_NC	BFD_RELOC_ALPHA_DTPREL64
BFD_RELOC_AARCH64_TLSLD_	BFD_RELOC_ALPHA_ELF_LITERAL 67
LDST8_DTPREL_L012	BFD RELOC ALPHA GOTDTPREL16
LDOIO DIEUEL LUIZ	- DLD_UPPOC_APLUM_GOIDILUFUFF10 08

BFD_RELOC_ALPHA_GOTTPREL16	69	BFD_RELOC_ARC_SDA16_LD1	
BFD_RELOC_ALPHA_GPDISP	67	BFD_RELOC_ARC_SDA16_LD2	85
BFD_RELOC_ALPHA_GPDISP_HI16	67	BFD_RELOC_ARC_SDA16_ST2	85
BFD_RELOC_ALPHA_GPDISP_LO16	67	BFD_RELOC_ARC_SDA32	85
BFD_RELOC_ALPHA_GPREL_HI16	68	BFD_RELOC_ARC_SDA32_ME	85
BFD_RELOC_ALPHA_GPREL_L016	68	BFD_RELOC_ARC_SECTOFF	84
BFD_RELOC_ALPHA_HINT	68	BFD_RELOC_ARC_SECTOFF_1	85
BFD_RELOC_ALPHA_LDA	68	BFD_RELOC_ARC_SECTOFF_2	85
BFD_RELOC_ALPHA_LINKAGE	68	BFD_RELOC_ARC_SECTOFF_ME	85
BFD_RELOC_ALPHA_LITERAL	67	BFD_RELOC_ARC_SECTOFF_ME_1	85
BFD_RELOC_ALPHA_LITUSE	67	BFD_RELOC_ARC_SECTOFF_ME_2	
BFD_RELOC_ALPHA_NOP		BFD_RELOC_ARC_TLS_DTPMOD	
BFD_RELOC_ALPHA_TLSGD		BFD_RELOC_ARC_TLS_DTPOFF	
BFD_RELOC_ALPHA_TLSLDM		BFD_RELOC_ARC_TLS_DTPOFF_S9	
BFD_RELOC_ALPHA_TPREL_HI16		BFD_RELOC_ARC_TLS_GD_CALL	
BFD_RELOC_ALPHA_TPREL_LO16		BFD_RELOC_ARC_TLS_GD_GOT	
BFD_RELOC_ALPHA_TPREL16		BFD_RELOC_ARC_TLS_GD_LD	
BFD_RELOC_ALPHA_TPREL64		BFD_RELOC_ARC_TLS_IE_GOT	
BFD_RELOC_ARC_16		BFD_RELOC_ARC_TLS_LE_32	
BFD_RELOC_ARC_24		BFD_RELOC_ARC_TLS_LE_S9	86
BFD_RELOC_ARC_32		BFD_RELOC_ARC_TLS_TPOFF	
BFD_RELOC_ARC_32_ME		BFD_RELOC_ARC_W	
BFD_RELOC_ARC_32_ME_S		BFD_RELOC_ARC_W_ME	
BFD_RELOC_ARC_32_PCREL		BFD_RELOC_ARM_ADR_IMM	
BFD_RELOC_ARC_8		BFD_RELOC_ARM_ADRL_IMMEDIATE	
BFD_RELOC_ARC_COPY		BFD_RELOC_ARM_ALU_PC_GO	
BFD_RELOC_ARC_GLOB_DAT		BFD_RELOC_ARM_ALU_PC_GO_NC	
BFD_RELOC_ARC_GOT32		BFD_RELOC_ARM_ALU_PC_G1	
BFD_RELOC_ARC_GOTOFF		BFD_RELOC_ARM_ALU_PC_G1_NC	
BFD_RELOC_ARC_GOTPC		BFD_RELOC_ARM_ALU_PC_G2	
BFD_RELOC_ARC_GOTPC32		BFD_RELOC_ARM_ALU_SB_GO	81
BFD_RELOC_ARC_JLI_SECTOFF		BFD_RELOC_ARM_ALU_SB_GO_NC	81
BFD_RELOC_ARC_JMP_SLOT		BFD_RELOC_ARM_ALU_SB_G1	
BFD_RELOC_ARC_N16		BFD_RELOC_ARM_ALU_SB_G1_NC	
BFD_RELOC_ARC_N24		BFD_RELOC_ARM_ALU_SB_G2	
BFD_RELOC_ARC_N32		BFD_RELOC_ARM_CP_OFF_IMM	82
BFD_RELOC_ARC_N32_ME		BFD_RELOC_ARM_CP_OFF_IMM_S2	
BFD_RELOC_ARC_N8		BFD_RELOC_ARM_FUNCDESC	
BFD_RELOC_ARC_NONE		BFD_RELOC_ARM_FUNCDESC_VALUE	
BFD_RELOC_ARC_NPS_CMEM16		BFD_RELOC_ARM_GLOB_DAT	
BFD_RELOC_ARC_PC32		BFD_RELOC_ARM_GOT_PREL	
BFD_RELOC_ARC_PLT32		BFD_RELOC_ARM_GOT32	
BFD_RELOC_ARC_RELATIVE		BFD_RELOC_ARM_GOTFUNCDESC	
BFD_RELOC_ARC_S13_PCREL		BFD_RELOC_ARM_GOTOFF	
BFD_RELOC_ARC_S21H_PCREL		BFD_RELOC_ARM_GOTOFFFUNCDESC	
BFD_RELOC_ARC_S21H_PCREL_PLT		BFD_RELOC_ARM_GOTPC	
BFD_RELOC_ARC_S21W_PCREL		BFD_RELOC_ARM_HVC	
BFD_RELOC_ARC_S21W_PCREL_PLT		BFD_RELOC_ARM_HWLITERAL	82
BFD_RELOC_ARC_S25H_PCREL	85	BFD_RELOC_ARM_IMMEDIATE	
BFD_RELOC_ARC_S25H_PCREL_PLT	85	BFD_RELOC_ARM_IN_POOL	82
BFD_RELOC_ARC_S25W_PCREL		BFD_RELOC_ARM_IRELATIVE	
BFD_RELOC_ARC_S25W_PCREL_PLT	86	BFD_RELOC_ARM_JUMP_SLOT	
BFD_RELOC_ARC_SDA	84	BFD_RELOC_ARM_LDC_PC_GO	81
BFD_RELOC_ARC_SDA_12	85	BFD_RELOC_ARM_LDC_PC_G1	81
BFD_RELOC_ARC_SDA_LDST	85	BFD_RELOC_ARM_LDC_PC_G2	81
BFD_RELOC_ARC_SDA_LDST1	85	BFD_RELOC_ARM_LDC_SB_GO	81
BFD_RELOC_ARC_SDA_LDST2	85	BFD_RELOC_ARM_LDC_SB_G1	81
BFD RELOC ARC SDA16 LD	85	BFD_RELOC_ARM_LDC_SB_G2	

BFD_RELOC_ARM_LDR_IMM	82	BFD_RELOC_ARM_TLS_DESC
BFD_RELOC_ARM_LDR_PC_GO	81	BFD_RELOC_ARM_TLS_DESCSEQ81
BFD_RELOC_ARM_LDR_PC_G1	81	BFD_RELOC_ARM_TLS_DTPMOD3280
BFD_RELOC_ARM_LDR_PC_G2	81	BFD_RELOC_ARM_TLS_DTPOFF3280
BFD_RELOC_ARM_LDR_SB_GO	81	BFD_RELOC_ARM_TLS_GD32 80
BFD_RELOC_ARM_LDR_SB_G1		BFD_RELOC_ARM_TLS_GD32_FDPIC 80
BFD_RELOC_ARM_LDR_SB_G2	81	BFD_RELOC_ARM_TLS_GOTDESC81
BFD_RELOC_ARM_LDRS_PC_GO		BFD_RELOC_ARM_TLS_IE3280
BFD_RELOC_ARM_LDRS_PC_G1		BFD_RELOC_ARM_TLS_IE32_FDPIC80
BFD_RELOC_ARM_LDRS_PC_G2		BFD_RELOC_ARM_TLS_LDM3280
BFD_RELOC_ARM_LDRS_SB_GO		BFD_RELOC_ARM_TLS_LDM32_FDPIC80
BFD_RELOC_ARM_LDRS_SB_G1		BFD_RELOC_ARM_TLS_LD03280
BFD_RELOC_ARM_LDRS_SB_G2		BFD_RELOC_ARM_TLS_LE32
BFD_RELOC_ARM_LITERAL		BFD_RELOC_ARM_TLS_TPOFF3280
BFD_RELOC_ARM_MOVT		BFD_RELOC_ARM_V4BX
BFD_RELOC_ARM_MOVT_PCREL		BFD_RELOC_AVR_13_PCREL
BFD_RELOC_ARM_MOVW		BFD_RELOC_AVR_16_PM
BFD_RELOC_ARM_MOVW_PCREL		BFD_RELOC_AVR_6
BFD_RELOC_ARM_MULTI		BFD_RELOC_AVR_6_ADIW
BFD_RELOC_ARM_OFFSET_IMM		BFD_RELOC_AVR_7_PCREL
BFD_RELOC_ARM_OFFSET_IMM8		BFD_RELOC_AVR_8_HI
BFD_RELOC_ARM_PCREL_BLX		BFD_RELOC_AVR_8_HLO
BFD_RELOC_ARM_PCREL_BRANCH		BFD_RELOC_AVR_8_LO
BFD_RELOC_ARM_PCREL_CALL		BFD_RELOC_AVR_CALL
BFD_RELOC_ARM_PCREL_JUMP		BFD_RELOC_AVR_DIFF16
BFD_RELOC_ARM_PLT32		BFD_RELOC_AVR_DIFF32
BFD_RELOC_ARM_PREL31		BFD_RELOC_AVR_DIFF8
BFD_RELOC_ARM_RELATIVE		BFD_RELOC_AVR_HH8_LDI 101
BFD_RELOC_ARM_ROSEGREL32		BFD_RELOC_AVR_HH8_LDI_NEG101
BFD_RELOC_ARM_SBREL32		${\tt BFD_RELOC_AVR_HH8_LDI_PM}102$
BFD_RELOC_ARM_SHIFT_IMM		${\tt BFD_RELOC_AVR_HH8_LDI_PM_NEG} \dots \dots 102$
BFD_RELOC_ARM_SMC		${\tt BFD_RELOC_AVR_HI8_LDI} \dots \dots$
BFD_RELOC_ARM_SWI		${\tt BFD_RELOC_AVR_HI8_LDI_GS$
BFD_RELOC_ARM_T32_ADD_IMM		${\tt BFD_RELOC_AVR_HI8_LDI_NEG}101$
BFD_RELOC_ARM_T32_ADD_PC12		${\tt BFD_RELOC_AVR_HI8_LDI_PM}102$
BFD_RELOC_ARM_T32_CP_OFF_IMM	82	${\tt BFD_RELOC_AVR_HI8_LDI_PM_NEG} \dots \dots 102$
BFD_RELOC_ARM_T32_CP_OFF_IMM_S2	82	${\tt BFD_RELOC_AVR_LDI} \dots \dots$
BFD_RELOC_ARM_T32_IMM12	82	${\tt BFD_RELOC_AVR_LDS_STS_16}103$
BFD_RELOC_ARM_T32_IMMEDIATE	82	BFD_RELOC_AVR_LO8_LDI 101
BFD_RELOC_ARM_T32_OFFSET_IMM	82	${\tt BFD_RELOC_AVR_LO8_LDI_GS$
BFD_RELOC_ARM_T32_OFFSET_U8		BFD_RELOC_AVR_LO8_LDI_NEG101
BFD_RELOC_ARM_TARGET1		BFD_RELOC_AVR_LO8_LDI_PM102
BFD_RELOC_ARM_TARGET2		BFD_RELOC_AVR_LO8_LDI_PM_NEG
BFD_RELOC_ARM_THM_TLS_CALL		BFD_RELOC_AVR_MS8_LDI
BFD_RELOC_ARM_THM_TLS_DESCSEQ		BFD_RELOC_AVR_MS8_LDI_NEG
BFD_RELOC_ARM_THUMB_ADD		BFD_RELOC_AVR_PORT5
BFD_RELOC_ARM_THUMB_ALU_ABS_GO_NC		BFD_RELOC_AVR_PORT6
BFD_RELOC_ARM_THUMB_ALU_ABS_G1_NC		BFD_RELOC_BFIN_10_PCREL
BFD_RELOC_ARM_THUMB_ALU_ABS_G2_NC		BFD_RELOC_BFIN_11_PCREL
BFD_RELOC_ARM_THUMB_ALU_ABS_G3_NC		BFD_RELOC_BFIN_12_PCREL_JUMP
BFD_RELOC_ARM_THUMB_IMM		BFD_RELOC_BFIN_12_PCREL_JUMP_S86
BFD_RELOC_ARM_THUMB_MOVT		BFD_RELOC_BFIN_16_HIGH
BFD_RELOC_ARM_THUMB_MOVT_PCREL		BFD_RELOC_BFIN_16_IMM
BFD_RELOC_ARM_THUMB_MOVY		BFD_RELOC_BFIN_16_LOW
BFD_RELOC_ARM_THUMB_MOVW		BFD_RELOC_BFIN_16_LUW
BFD_RELOC_ARM_THUMB_OFFSET		BFD_RELOC_BFIN_24_PCREL_JUMP_L
BFD_RELOC_ARM_THUMB_SHIFT	82 81	BFD_RELOC_BFIN_4_PCREL
DELL BELLIG ARM ILS CALL	α I	DELL BELLIG BELLIG PUBEL XII

BFD_RELOC_BFIN_FUNCDESC		BFD_RELOC_CKCORE_DOFFSET_IMM18BY2	139
BFD_RELOC_BFIN_FUNCDESC_GOT17M4	86	BFD_RELOC_CKCORE_DOFFSET_IMM18BY4	139
BFD_RELOC_BFIN_FUNCDESC_GOTHI	87	BFD_RELOC_CKCORE_DOFFSET_LO16	139
BFD_RELOC_BFIN_FUNCDESC_GOTLO	87	BFD_RELOC_CKCORE_GLOB_DAT	139
BFD_RELOC_BFIN_FUNCDESC_GOTOFF17M4	87	BFD_RELOC_CKCORE_GNU_VTENTRY	139
BFD_RELOC_BFIN_FUNCDESC_GOTOFFHI	87	BFD_RELOC_CKCORE_GNU_VTINHERIT	139
BFD_RELOC_BFIN_FUNCDESC_GOTOFFLO	87	BFD_RELOC_CKCORE_GOT_HI16	139
BFD_RELOC_BFIN_FUNCDESC_VALUE	87	BFD_RELOC_CKCORE_GOT_IMM18BY4	140
BFD_RELOC_BFIN_GOT	87	BFD_RELOC_CKCORE_GOT_LO16	139
BFD_RELOC_BFIN_GOT17M4		BFD_RELOC_CKCORE_GOT12	139
BFD_RELOC_BFIN_GOTHI		BFD_RELOC_CKCORE_GOT32	
BFD_RELOC_BFIN_GOTLO		BFD_RELOC_CKCORE_GOTOFF	
BFD_RELOC_BFIN_GOTOFF17M4		BFD_RELOC_CKCORE_GOTOFF_HI16	
BFD_RELOC_BFIN_GOTOFFHI		BFD_RELOC_CKCORE_GOTOFF_IMM18	
BFD_RELOC_BFIN_GOTOFFLO		BFD_RELOC_CKCORE_GOTOFF_LO16	
BFD_RELOC_BFIN_PLTPC		BFD_RELOC_CKCORE_GOTPC	
BFD_RELOC_C6000_ABS_H16		BFD_RELOC_CKCORE_GOTPC_HI16	
BFD_RELOC_C6000_ABS_L16		BFD_RELOC_CKCORE_GOTPC_LO16	
BFD_RELOC_C6000_ABS_S16		BFD_RELOC_CKCORE_IRELATIVE	
BFD_RELOC_C6000_ALIGN		BFD_RELOC_CKCORE_JUMP_SLOT	
BFD_RELOC_C6000_COPY		BFD_RELOC_CKCORE_NOJSRI	
BFD_RELOC_C6000_DSBT_INDEX		BFD_RELOC_CKCORE_NONE	
BFD_RELOC_C6000_EHTYPE		BFD_RELOC_CKCORE_PCREL_BLOOP_IMM12BY4	
BFD_RELOC_C6000_FPHEAD		BFD_RELOC_CKCORE_PCREL_BLOOP_IMM4BY4	
BFD_RELOC_C6000_JUMP_SLOT		BFD_RELOC_CKCORE_PCREL_FLRW_IMM8BY4	
BFD_RELOC_C6000_NOCMP		BFD_RELOC_CKCORE_PCREL_IMM10BY2	
BFD_RELOC_C6000_PCR_H16		BFD_RELOC_CKCORE_PCREL_IMM10BY4	
BFD_RELOC_C6000_PCR_L16		BFD_RELOC_CKCORE_PCREL_IMM11BY2	
BFD_RELOC_C6000_PCR_S10		BFD_RELOC_CKCORE_PCREL_IMM16BY2	
BFD_RELOC_C6000_PCR_S12		BFD_RELOC_CKCORE_PCREL_IMM16BY4	
BFD_RELOC_C6000_PCR_S21		BFD_RELOC_CKCORE_PCREL_IMM18BY2	
BFD_RELOC_C6000_PCR_S7		BFD_RELOC_CKCORE_PCREL_IMM26BY2	
BFD_RELOC_C6000_PREL31		BFD_RELOC_CKCORE_PCREL_IMM4BY2	
BFD_RELOC_C6000_SBR_GOT_H16_W		BFD_RELOC_CKCORE_PCREL_IMM7BY4	
BFD_RELOC_C6000_SBR_GOT_L16_W		BFD_RELOC_CKCORE_PCREL_IMM8BY4	
BFD_RELOC_C6000_SBR_GOT_U15_W		BFD_RELOC_CKCORE_PCREL_JSR_IMM11BY2	
BFD_RELOC_C6000_SBR_H16_B		BFD_RELOC_CKCORE_PCREL_JSR_IMM1B12 BFD_RELOC_CKCORE_PCREL_JSR_IMM26BY2	
BFD_RELOC_C6000_SBR_H16_H		BFD_RELOC_CKCORE_PCREL32	
BFD_RELOC_C6000_SBR_H16_W		BFD_RELOC_CKCORE_PLT_HI16	
BFD_RELOC_C6000_SBR_L16_B		BFD_RELOC_CKCORE_PLT_IMM18BY4	
BFD_RELOC_C6000_SBR_L16_H		BFD_RELOC_CKCORE_PLT_LO16	
BFD_RELOC_C6000_SBR_L16_W		BFD_RELOC_CKCORE_PLT12	
BFD_RELOC_C6000_SBR_S16		BFD_RELOC_CKCORE_PLT32	
BFD_RELOC_C6000_SBR_U15_B		BFD_RELOC_CKCORE_RELATIVE	
BFD_RELOC_C6000_SBR_U15_H		BFD_RELOC_CKCORE_TLS_DTPMOD32	
BFD_RELOC_C6000_SBR_U15_W		BFD_RELOC_CKCORE_TLS_DTPMODS2 BFD_RELOC_CKCORE_TLS_DTPOFF32	
BFD_RELOC_CKCORE_ADDR_HI16		BFD_RELOC_CKCORE_TLS_DIPOFF32 BFD_RELOC_CKCORE_TLS_GD32	
BFD_RELOC_CKCORE_ADDR_LO16		BFD_RELOC_CKCORE_TLS_IE32	
		BFD_RELOC_CKCORE_TLS_LDM32 BFD_RELOC_CKCORE_TLS_LD032	
BFD_RELOC_CKCORE_ADDRGOT			
BFD_RELOC_CKCORE_ADDRGOT_HI16		BFD_RELOC_CKCORE_TLS_LE32	
BFD_RELOC_CKCORE_ADDRGOT_LO16		BFD_RELOC_CKCORE_TLS_TPOFF32	
BFD_RELOC_CKCORE_ADDRPLT_U116		BFD_RELOC_CKCORE_TOFFSET_LO16	
BFD_RELOC_CKCORE_ADDRPLT_HI16		BFD_RELOC_CR16_ABS20	
BFD_RELOC_CKCORE_ADDRPLT_L016		BFD_RELOC_CR16_ABS24	
BFD_RELOC_CKCORE_CALLGRAPH		BFD_RELOC_CR16_DISP16	
BFD_RELOC_CKCORE_COPY		BFD_RELOC_CR16_DISP20 BFD_RELOC_CR16_DISP24	
BED RELUC CACURE DUFFSET IMMIS	139	BFD RELUC CKIO DISP24	114

BFD_RELOC_CR16_DISP24a	BFD_RELOC_CRIS_UNSIGNED_5	
BFD_RELOC_CR16_DISP4	BFD_RELOC_CRIS_UNSIGNED_6	115
BFD_RELOC_CR16_DISP8	BFD_RELOC_CRIS_UNSIGNED_8	115
BFD_RELOC_CR16_GLOB_DAT	BFD_RELOC_CRX_ABS16	115
BFD_RELOC_CR16_GOT_REGREL20	BFD_RELOC_CRX_ABS32	115
BFD_RELOC_CR16_GOTC_REGREL20	BFD_RELOC_CRX_IMM16	115
BFD_RELOC_CR16_IMM16	BFD_RELOC_CRX_IMM32	115
BFD_RELOC_CR16_IMM20 114	BFD_RELOC_CRX_NUM16	115
BFD_RELOC_CR16_IMM24	BFD_RELOC_CRX_NUM32	115
BFD_RELOC_CR16_IMM32	BFD_RELOC_CRX_NUM8	
BFD_RELOC_CR16_IMM32a	BFD_RELOC_CRX_REGREL12	
BFD_RELOC_CR16_IMM4	BFD_RELOC_CRX_REGREL22	
BFD_RELOC_CR16_IMM8	BFD_RELOC_CRX_REGREL28	
BFD_RELOC_CR16_NUM16	BFD_RELOC_CRX_REGREL32	
BFD_RELOC_CR16_NUM32	BFD_RELOC_CRX_REL16	
BFD_RELOC_CR16_NUM32a	BFD_RELOC_CRX_REL24	
BFD_RELOC_CR16_NUM8	BFD_RELOC_CRX_REL32	
BFD_RELOC_CR16_REGRELO	BFD_RELOC_CRX_REL4	
BFD_RELOC_CR16_REGREL14	BFD_RELOC_CRX_REL8	
BFD_RELOC_CR16_REGREL14a	BFD_RELOC_CRX_REL8_CMP	
BFD_RELOC_CR16_REGREL16	BFD_RELOC_CRX_SWITCH16	
BFD_RELOC_CR16_REGREL20	BFD_RELOC_CRX_SWITCH32	
BFD_RELOC_CR16_REGREL20a	BFD_RELOC_CRX_SWITCH8	
BFD_RELOC_CR16_REGREL4	BFD_RELOC_CTOR	
BFD_RELOC_CR16_REGREL4	BFD_RELOC_D10V_10_PCREL_L	99
BFD_RELOC_CR16_SWITCH16	BFD_RELOC_D10V_10_PCREL_R	
BFD_RELOC_CR16_SWITCH32	BFD_RELOC_D10V_18	
	BFD_RELOC_D10V_18_PCREL	
BFD_RELOC_CR16_SWITCH8	BFD_RELOC_D30V_15	
BFD_RELOC_CRIS_16_DTPREL		
BFD_RELOC_CRIS_16_GOT	BFD_RELOC_D30V_15_PCREL	
BFD_RELOC_CRIS_16_GOT_GD	BFD_RELOC_D30V_15_PCREL_R	
BFD_RELOC_CRIS_16_GOT_TPREL	BFD_RELOC_D30V_21	
BFD_RELOC_CRIS_16_GOTPLT	BFD_RELOC_D30V_21_PCREL	
BFD_RELOC_CRIS_16_TPREL	BFD_RELOC_D30V_21_PCREL_R	
BFD_RELOC_CRIS_32_DTPREL	BFD_RELOC_D30V_32	
BFD_RELOC_CRIS_32_GD	BFD_RELOC_D30V_32_PCREL	
BFD_RELOC_CRIS_32_GOT	BFD_RELOC_D30V_6	
BFD_RELOC_CRIS_32_GOT_GD	BFD_RELOC_D30V_9_PCREL	
BFD_RELOC_CRIS_32_GOT_TPREL	BFD_RELOC_D30V_9_PCREL_R	
BFD_RELOC_CRIS_32_GOTPLT116	BFD_RELOC_DLX_HI16_S	
BFD_RELOC_CRIS_32_GOTREL116	BFD_RELOC_DLX_JMP26	
BFD_RELOC_CRIS_32_IE	BFD_RELOC_DLX_L016	
BFD_RELOC_CRIS_32_PLT_GOTREL	BFD_RELOC_EPIPHANY_HIGH	
BFD_RELOC_CRIS_32_PLT_PCREL	BFD_RELOC_EPIPHANY_IMM11	
BFD_RELOC_CRIS_32_TPREL	BFD_RELOC_EPIPHANY_IMM8	
BFD_RELOC_CRIS_BDISP8	BFD_RELOC_EPIPHANY_LOW	
BFD_RELOC_CRIS_COPY	BFD_RELOC_EPIPHANY_SIMM11	138
BFD_RELOC_CRIS_DTP116	BFD_RELOC_EPIPHANY_SIMM24	138
BFD_RELOC_CRIS_DTPMOD	BFD_RELOC_EPIPHANY_SIMM8	138
BFD_RELOC_CRIS_GLOB_DAT	BFD_RELOC_FR30_10_IN_8	
BFD_RELOC_CRIS_JUMP_SLOT115	BFD_RELOC_FR30_12_PCREL	. 98
BFD_RELOC_CRIS_LAPCQ_OFFSET 115	BFD_RELOC_FR30_20	
BFD_RELOC_CRIS_RELATIVE	BFD_RELOC_FR30_48	. 98
BFD_RELOC_CRIS_SIGNED_16115	BFD_RELOC_FR30_6_IN_4	98
BFD_RELOC_CRIS_SIGNED_6115	BFD_RELOC_FR30_8_IN_8	
BFD_RELOC_CRIS_SIGNED_8115	BFD_RELOC_FR30_9_IN_8	
BFD_RELOC_CRIS_UNSIGNED_16	BFD_RELOC_FR30_9_PCREL	
BFD RELOC CRIS UNSIGNED 4	BFD_RELOC_FRV_FUNCDESC	

BFD_RELOC_FRV_FUNCDESC_GOT12 7	$^{\prime}2$	BFD_RELOC_HI16_PCREL	69
BFD_RELOC_FRV_FUNCDESC_GOTHI 7	$^{\prime}2$	BFD_RELOC_HI16_PLTOFF	64
BFD_RELOC_FRV_FUNCDESC_GOTLO	2	BFD_RELOC_HI16_S	69
BFD_RELOC_FRV_FUNCDESC_GOTOFF127	2	BFD_RELOC_HI16_S_BASEREL	64
BFD_RELOC_FRV_FUNCDESC_GOTOFFHI		BFD_RELOC_HI16_S_GOTOFF	63
BFD_RELOC_FRV_FUNCDESC_GOTOFFLO	2	BFD_RELOC_HI16_S_PCREL	69
BFD_RELOC_FRV_FUNCDESC_VALUE 7		BFD_RELOC_HI16_S_PLT0FF	
BFD_RELOC_FRV_GETTLSOFF		BFD_RELOC_HI22	
BFD_RELOC_FRV_GETTLSOFF_RELAX		BFD_RELOC_I370_D12	
BFD_RELOC_FRV_GOT127		BFD_RELOC_IA64_COPY	
BFD_RELOC_FRV_GOTHI		BFD_RELOC_IA64_DIR32LSB	
BFD_RELOC_FRV_GOTLO		BFD_RELOC_IA64_DIR32MSB	
BFD_RELOC_FRV_GOTOFF12		BFD_RELOC_IA64_DIR64LSB	
BFD_RELOC_FRV_GOTOFFHI 7		BFD_RELOC_IA64_DIR64MSB	
BFD_RELOC_FRV_GOTOFFLO		BFD_RELOC_IA64_DTPMOD64LSB	
BFD_RELOC_FRV_GOTTLSDESC12		BFD_RELOC_IA64_DTPMOD64MSB	
BFD_RELOC_FRV_GOTTLSDESCHI		BFD_RELOC_IA64_DTPREL14	
BFD_RELOC_FRV_GOTTLSDESCLO		BFD_RELOC_IA64_DTPREL22	
BFD_RELOC_FRV_GOTTLSOFF12		BFD_RELOC_IA64_DTPREL32LSB	
BFD_RELOC_FRV_GOTTLSOFFHI		BFD_RELOC_IA64_DTPREL32MSB	
BFD_RELOC_FRV_GOTTLSOFFLO		BFD_RELOC_IA64_DTPREL64I	
BFD_RELOC_FRV_GPREL12		BFD_RELOC_IA64_DTPREL64LSB	
BFD_RELOC_FRV_GPREL32 7		BFD_RELOC_IA64_DTPREL64MSB	
BFD_RELOC_FRV_GPRELHI		BFD_RELOC_IA64_FPTR32LSB	
BFD_RELOC_FRV_GPRELLO		BFD_RELOC_IA64_FPTR32MSB	
BFD_RELOC_FRV_GPRELU12		BFD_RELOC_IA64_FPTR64I	
BFD_RELOC_FRV_HI16		BFD_RELOC_IA64_FPTR64LSB	
BFD_RELOC_FRV_LABEL16		BFD_RELOC_IA64_FPTR64MSB	
BFD_RELOC_FRV_LABEL24		BFD_RELOC_IA64_GPREL22	
BFD_RELOC_FRV_LO16		BFD_RELOC_IA64_GPREL32LSB	
BFD_RELOC_FRV_TLSDESC_RELAX		BFD_RELOC_IA64_GPREL32MSB	
BFD_RELOC_FRV_TLSDESC_VALUE		BFD_RELOC_IA64_GPREL64I	
BFD_RELOC_FRV_TLSMOFF 7		BFD_RELOC_IA64_GPREL64LSB	
BFD_RELOC_FRV_TLSMOFF12		BFD_RELOC_IA64_GPREL64MSB	
		BFD_RELOC_IA64_IMM14	
BFD_RELOC_FRV_TLSMOFFLO		BFD_RELOC_IA64_IMM22 BFD_RELOC_IA64_IMM64	
BFD_RELOC_FRV_TLSOFF			
BFD_RELOC_FRV_TLSOFF_RELAX		BFD_RELOC_IA64_IPLTLSB	
BFD_RELOC_FT32_10		BFD_RELOC_IA64_IPLTMSB BFD_RELOC_IA64_LDXMOV	
BFD_RELOC_FT32_15			
BFD_RELOC_FT32_17		BFD_RELOC_IA64_LTOFF_DTPMOD22	
BFD_RELOC_FT32_18		BFD_RELOC_IA64_LTOFF_DTPREL22	
BFD_RELOC_FT32_20		BFD_RELOC_IA64_LTOFF_FPTR22	
BFD_RELOC_FT32_DIFF32		BFD_RELOC_IA64_LTOFF_FPTR32LSB	
BFD_RELOC_FT32_RELAX		BFD_RELOC_IA64_LTOFF_FPTR32MSB	
BFD_RELOC_FT32_SC0		BFD_RELOC_IA64_LTOFF_FPTR64I	
BFD_RELOC_FT32_SC1		BFD_RELOC_IA64_LTOFF_FPTR64LSB	
BFD_RELOC_GPREL16		BFD_RELOC_IA64_LTOFF_FPTR64MSB	
BFD_RELOC_GPREL32		BFD_RELOC_IA64_LTOFF_TPREL22	
BFD_RELOC_H8_DIR16A8		BFD_RELOC_IA64_LTOFF22	
BFD_RELOC_H8_DIR16R8		BFD_RELOC_IA64_LTOFF22X	
BFD_RELOC_H8_DIR24A8		BFD_RELOC_IA64_LTOFF64I	
BFD_RELOC_H8_DIR24R8		BFD_RELOC_IA64_LTV32LSB	
BFD_RELOC_H8_DIR32A16		BFD_RELOC_IA64_LTV32MSB	
BFD_RELOC_H8_DISP32A16		BFD_RELOC_IA64_LTV64LSB	
BFD_RELOC_HI16		BFD_RELOC_IA64_LTV64MSB	
BFD_RELOC_HI16_BASEREL		BFD_RELOC_IA64_PCREL21B	
RED RELOC HI16 COTOFF 6	33	RED RELOC TAGA PORELOIRI	110

BFD_RELOC_IA64_PCREL21F	BFD_RELOC_L016_PCREL
BFD_RELOC_IA64_PCREL21M	BFD_RELOC_L016_PLT0FF
BFD_RELOC_IA64_PCREL22	BFD_RELOC_M32C_HI889
BFD_RELOC_IA64_PCREL32LSB	BFD_RELOC_M32C_RL_1ADDR89
BFD_RELOC_IA64_PCREL32MSB110	BFD_RELOC_M32C_RL_2ADDR89
BFD_RELOC_IA64_PCREL60B	BFD_RELOC_M32C_RL_JUMP
BFD_RELOC_IA64_PCREL64I	BFD_RELOC_M32R_10_PCREL
BFD_RELOC_IA64_PCREL64LSB110	BFD_RELOC_M32R_18_PCREL 89
BFD_RELOC_IA64_PCREL64MSB	BFD_RELOC_M32R_24
BFD_RELOC_IA64_PLT0FF22	BFD_RELOC_M32R_26_PCREL
BFD_RELOC_IA64_PLT0FF64I110	BFD_RELOC_M32R_26_PLTREL
BFD_RELOC_IA64_PLT0FF64LSB	BFD_RELOC_M32R_COPY90
BFD_RELOC_IA64_PLTOFF64MSB	BFD_RELOC_M32R_GLOB_DAT
BFD_RELOC_IA64_REL32LSB	BFD_RELOC_M32R_GOT16_HI_SLO 90
BFD_RELOC_IA64_REL32MSB	BFD_RELOC_M32R_GOT16_HI_ULO 90
BFD_RELOC_IA64_REL64LSB	BFD_RELOC_M32R_GOT16_L090
BFD_RELOC_IA64_REL64MSB	BFD_RELOC_M32R_GOT24 90
BFD_RELOC_IA64_SECREL32LSB	BFD_RELOC_M32R_GOTOFF 90
BFD_RELOC_IA64_SECREL32MSB	BFD_RELOC_M32R_GOTOFF_HI_SLO 90
BFD_RELOC_IA64_SECREL64LSB 110	BFD_RELOC_M32R_GOTOFF_HI_ULO 90
BFD_RELOC_IA64_SECREL64MSB 110	BFD_RELOC_M32R_GOTOFF_LO90
BFD_RELOC_IA64_SEGREL32LSB 110	BFD_RELOC_M32R_GOTPC_HI_SLO 90
BFD_RELOC_IA64_SEGREL32MSB 110	BFD_RELOC_M32R_GOTPC_HI_ULO 90
BFD_RELOC_IA64_SEGREL64LSB	BFD_RELOC_M32R_GOTPC_LO90
BFD_RELOC_IA64_SEGREL64MSB	BFD_RELOC_M32R_GOTPC24 90
BFD_RELOC_IA64_TPREL14	BFD_RELOC_M32R_HI16_SLO90
BFD_RELOC_IA64_TPREL22	BFD_RELOC_M32R_HI16_UL089
BFD_RELOC_IA64_TPREL64I111	BFD_RELOC_M32R_JMP_SLOT90
BFD_RELOC_IA64_TPREL64LSB111	BFD_RELOC_M32R_L01690
BFD_RELOC_IA64_TPREL64MSB111	BFD_RELOC_M32R_RELATIVE90
BFD_RELOC_IP2K_ADDR16CJP	BFD_RELOC_M32R_SDA16 90
BFD_RELOC_IP2K_BANK	BFD_RELOC_M68HC11_24 112
BFD_RELOC_IP2K_EX8DATA	BFD_RELOC_M68HC11_3B 111
BFD_RELOC_IP2K_FR_OFFSET	BFD_RELOC_M68HC11_HI8 111
BFD_RELOC_IP2K_FR9	BFD_RELOC_M68HC11_L016
BFD_RELOC_IP2K_HI8DATA	BFD_RELOC_M68HC11_L08 111
BFD_RELOC_IP2K_HI8INSN	BFD_RELOC_M68HC11_PAGE
BFD_RELOC_IP2K_LO8DATA	BFD_RELOC_M68HC11_RL_GROUP 111
BFD_RELOC_IP2K_LO8INSN	BFD_RELOC_M68HC11_RL_JUMP111
BFD_RELOC_IP2K_PAGE3 109	BFD_RELOC_M68HC12_10_PCREL
BFD_RELOC_IP2K_PC_SKIP	BFD_RELOC_M68HC12_16B
BFD_RELOC_IP2K_TEXT 109	BFD_RELOC_M68HC12_5B
BFD_RELOC_IQ2000_OFFSET_16 120	BFD_RELOC_M68HC12_9_PCREL113
BFD_RELOC_IQ2000_OFFSET_21 120	BFD_RELOC_M68HC12_9B
BFD_RELOC_IQ2000_UHI16	BFD_RELOC_M68HC12_HI8XG
BFD_RELOC_LM32_16_GOT	BFD_RELOC_M68HC12_L08XG
BFD_RELOC_LM32_BRANCH	BFD_RELOC_MACH_O_ARM64_ADDEND
BFD_RELOC_LM32_CALL	BFD_RELOC_MACH_O_ARM64_GOT_LOAD_PAGE21123
BFD_RELOC_LM32_COPY	BFD_RELOC_MACH_O_ARM64_GOT_
BFD_RELOC_LM32_GLOB_DAT	LOAD_PAGEOFF12
BFD_RELOC_LM32_GOTOFF_HI16	BFD_RELOC_MACH_O_ARM64_POINTER_TO_GOT 124
BFD_RELOC_LM32_GOTOFF_L016	BFD_RELOC_MACH_O_LOCAL_SECTDIFF
BFD_RELOC_LM32_JMP_SLOT	BFD_RELOC_MACH_O_PAIR
BFD_RELOC_LM32_RELATIVE	BFD_RELOC_MACH_O_SECTDIFF
BFD_RELOC_L010	BFD_RELOC_MACH_O_SUBTRACTOR32
BFD_RELOC_L016	BFD_RELOC_MACH_O_SUBTRACTOR64
BFD_RELOC_L016_BASEREL	BFD_RELOC_MACH_O_X86_64_BRANCH32
BFD RELOC L016 GOTOFF	BFD RELOC MACH O X86 64 BRANCHS

DDD DDT 00 W10W 0 W00 04 00D	DED DELOG VERMAG ELG TE	100
BFD_RELOC_MACH_O_X86_64_GOT	BFD_RELOC_METAG_TLS_IE	
BFD_RELOC_MACH_0_X86_64_GOT_LOAD 123	BFD_RELOC_METAG_TLS_IENONPIC	
BFD_RELOC_MACH_0_X86_64_PCREL32_1 123	BFD_RELOC_METAG_TLS_IENONPIC_HI16	
BFD_RELOC_MACH_O_X86_64_PCREL32_2 123	BFD_RELOC_METAG_TLS_IENONPIC_L016	
BFD_RELOC_MACH_O_X86_64_PCREL32_4 123	BFD_RELOC_METAG_TLS_LDM	
BFD_RELOC_MACH_O_X86_64_TLV 123	BFD_RELOC_METAG_TLS_LDO	
BFD_RELOC_MCORE_PCREL_3298	BFD_RELOC_METAG_TLS_LDO_HI16	
BFD_RELOC_MCORE_PCREL_IMM11BY298	BFD_RELOC_METAG_TLS_LDO_LO16	
BFD_RELOC_MCORE_PCREL_IMM4BY298	BFD_RELOC_METAG_TLS_LE	100
BFD_RELOC_MCORE_PCREL_IMM8BY498	BFD_RELOC_METAG_TLS_LE_HI16	100
BFD_RELOC_MCORE_PCREL_JSR_IMM11BY298	BFD_RELOC_METAG_TLS_LE_L016	100
BFD_RELOC_MCORE_RVA98	BFD_RELOC_METAG_TLS_TPOFF	100
BFD_RELOC_MEP_16	BFD_RELOC_MICROBLAZE_32_GOTOFF	124
BFD_RELOC_MEP_32	BFD_RELOC_MICROBLAZE_32_LO	
BFD_RELOC_MEP_8	BFD_RELOC_MICROBLAZE_32_LO_PCREL	
BFD_RELOC_MEP_ADDR24A499	BFD_RELOC_MICROBLAZE_32_ROSDA	
BFD_RELOC_MEP_GNU_VTENTRY99	BFD_RELOC_MICROBLAZE_32_RWSDA	
BFD_RELOC_MEP_GNU_VTINHERIT 99	BFD_RELOC_MICROBLAZE_32_SYM_OP_SYM	
BFD_RELOC_MEP_GPREL	BFD_RELOC_MICROBLAZE_32_TLSDTPMOD	
BFD_RELOC_MEP_HI16S	BFD_RELOC_MICROBLAZE_32_TLSDTPREL	
BFD_RELOC_MEP_HI16U	BFD_RELOC_MICROBLAZE_64_GOT	
BFD_RELOC_MEP_LOW16	BFD_RELOC_MICROBLAZE_64_GOTOFF	
BFD_RELOC_MEP_PCABS24A2	BFD_RELOC_MICROBLAZE_64_GOTPC	
BFD_RELOC_MEP_PCREL12A2	BFD_RELOC_MICROBLAZE_64_NONE	
BFD_RELOC_MEP_PCREL17A2	BFD_RELOC_MICROBLAZE_64_PLT	
BFD_RELOC_MEP_PCREL1/A2	BFD_RELOC_MICROBLAZE_64_FLI BFD_RELOC_MICROBLAZE_64_TEXTPCREL	
BFD_RELOC_MEP_PCREL8A2	BFD_RELOC_MICROBLAZE_64_TEXTPEREL	
BFD_RELOC_MEP_TPREL	BFD_RELOC_MICROBLAZE_64_TLS	
BFD_RELOC_MEP_TPREL7	BFD_RELOC_MICROBLAZE_64_TLSDTPREL	
BFD_RELOC_MEP_TPREL7A2	BFD_RELOC_MICROBLAZE_64_TLSGD	
BFD_RELOC_MEP_TPREL7A4	BFD_RELOC_MICROBLAZE_64_TLSGOTTPREL	
BFD_RELOC_MEP_UIMM24	BFD_RELOC_MICROBLAZE_64_TLSLD	
BFD_RELOC_METAG_COPY	BFD_RELOC_MICROBLAZE_64_TLSTPREL	
BFD_RELOC_METAG_GETSET_GOT99	BFD_RELOC_MICROBLAZE_COPY	
BFD_RELOC_METAG_GETSET_GOTOFF	BFD_RELOC_MICROMIPS_10_PCREL_S1	
BFD_RELOC_METAG_GETSETOFF99	BFD_RELOC_MICROMIPS_16_PCREL_S1	
BFD_RELOC_METAG_GLOB_DAT	BFD_RELOC_MICROMIPS_7_PCREL_S1	
BFD_RELOC_METAG_GOTOFF	BFD_RELOC_MICROMIPS_CALL_HI16	
BFD_RELOC_METAG_HI16_GOTOFF	BFD_RELOC_MICROMIPS_CALL_L016	
BFD_RELOC_METAG_HI16_GOTPC99	BFD_RELOC_MICROMIPS_CALL16	
BFD_RELOC_METAG_HI16_PLT99	BFD_RELOC_MICROMIPS_GOT_DISP	
BFD_RELOC_METAG_HIADDR1699	BFD_RELOC_MICROMIPS_GOT_HI16	
BFD_RELOC_METAG_HIOG	BFD_RELOC_MICROMIPS_GOT_LO16	
BFD_RELOC_METAG_JMP_SLOT99	BFD_RELOC_MICROMIPS_GOT_OFST	
BFD_RELOC_METAG_LO16_GOTOFF	BFD_RELOC_MICROMIPS_GOT_PAGE	71
BFD_RELOC_METAG_LO16_GOTPC99	BFD_RELOC_MICROMIPS_GOT16	. 71
BFD_RELOC_METAG_LO16_PLT99	BFD_RELOC_MICROMIPS_GPREL16	70
BFD_RELOC_METAG_LOADDR1699	BFD_RELOC_MICROMIPS_HI16	. 70
BFD_RELOC_METAG_LOOG	BFD_RELOC_MICROMIPS_HI16_S	
BFD_RELOC_METAG_PLT99	BFD_RELOC_MICROMIPS_HIGHER	
BFD_RELOC_METAG_REL16	BFD_RELOC_MICROMIPS_HIGHEST	
BFD_RELOC_METAG_REL8	BFD_RELOC_MICROMIPS_JALR	
BFD_RELOC_METAG_RELATIVE	BFD_RELOC_MICROMIPS_JMP	
BFD_RELOC_METAG_RELBRANCH	BFD_RELOC_MICROMIPS_LITERAL	
BFD_RELOC_METAG_RELBRANCH_PLT	BFD_RELOC_MICROMIPS_L016	
BFD_RELOC_METAG_TLS_DTPMOD	BFD_RELOC_MICROMIPS_SCN_DISP	
BFD_RELOC_METAG_TLS_DTP10FF	BFD_RELOC_MICROMIPS_SUB	71
BED RELOC METAG TIS CD 99	RED RELOC MICROMIPS TIS DIPREL HI16	
	DED BELOW BLUDGELES TO DIEKEL BUID	/ 1

BFD_RELOC_MICROMIPS_TLS_DTPREL_L016 71	BFD_RELOC_MIPS16_TLS_DTPREL_L016
BFD_RELOC_MICROMIPS_TLS_GD71	BFD_RELOC_MIPS16_TLS_GD70
BFD_RELOC_MICROMIPS_TLS_GOTTPREL72	BFD_RELOC_MIPS16_TLS_GOTTPREL 70
BFD_RELOC_MICROMIPS_TLS_LDM 71	BFD_RELOC_MIPS16_TLS_LDM
BFD_RELOC_MICROMIPS_TLS_TPREL_HI16 72	BFD_RELOC_MIPS16_TLS_TPREL_HI1670
BFD_RELOC_MICROMIPS_TLS_TPREL_L016 72	BFD_RELOC_MIPS16_TLS_TPREL_L016
BFD_RELOC_MIPS_18_PCREL_S370	BFD_RELOC_MMIX_ADDR19 100
BFD_RELOC_MIPS_19_PCREL_S270	BFD_RELOC_MMIX_ADDR27 100
BFD_RELOC_MIPS_21_PCREL_S270	BFD_RELOC_MMIX_BASE_PLUS_OFFSET101
BFD_RELOC_MIPS_26_PCREL_S270	BFD_RELOC_MMIX_CBRANCH
BFD_RELOC_MIPS_CALL_HI1671	BFD_RELOC_MMIX_CBRANCH_1
BFD_RELOC_MIPS_CALL_LO16	BFD_RELOC_MMIX_CBRANCH_2
BFD_RELOC_MIPS_CALL16	BFD_RELOC_MMIX_CBRANCH_3
BFD_RELOC_MIPS_COPY	BFD_RELOC_MMIX_CBRANCH_J
BFD_RELOC_MIPS_DELETE	BFD_RELOC_MMIX_GETA
BFD_RELOC_MIPS_EH	BFD_RELOC_MMIX_GETA_1
BFD_RELOC_MIPS_GOT_DISP	BFD_RELOC_MMIX_GETA_2
BFD_RELOC_MIPS_GOT_HI16	BFD_RELOC_MMIX_GETA_3
BFD_RELOC_MIPS_GOT_L016	BFD_RELOC_MMIX_JMP
BFD_RELOC_MIPS_GOT_OFST	BFD_RELOC_MMIX_JMP_1
BFD_RELOC_MIPS_GOT_PAGE	BFD_RELOC_MMIX_JMP_2
BFD_RELOC_MIPS_GOT16	BFD_RELOC_MMIX_JMP_3
BFD_RELOC_MIPS_HIGHER	BFD_RELOC_MMIX_LOCAL
BFD_RELOC_MIPS_HIGHEST	BFD_RELOC_MMIX_PUSHJ
BFD_RELOC_MIPS_INSERT_A71	BFD_RELOC_MMIX_PUSHJ_1 100
BFD_RELOC_MIPS_INSERT_B71	BFD_RELOC_MMIX_PUSHJ_2
BFD_RELOC_MIPS_JALR71	BFD_RELOC_MMIX_PUSHJ_3100
BFD_RELOC_MIPS_JMP	BFD_RELOC_MMIX_PUSHJ_STUBBABLE 100
BFD_RELOC_MIPS_JUMP_SLOT72	BFD_RELOC_MMIX_REG
BFD_RELOC_MIPS_LITERAL 70	BFD_RELOC_MMIX_REG_OR_BYTE 100
BFD_RELOC_MIPS_REL16	BFD_RELOC_MN10300_16_PCREL
BFD_RELOC_MIPS_RELGOT	BFD_RELOC_MN10300_32_PCREL
BFD_RELOC_MIPS_SCN_DISP71	BFD_RELOC_MN10300_ALIGN74
BFD_RELOC_MIPS_SHIFT5 71	BFD_RELOC_MN10300_COPY
BFD_RELOC_MIPS_SHIFT6 71	${\tt BFD_RELOC_MN10300_GLOB_DAT}$
BFD_RELOC_MIPS_SUB71	BFD_RELOC_MN10300_GOT16
BFD_RELOC_MIPS_TLS_DTPMOD32 71	BFD_RELOC_MN10300_GOT2473
BFD_RELOC_MIPS_TLS_DTPMOD64 71	BFD_RELOC_MN10300_GOT3273
BFD_RELOC_MIPS_TLS_DTPREL_HI1671	BFD_RELOC_MN10300_GOT0FF2473
BFD_RELOC_MIPS_TLS_DTPREL_L01671	BFD_RELOC_MN10300_JMP_SLOT73
BFD_RELOC_MIPS_TLS_DTPREL32 71	BFD_RELOC_MN10300_RELATIVE73
BFD_RELOC_MIPS_TLS_DTPREL64 71	BFD_RELOC_MN10300_SYM_DIFF
BFD_RELOC_MIPS_TLS_GD	BFD_RELOC_MN10300_TLS_DTPMOD
BFD_RELOC_MIPS_TLS_GOTTPREL 71	BFD_RELOC_MN10300_TLS_DTP0FF 74
BFD_RELOC_MIPS_TLS_LDM 71	BFD_RELOC_MN10300_TLS_GD74
BFD_RELOC_MIPS_TLS_TPREL_HI1672	BFD_RELOC_MN10300_TLS_GOTIE 74
BFD_RELOC_MIPS_TLS_TPREL_L01672	BFD_RELOC_MN10300_TLS_IE
BFD_RELOC_MIPS_TLS_TPREL3272	BFD_RELOC_MN10300_TLS_LD
BFD_RELOC_MIPS_TLS_TPREL6472	BFD_RELOC_MN10300_TLS_LD074
BFD_RELOC_MIPS16_16_PCREL_S1 70	BFD_RELOC_MN10300_TLS_LE74
BFD_RELOC_MIPS16_CALL16	BFD_RELOC_MN10300_TLS_TP0FF
BFD_RELOC_MIPS16_GOT16	BFD_RELOC_MOXIE_10_PCREL
BFD_RELOC_MIPS16_GPREL	BFD_RELOC_MSP430_10_PCREL
BFD_RELOC_MIPS16_HI16	BFD_RELOC_MSP430_16
BFD_RELOC_MIPS16_HI16_S70	BFD_RELOC_MSP430_16_BYTE
BFD_RELOC_MIPS16_JMP	BFD_RELOC_MSP430_16_PCREL
BFD_RELOC_MIPS16_L016	BFD_RELOC_MSP430_16_PCREL_BYTE
RED RELOC MIPS16 TLS DTPREI HI16 70	RED RELOC MSP430 2X PCRFI 118

BFD_RELOC_MSP430_ABS_HI16118	BFD_RELOC_NDS32_GOTOFF_HI20	92
BFD_RELOC_MSP430_ABS8	BFD_RELOC_NDS32_GOTOFF_LO12	92
BFD_RELOC_MSP430_PREL31	BFD_RELOC_NDS32_GOTOFF_L015	93
BFD_RELOC_MSP430_RL_PCREL118	BFD_RELOC_NDS32_GOTOFF_LO19	93
BFD_RELOC_MSP430_SYM_DIFF118	BFD_RELOC_NDS32_GOTOFF_SUFF	
BFD_RELOC_MSP430X_ABS16	BFD_RELOC_NDS32_GOTPC_HI20	92
BFD_RELOC_MSP430X_ABS20_ADR_DST118	BFD_RELOC_NDS32_GOTPC_LO12	92
BFD_RELOC_MSP430X_ABS20_ADR_SRC118	BFD_RELOC_NDS32_GOTPC20	92
BFD_RELOC_MSP430X_ABS20_EXT_DST118	BFD_RELOC_NDS32_GOTTPOFF	94
BFD_RELOC_MSP430X_ABS20_EXT_ODST 118	BFD_RELOC_NDS32_GROUP	
BFD_RELOC_MSP430X_ABS20_EXT_SRC118	BFD_RELOC_NDS32_HI20	
BFD_RELOC_MSP430X_PCR16	BFD_RELOC_NDS32_INSN16	92
BFD_RELOC_MSP430X_PCR20_CALL	BFD_RELOC_NDS32_JMP_SLOT	92
BFD_RELOC_MSP430X_PCR20_EXT_DST118	BFD_RELOC_NDS32_LABEL	
BFD_RELOC_MSP430X_PCR20_EXT_ODST 118	BFD_RELOC_NDS32_L012S0	
BFD_RELOC_MSP430X_PCR20_EXT_SRC118	BFD_RELOC_NDS32_L012S0_ORI	
BFD_RELOC_MT_GNU_VTENTRY118	BFD_RELOC_NDS32_L012S1	
BFD_RELOC_MT_GNU_VTINHERIT 118	BFD_RELOC_NDS32_L012S2	
BFD_RELOC_MT_HI16	BFD_RELOC_NDS32_LO12S2_DP	
BFD_RELOC_MT_L016	BFD_RELOC_NDS32_L012S2_SP	
BFD_RELOC_MT_PC16	BFD_RELOC_NDS32_L012S3	
BFD_RELOC_MT_PCINSN8	BFD_RELOC_NDS32_LOADSTORE	
BFD_RELOC_NDS32_10_UPCREL	BFD_RELOC_NDS32_LONGCALL1	
BFD_RELOC_NDS32_10IFCU_PCREL	BFD_RELOC_NDS32_LONGCALL2	
BFD_RELOC_NDS32_15_FIXED	BFD_RELOC_NDS32_LONGCALL3	
BFD_RELOC_NDS32_15_PCREL	BFD_RELOC_NDS32_LONGCALL4	
BFD_RELOC_NDS32_17_FIXED	BFD_RELOC_NDS32_LONGCALL5	
BFD_RELOC_NDS32_17_PCREL 90	BFD_RELOC_NDS32_LONGCALL6	
BFD_RELOC_NDS32_17IFC_PCREL 94	BFD_RELOC_NDS32_LONGJUMP1	
BFD_RELOC_NDS32_20	BFD_RELOC_NDS32_LONGJUMP2	
BFD_RELOC_NDS32_25_ABS	BFD_RELOC_NDS32_LONGJUMP3	
BFD_RELOC_NDS32_25_RDS	BFD_RELOC_NDS32_LONGJUMP4	
BFD_RELOC_NDS32_25_PCREL	BFD_RELOC_NDS32_LONGJUMP5	
BFD_RELOC_NDS32_25_PLTREL 92	BFD_RELOC_NDS32_LONGJUMP6	
BFD_RELOC_NDS32_5	BFD_RELOC_NDS32_LONGJUMP7	
BFD_RELOC_NDS32_9_FIXED	BFD_RELOC_NDS32_LSI	
BFD_RELOC_NDS32_9_FIXED 92 BFD_RELOC_NDS32_9_PCREL 90	BFD_RELOC_NDS32_MINUEND	94
BFD_RELOC_NDS32_9_PLTREL 92	BFD_RELOC_NDS32_MINOEND	
BFD_RELOC_NDS32_COPY	BFD_RELOC_NDS32_PLT_GOT_SUFF	
BFD_RELOC_NDS32_DATA	BFD_RELOC_NDS32_PLT_GOTREL_HI20	
BFD_RELOC_NDS32_DIFF_ULEB128	BFD_RELOC_NDS32_PLT_GOTREL_H120 BFD_RELOC_NDS32_PLT_GOTREL_L012	
BFD_RELOC_NDS32_DIFF16	BFD_RELOC_NDS32_PLT_GOTREL_L012 BFD_RELOC_NDS32_PLT_GOTREL_L015	
BFD_RELOC_NDS32_DIFF10 93 BFD_RELOC_NDS32_DIFF32 93	BFD_RELOC_NDS32_PLT_GOTREL_L019	
BFD_RELOC_NDS32_DIFF8	BFD_RELOC_NDS32_PLT_GOTREL_L020	
BFD_RELOC_NDS32_DIFFO 93 BFD_RELOC_NDS32_DWARF2_LEB 93	BFD_RELOC_NDS32_PLT_GOTREL_LU2U BFD_RELOC_NDS32_PLTBLOCK	
	BFD_RELOC_NDS32_PLTBLUCKBFD_RELOC_NDS32_PLTREL_HI20	
BFD_RELOC_NDS32_DWARF2_OP1		
BFD_RELOC_NDS32_DWARF2_OP2	BFD_RELOC_NDS32_PLTREL_LO12	
BFD_RELOC_NDS32_EMPTY	BFD_RELOC_NDS32_PTRBFD_RELOC_NDS32_PTR_COUNT	
BFD_RELOC_NDS32_GLOB_DAT		
BFD_RELOC_NDS32_GOT_HI20	BFD_RELOC_NDS32_PTR_RESOLVED	
BFD_RELOC_NDS32_GOT_L012	BFD_RELOC_NDS32_RELATIVE	
BFD_RELOC_NDS32_GOT_L015	BFD_RELOC_NDS32_RELAX_ENTRY	
BFD_RELOC_NDS32_GOT_LO19	BFD_RELOC_NDS32_RELAX_REGION_BEGIN	
BFD_RELOC_NDS32_GOT_SUFF	BFD_RELOC_NDS32_RELAX_REGION_END	
BFD_RELOC_NDS32_GOT15S2	BFD_RELOC_NDS32_REMOVE	
BFD_RELOC_NDS32_GOT17S2	BFD_RELOC_NDS32_SDA_FP7U2_RELA	
BFD_RELOC_NDS32_GOT20	BFD_RELOC_NDS32_SDA12S2_DP	
BFD RELOC NDS32 GOTOFF92	BFD_RELOC_NDS32_SDA12S2_SP	92

BFD_RELOC_NDS32_SDA15S0	BFD_RELOC_NIOS2_IMM6 119
BFD_RELOC_NDS32_SDA15S1	BFD_RELOC_NIOS2_IMM8
BFD_RELOC_NDS32_SDA15S2	${\tt BFD_RELOC_NIOS2_JUMP_SLOT}119$
BFD_RELOC_NDS32_SDA15S391	BFD_RELOC_NIOS2_L016
BFD_RELOC_NDS32_SDA16S391	BFD_RELOC_NIOS2_PCREL_HA119
BFD_RELOC_NDS32_SDA17S291	BFD_RELOC_NIOS2_PCREL_LO119
BFD_RELOC_NDS32_SDA18S1	BFD_RELOC_NIOS2_R2_F1I5_2120
BFD_RELOC_NDS32_SDA19S091	BFD_RELOC_NIOS2_R2_I10_1_PCREL119
BFD_RELOC_NDS32_SUBTRAHEND93	BFD_RELOC_NIOS2_R2_L5I4X1120
BFD_RELOC_NDS32_TLS_DESC94	BFD_RELOC_NIOS2_R2_S12
BFD_RELOC_NDS32_TLS_DESC_20	BFD_RELOC_NIOS2_R2_T1I7_1_PCREL119
BFD_RELOC_NDS32_TLS_DESC_ADD	BFD_RELOC_NIOS2_R2_T1I7_2119
BFD_RELOC_NDS32_TLS_DESC_CALL	BFD_RELOC_NIOS2_R2_T1X1I6120
BFD_RELOC_NDS32_TLS_DESC_FUNC	BFD_RELOC_NIOS2_R2_T1X1I6_2 120
BFD_RELOC_NDS32_TLS_DESC_HI2094	BFD_RELOC_NIOS2_R2_T2I4119
BFD_RELOC_NDS32_TLS_DESC_LO1294	BFD_RELOC_NIOS2_R2_T2I4_1119
BFD_RELOC_NDS32_TLS_DESC_MEM	BFD_RELOC_NIOS2_R2_T2I4_2119
BFD_RELOC_NDS32_TLS_DESC_SDA17S294	BFD_RELOC_NIOS2_R2_X1I7_2119
BFD_RELOC_NDS32_TLS_IE_HI20	BFD_RELOC_NIOS2_R2_X2L5
BFD_RELOC_NDS32_TLS_IE_LO12	BFD_RELOC_NIOS2_RELATIVE119
BFD_RELOC_NDS32_TLS_IE_L012S294	BFD_RELOC_NIOS2_S16
BFD_RELOC_NDS32_TLS_IEGP_HI2094	BFD_RELOC_NIOS2_TLS_DTPMOD
BFD_RELOC_NDS32_TLS_IEGP_LO1294	BFD_RELOC_NIOS2_TLS_DTPREL
BFD_RELOC_NDS32_TLS_IEGP_L012S294	BFD_RELOC_NIOS2_TLS_GD16
BFD_RELOC_NDS32_TLS_IEGP_LW	BFD_RELOC_NIOS2_TLS_IE16119
BFD_RELOC_NDS32_TLS_LE_15S0	BFD_RELOC_NIOS2_TLS_LDM16119
BFD_RELOC_NDS32_TLS_LE_15S1	BFD_RELOC_NIOS2_TLS_LD016119
BFD_RELOC_NDS32_TLS_LE_15S2	BFD_RELOC_NIOS2_TLS_LE16
BFD_RELOC_NDS32_TLS_LE_2094	BFD_RELOC_NIOS2_TLS_TPREL
BFD_RELOC_NDS32_TLS_LE_ADD94	BFD_RELOC_NIOS2_U16
BFD_RELOC_NDS32_TLS_LE_HI20	BFD_RELOC_NIOS2_UJMP
BFD_RELOC_NDS32_TLS_LE_LO12	BFD_RELOC_NONE
BFD_RELOC_NDS32_TLS_LE_LS94	BFD_RELOC_NS32K_DISP_16
BFD_RELOC_NDS32_TPOFF	BFD_RELOC_NS32K_DISP_16_PCREL 75
BFD_RELOC_NDS32_TRAN	BFD_RELOC_NS32K_DISP_32
BFD_RELOC_NDS32_UPDATE_TA93	BFD_RELOC_NS32K_DISP_32_PCREL
BFD_RELOC_NDS32_WORD_9_PCREL 90	BFD_RELOC_NS32K_DISP_8
BFD_RELOC_NIOS2_ALIGN	BFD_RELOC_NS32K_DISP_8_PCREL
BFD_RELOC_NIOS2_CACHE_OPX119	BFD_RELOC_NS32K_IMM_16
BFD_RELOC_NIOS2_CALL_HA	BFD_RELOC_NS32K_IMM_16_PCREL
BFD_RELOC_NIOS2_CALL_LO	BFD_RELOC_NS32K_IMM_3275
BFD_RELOC_NIOS2_CALL16	BFD_RELOC_NS32K_IMM_32_PCREL
BFD_RELOC_NIOS2_CALL26	BFD_RELOC_NS32K_IMM_8
BFD_RELOC_NIOS2_CALL26_NOAT	BFD_RELOC_NS32K_IMM_8_PCREL
BFD_RELOC_NIOS2_CALLR	BFD_RELOC_OR1K_COPY
BFD_RELOC_NIOS2_CJMP	BFD_RELOC_OR1K_GLOB_DAT
BFD_RELOC_NIOS2_COPY	BFD_RELOC_OR1K_GOT_LO13
BFD_RELOC_NIOS2_GLOB_DAT119	BFD_RELOC_OR1K_GOT_PG21116
BFD_RELOC_NIOS2_GOT_HA	BFD_RELOC_OR1K_GOT16
BFD_RELOC_NIOS2_GOT_LO	BFD_RELOC_OR1K_GOTOFF_SLO16
BFD_RELOC_NIOS2_GOT16	BFD_RELOC_OR1K_GOTPC_HI16
BFD_RELOC_NIOS2_GOTOFF	BFD_RELOC_OR1K_GOTPC_LO16
BFD_RELOC_NIOS2_GOTOFF_HA	BFD_RELOC_OR1K_JMP_SLOT
BFD_RELOC_NIOS2_GOTOFF_LO	BFD_RELOC_OR1K_L013
BFD_RELOC_NIOS2_GPREL	BFD_RELOC_OR1K_PCREL_PG21
BFD_RELOC_NIOS2_HI16	BFD_RELOC_OR1K_PLT26
BFD_RELOC_NIOS2_HIADJ16	BFD_RELOC_OR1K_PLTA26
RED RELOC NIOS2 IMM5 119	BED RELOC ORIK REL 26 116

BFD_RELOC_OR1K_RELATIVE	BFD_RELOC_PPC_EMB_RELST_HA	
BFD_RELOC_OR1K_SL013	BFD_RELOC_PPC_EMB_RELST_HI	
BFD_RELOC_OR1K_SL016	BFD_RELOC_PPC_EMB_RELST_LO	
BFD_RELOC_OR1K_TLS_DTPMOD117	BFD_RELOC_PPC_EMB_SDA21	
BFD_RELOC_OR1K_TLS_DTPOFF117	BFD_RELOC_PPC_EMB_SDA2I16	
BFD_RELOC_OR1K_TLS_GD_HI16 117	BFD_RELOC_PPC_EMB_SDA2REL	
BFD_RELOC_OR1K_TLS_GD_LO13 117	BFD_RELOC_PPC_EMB_SDAI16	
BFD_RELOC_OR1K_TLS_GD_LO16	BFD_RELOC_PPC_GLOB_DAT	
BFD_RELOC_OR1K_TLS_GD_PG21 117	BFD_RELOC_PPC_GOT_DTPREL16	
BFD_RELOC_OR1K_TLS_IE_AHI16 117	BFD_RELOC_PPC_GOT_DTPREL16_HA	
BFD_RELOC_OR1K_TLS_IE_HI16 117	BFD_RELOC_PPC_GOT_DTPREL16_HI	
BFD_RELOC_OR1K_TLS_IE_LO13 117	BFD_RELOC_PPC_GOT_DTPREL16_LO	
BFD_RELOC_OR1K_TLS_IE_LO16 117	BFD_RELOC_PPC_GOT_TLSGD16	
BFD_RELOC_OR1K_TLS_IE_PG21 117	BFD_RELOC_PPC_GOT_TLSGD16_HA	
BFD_RELOC_OR1K_TLS_LDM_HI16 117	BFD_RELOC_PPC_GOT_TLSGD16_HI	
BFD_RELOC_OR1K_TLS_LDM_LO13 117	BFD_RELOC_PPC_GOT_TLSGD16_L0	
BFD_RELOC_OR1K_TLS_LDM_LO16 117	BFD_RELOC_PPC_GOT_TLSLD16	
BFD_RELOC_OR1K_TLS_LDM_PG21 117	BFD_RELOC_PPC_GOT_TLSLD16_HA	
BFD_RELOC_OR1K_TLS_LDO_HI16 117	BFD_RELOC_PPC_GOT_TLSLD16_HI	
BFD_RELOC_OR1K_TLS_LDO_LO16	BFD_RELOC_PPC_GOT_TLSLD16_LO	78
BFD_RELOC_OR1K_TLS_LE_AHI16 117	BFD_RELOC_PPC_GOT_TPREL16	
BFD_RELOC_OR1K_TLS_LE_HI16 117	BFD_RELOC_PPC_GOT_TPREL16_HA	78
BFD_RELOC_OR1K_TLS_LE_LO16 117	BFD_RELOC_PPC_GOT_TPREL16_HI	
BFD_RELOC_OR1K_TLS_LE_SL016 117	BFD_RELOC_PPC_GOT_TPREL16_LO	78
BFD_RELOC_OR1K_TLS_TPOFF117	BFD_RELOC_PPC_JMP_SLOT	76
BFD_RELOC_PDP11_DISP_6_PCREL	BFD_RELOC_PPC_LOCAL24PC	
BFD_RELOC_PDP11_DISP_8_PCREL	BFD_RELOC_PPC_REL16DX_HA	
BFD_RELOC_PJ_CODE_DIR16	BFD_RELOC_PPC_RELATIVE	
BFD_RELOC_PJ_CODE_DIR32	BFD_RELOC_PPC_TLS	
BFD_RELOC_PJ_CODE_HI16	BFD_RELOC_PPC_TLSGD	
BFD_RELOC_PJ_CODE_L016	BFD_RELOC_PPC_TLSLD	
BFD_RELOC_PJ_CODE_REL16	BFD_RELOC_PPC_TOC16	
BFD_RELOC_PJ_CODE_REL32	BFD_RELOC_PPC_TPREL	
BFD_RELOC_PPC_16DX_HA	BFD_RELOC_PPC_TPREL16	
BFD_RELOC_PPC_B16	BFD_RELOC_PPC_TPREL16_HA	
BFD_RELOC_PPC_B16_BRNTAKEN	BFD_RELOC_PPC_TPREL16_HI	
BFD_RELOC_PPC_B16_BRTAKEN	BFD_RELOC_PPC_TPREL16_L0	
BFD_RELOC_PPC_B26	BFD_RELOC_PPC_VLE_HA16A	
BFD_RELOC_PPC_BA16	BFD_RELOC_PPC_VLE_HA16D	
BFD_RELOC_PPC_BA16_BRNTAKEN	BFD_RELOC_PPC_VLE_HI16A	
BFD_RELOC_PPC_BA16_BRTAKEN	BFD_RELOC_PPC_VLE_HI16D	
BFD_RELOC_PPC_BA26	BFD_RELOC_PPC_VLE_LO16A	
BFD_RELOC_PPC_COPY	BFD_RELOC_PPC_VLE_L016D	
BFD_RELOC_PPC_DTPMOD	BFD_RELOC_PPC_VLE_REL15	
BFD_RELOC_PPC_DTPREL	BFD_RELOC_PPC_VLE_REL24	
BFD_RELOC_PPC_DTPREL16	BFD_RELOC_PPC_VLE_REL8	
BFD_RELOC_PPC_DTPREL16_HA	BFD_RELOC_PPC_VLE_SDA21	
BFD_RELOC_PPC_DTPREL16_HI	BFD_RELOC_PPC_VLE_SDA21_LO	
BFD_RELOC_PPC_DTPREL16_L0	BFD_RELOC_PPC_VLE_SDAREL_HA16A	
BFD_RELOC_PPC_EMB_BIT_FLD	BFD_RELOC_PPC_VLE_SDAREL_HA16D	
BFD_RELOC_PPC_EMB_MRKREF	BFD_RELOC_PPC_VLE_SDAREL_HI16A	
BFD_RELOC_PPC_EMB_MRKREF	BFD_RELOC_PPC_VLE_SDAREL_HI16D	
BFD_RELOC_PPC_EMB_NADDR16_HA	BFD_RELOC_PPC_VLE_SDAREL_HI16D BFD_RELOC_PPC_VLE_SDAREL_L016A	
	BFD_RELOC_PPC_VLE_SDAREL_L016D	
BFD_RELOC_PPC_EMB_NADDR16_HI		
BFD_RELOC_PPC_EMB_NADDR16_LO	BFD_RELOC_PPC64_ADDR16_DS	
BFD_RELOC_PPC_EMB_NADDR32	BFD_RELOC_PPC64_ADDR16_HIGH	
BFD_RELOC_PPC_EMB_RELSDA	BFD_RELOC_PPC64_ADDR16_HIGHA	
BED BELLIC PPC EMB RELSECTA 76	BED BELLIC PPC64 ADDR16 LU DS	17

BFD_RELOC_PPC64_ADDR64_LOCAL	BFD_RELOC_RELC	117
BFD_RELOC_PPC64_DTPREL16_DS	BFD_RELOC_RISCV_32_PCREL	
BFD_RELOC_PPC64_DTPREL16_HIGH	BFD_RELOC_RISCV_ADD16	
BFD_RELOC_PPC64_DTPREL16_HIGHA	BFD_RELOC_RISCV_ADD32	
BFD_RELOC_PPC64_DTPREL16_HIGHER	BFD_RELOC_RISCV_ADD64	
	BFD_RELOC_RISCV_ADD8	
BFD_RELOC_PPC64_DTPREL16_HIGHEST		
BFD_RELOC_PPC64_DTPREL16_HIGHESTA	BFD_RELOC_RISCV_CALL	
BFD_RELOC_PPC64_DTPREL16_LO_DS	BFD_RELOC_RISCV_CALL_PLT	
BFD_RELOC_PPC64_ENTRY	BFD_RELOC_RISCV_CFA	
BFD_RELOC_PPC64_GOT16_DS	BFD_RELOC_RISCV_GOT_HI20	
BFD_RELOC_PPC64_GOT16_LO_DS	BFD_RELOC_RISCV_GPREL_I	
BFD_RELOC_PPC64_HIGHER 77	BFD_RELOC_RISCV_GPREL_S	
BFD_RELOC_PPC64_HIGHER_S77	BFD_RELOC_RISCV_GPREL12_I	
BFD_RELOC_PPC64_HIGHEST77	BFD_RELOC_RISCV_GPREL12_S	
BFD_RELOC_PPC64_HIGHEST_S77	BFD_RELOC_RISCV_HI20	
BFD_RELOC_PPC64_PLT16_LO_DS	BFD_RELOC_RISCV_JMP	
BFD_RELOC_PPC64_PLTGOT1677	BFD_RELOC_RISCV_LO12_I	103
BFD_RELOC_PPC64_PLTGOT16_DS	BFD_RELOC_RISCV_LO12_S	103
BFD_RELOC_PPC64_PLTGOT16_HA 77	BFD_RELOC_RISCV_PCREL_HI20	103
BFD_RELOC_PPC64_PLTGOT16_HI	BFD_RELOC_RISCV_PCREL_L012_I	103
BFD_RELOC_PPC64_PLTGOT16_LO	BFD_RELOC_RISCV_PCREL_LO12_S	
BFD_RELOC_PPC64_PLTGOT16_LO_DS	BFD_RELOC_RISCV_RELAX	
BFD_RELOC_PPC64_REL16_HIGH	BFD_RELOC_RISCV_RVC_BRANCH	
BFD_RELOC_PPC64_REL16_HIGHA	BFD_RELOC_RISCV_RVC_JUMP	
BFD_RELOC_PPC64_REL16_HIGHER	BFD_RELOC_RISCV_RVC_LUI	
BFD_RELOC_PPC64_REL16_HIGHERA	BFD_RELOC_RISCV_SET16	
BFD_RELOC_PPC64_REL16_HIGHEST	BFD_RELOC_RISCV_SET32	
BFD_RELOC_PPC64_REL16_HIGHESTA	BFD_RELOC_RISCV_SET6	
BFD_RELOC_PPC64_REL24_NOTOC	BFD_RELOC_RISCV_SET8	
BFD_RELOC_PPC64_SECTOFF_DS	BFD_RELOC_RISCV_SUB16	
BFD_RELOC_PPC64_SECTOFF_LO_DS	BFD_RELOC_RISCV_SUB32	
BFD_RELOC_PPC64_TOC	BFD_RELOC_RISCV_SUB6	
BFD_RELOC_PPC64_TOC16_DS	BFD_RELOC_RISCV_SUB64	
BFD_RELOC_PPC64_TOC16_HA	BFD_RELOC_RISCV_SUB8	
BFD_RELOC_PPC64_TOC16_HI	BFD_RELOC_RISCV_TLS_DTPMOD32	
BFD_RELOC_PPC64_TOC16_L0	BFD_RELOC_RISCV_TLS_DTPMOD64	
BFD_RELOC_PPC64_TOC16_LO_DS	BFD_RELOC_RISCV_TLS_DTPREL32	
BFD_RELOC_PPC64_TPREL16_DS	BFD_RELOC_RISCV_TLS_DTPREL64	
BFD_RELOC_PPC64_TPREL16_HIGH	BFD_RELOC_RISCV_TLS_GD_HI20	
BFD_RELOC_PPC64_TPREL16_HIGHA79	BFD_RELOC_RISCV_TLS_GOT_HI20	
BFD_RELOC_PPC64_TPREL16_HIGHER	BFD_RELOC_RISCV_TLS_TPREL32	
BFD_RELOC_PPC64_TPREL16_HIGHERA78	BFD_RELOC_RISCV_TLS_TPREL64	
BFD_RELOC_PPC64_TPREL16_HIGHEST78	BFD_RELOC_RISCV_TPREL_ADD	103
BFD_RELOC_PPC64_TPREL16_HIGHESTA78	BFD_RELOC_RISCV_TPREL_HI20	103
BFD_RELOC_PPC64_TPREL16_LO_DS	BFD_RELOC_RISCV_TPREL_I	104
BFD_RELOC_PRU_16_PMEM	BFD_RELOC_RISCV_TPREL_L012_I	103
BFD_RELOC_PRU_32_PMEM	BFD_RELOC_RISCV_TPREL_L012_S	103
BFD_RELOC_PRU_GNU_DIFF16120	BFD_RELOC_RISCV_TPREL_S	
BFD_RELOC_PRU_GNU_DIFF16_PMEM	BFD_RELOC_RL78_16_OP	104
BFD_RELOC_PRU_GNU_DIFF32120	BFD_RELOC_RL78_16U	
BFD_RELOC_PRU_GNU_DIFF32_PMEM	BFD_RELOC_RL78_24_OP	
BFD_RELOC_PRU_GNU_DIFF8	BFD_RELOC_RL78_24U	
BFD_RELOC_PRU_LDI32	BFD_RELOC_RL78_32_OP	
BFD_RELOC_PRU_S10_PCREL	BFD_RELOC_RL78_8U	
BFD_RELOC_PRU_U16	BFD_RELOC_RL78_ABS16	
BFD_RELOC_PRU_U16_PMEMIMM	BFD_RELOC_RL78_ABS16_REV	
RED RELOC PRI IIS PORFI 120		105
	DELL BELLIG BLAC ADOLDU	1117

BFD_RELOC_RL78_ABS16UL	BFD_RELOC_SCORE_DUMMY_HI16 1	108
BFD_RELOC_RL78_ABS16UW	BFD_RELOC_SCORE_DUMMY2	108
BFD_RELOC_RL78_ABS32	BFD_RELOC_SCORE_GOT_LO16	
BFD_RELOC_RL78_ABS32_REV	BFD_RELOC_SCORE_GOT15 1	108
BFD_RELOC_RL78_ABS8	BFD_RELOC_SCORE_GPREL15	
BFD_RELOC_RL78_CODE	BFD_RELOC_SCORE_IMM30 1	108
BFD_RELOC_RL78_DIFF	BFD_RELOC_SCORE_IMM32	
BFD_RELOC_RL78_DIR3U_PCREL	BFD_RELOC_SCORE_JMP 1	
BFD_RELOC_RL78_GPRELB	BFD_RELOC_SCORE16_BRANCH	
BFD_RELOC_RL78_GPRELL	BFD_RELOC_SCORE16_JMP 1	
BFD_RELOC_RL78_GPRELW	BFD_RELOC_SH_ALIGN	
BFD_RELOC_RL78_HI16	BFD_RELOC_SH_CODE	
BFD_RELOC_RL78_HI8	BFD_RELOC_SH_COPY	
BFD_RELOC_RL78_L016	BFD_RELOC_SH_COPY64	
BFD_RELOC_RL78_NEG16	BFD_RELOC_SH_COUNT	
BFD_RELOC_RL78_NEG24	BFD_RELOC_SH_DATA	
BFD_RELOC_RL78_NEG32	BFD_RELOC_SH_DISP12	
BFD_RELOC_RL78_NEG8	BFD_RELOC_SH_DISP12BY2	
BFD_RELOC_RL78_OP_AND	BFD_RELOC_SH_DISP12BY4	
BFD_RELOC_RL78_OP_NEG	BFD_RELOC_SH_DISP12BY8	
BFD_RELOC_RL78_OP_SHRA	BFD_RELOC_SH_DISP20	
BFD_RELOC_RL78_OP_SUBTRACT	BFD_RELOC_SH_DISP20BY8	
BFD_RELOC_RL78_RELAX	BFD_RELOC_SH_FUNCDESC	
BFD_RELOC_RL78_SADDR	BFD_RELOC_SH_GLOB_DAT	
BFD_RELOC_RL78_SYM	BFD_RELOC_SH_GLOB_DAT64	
	BFD_RELOC_SH_GOT_HI16	
BFD_RELOC_RVA 64 BFD_RELOC_RX_16_OP 105	BFD_RELOC_SH_GOT_LOW16	
BFD_RELOC_RX_16U	BFD_RELOC_SH_GOT_MEDHI16	
	BFD_RELOC_SH_GOT_MEDITIO	
BFD_RELOC_RX_24_0P		
BFD_RELOC_RX_24U	BFD_RELOC_SH_GOT10BY4	
BFD_RELOC_RX_32_OP	BFD_RELOC_SH_GOT10BY8	
BFD_RELOC_RX_8U	BFD_RELOC_SH_GOT20	
BFD_RELOC_RX_ABS16	BFD_RELOC_SH_GOTFUNCDESC	
BFD_RELOC_RX_ABS16_REV	BFD_RELOC_SH_GOTFUNCDESC20	
BFD_RELOC_RX_ABS16U	BFD_RELOC_SH_GOTOFF_HI16	
BFD_RELOC_RX_ABS16UL	BFD_RELOC_SH_GOTOFF_LOW16	83
BFD_RELOC_RX_ABS16UW	BFD_RELOC_SH_GOTOFF_MEDHI16	
BFD_RELOC_RX_ABS32	BFD_RELOC_SH_GOTOFF_MEDLOW16	
BFD_RELOC_RX_ABS32_REV	BFD_RELOC_SH_GOTOFF20	
BFD_RELOC_RX_ABS8	BFD_RELOC_SH_GOTOFFFUNCDESC	
BFD_RELOC_RX_DIFF	BFD_RELOC_SH_GOTOFFFUNCDESC20	
BFD_RELOC_RX_DIR3U_PCREL	BFD_RELOC_SH_GOTPC	
BFD_RELOC_RX_GPRELB	BFD_RELOC_SH_GOTPC_HI16	
BFD_RELOC_RX_GPRELL	BFD_RELOC_SH_GOTPC_LOW16	
BFD_RELOC_RX_GPRELW	BFD_RELOC_SH_GOTPC_MEDHI16	
BFD_RELOC_RX_NEG16	BFD_RELOC_SH_GOTPC_MEDLOW16	
BFD_RELOC_RX_NEG24	BFD_RELOC_SH_GOTPLT_HI16	
BFD_RELOC_RX_NEG32	BFD_RELOC_SH_GOTPLT_LOW16	
BFD_RELOC_RX_NEG8	BFD_RELOC_SH_GOTPLT_MEDHI16	
BFD_RELOC_RX_OP_NEG	BFD_RELOC_SH_GOTPLT_MEDLOW16	
${\tt BFD_RELOC_RX_OP_SUBTRACT}105$	BFD_RELOC_SH_GOTPLT10BY4	
${\tt BFD_RELOC_RX_RELAX}105$	BFD_RELOC_SH_GOTPLT10BY8	
BFD_RELOC_RX_SYM	BFD_RELOC_SH_GOTPLT32	
BFD_RELOC_S12Z_15_PCREL	BFD_RELOC_SH_IMM_HI16	
BFD_RELOC_S12Z_OPR	BFD_RELOC_SH_IMM_HI16_PCREL	
BFD_RELOC_SCORE_BCMP	BFD_RELOC_SH_IMM_LOW16	
BFD_RELOC_SCORE_BRANCH	BFD_RELOC_SH_IMM_LOW16_PCREL	84
BFD RELOC SCORE CALL15	BFD_RELOC_SH_IMM_MEDHI16	84

BFD_RELOC_SH_IMM_MEDHI16_PCREL	84	BFD_RELOC_SPARC_BASE22	
BFD_RELOC_SH_IMM_MEDLOW16	84	BFD_RELOC_SPARC_COPY	
BFD_RELOC_SH_IMM_MEDLOW16_PCREL	84	BFD_RELOC_SPARC_DISP64	66
BFD_RELOC_SH_IMM3	82	BFD_RELOC_SPARC_GLOB_DAT	
BFD_RELOC_SH_IMM3U	82	BFD_RELOC_SPARC_GOT10	65
BFD_RELOC_SH_IMM4	82	BFD_RELOC_SPARC_GOT13	65
BFD_RELOC_SH_IMM4BY2	82	BFD_RELOC_SPARC_GOT22	65
BFD_RELOC_SH_IMM4BY4	82	BFD_RELOC_SPARC_GOTDATA_HIX22	65
BFD_RELOC_SH_IMM8	82	BFD_RELOC_SPARC_GOTDATA_LOX10	65
BFD_RELOC_SH_IMM8BY2		BFD_RELOC_SPARC_GOTDATA_OP	65
BFD_RELOC_SH_IMM8BY4		BFD_RELOC_SPARC_GOTDATA_OP_HIX22	65
BFD_RELOC_SH_IMMS10		BFD_RELOC_SPARC_GOTDATA_OP_LOX10	
BFD_RELOC_SH_IMMS10BY2		BFD_RELOC_SPARC_H34	
BFD_RELOC_SH_IMMS10BY4	84	BFD_RELOC_SPARC_H44	
BFD_RELOC_SH_IMMS10BY8		BFD_RELOC_SPARC_HH22	
BFD_RELOC_SH_IMMS16		BFD_RELOC_SPARC_HIX22	
BFD_RELOC_SH_IMMS6		BFD_RELOC_SPARC_HM10	
BFD_RELOC_SH_IMMS6BY32		BFD_RELOC_SPARC_IRELATIVE	
BFD_RELOC_SH_IMMU16		BFD_RELOC_SPARC_JMP_IREL	
BFD_RELOC_SH_IMMU5		BFD_RELOC_SPARC_JMP_SLOT	
BFD_RELOC_SH_IMMU6		BFD_RELOC_SPARC_L44	
BFD_RELOC_SH_JMP_SLOT		BFD_RELOC_SPARC_LM22	
BFD_RELOC_SH_JMP_SLOT64		BFD_RELOC_SPARC_LOX10	
BFD_RELOC_SH_LABEL		BFD_RELOC_SPARC_M44	
BFD_RELOC_SH_LOOP_END		BFD_RELOC_SPARC_OLO10	
BFD_RELOC_SH_LOOP_START		BFD_RELOC_SPARC_PC_HH22	
BFD_RELOC_SH_PCDISP12BY2		BFD_RELOC_SPARC_PC_HM10	
BFD_RELOC_SH_PCDISP8BY2		BFD_RELOC_SPARC_PC_LM22	
BFD_RELOC_SH_PCRELIMM8BY2		BFD_RELOC_SPARC_PC10	
BFD_RELOC_SH_PCRELIMM8BY4		BFD_RELOC_SPARC_PC22	
BFD_RELOC_SH_PLT_HI16		BFD_RELOC_SPARC_PLT32	
BFD_RELOC_SH_PLT_LOW16		BFD_RELOC_SPARC_PLT64	
BFD_RELOC_SH_PLT_MEDHI16		BFD_RELOC_SPARC_REGISTER	
BFD_RELOC_SH_PLT_MEDLOW16		BFD_RELOC_SPARC_RELATIVE	
BFD_RELOC_SH_PT_16		BFD_RELOC_SPARC_REV32	
BFD_RELOC_SH_RELATIVE		BFD_RELOC_SPARC_SIZE32	
BFD_RELOC_SH_RELATIVE64		BFD_RELOC_SPARC_SIZE64	
BFD_RELOC_SH_SHMEDIA_CODE		BFD_RELOC_SPARC_TLS_DTPMOD32	
		BFD_RELOC_SPARC_TLS_DTPMOD64	
BFD_RELOC_SH_SWITCH16		BFD_RELOC_SPARC_TLS_DTPMOD64	
BFD_RELOC_SH_SWITCH32			
BFD_RELOC_SH_TLS_DTPM0D32BFD_RELOC_SH_TLS_DTP0FF32		BFD_RELOC_SPARC_TLS_DTPOFF64	
		BFD_RELOC_SPARC_TLS_GD_ADDBFD_RELOC_SPARC_TLS_GD_CALL	
BFD_RELOC_SH_TLS_GD_32			
BFD_RELOC_SH_TLS_IE_32		BFD_RELOC_SPARC_TLS_GD_H122	
BFD_RELOC_SH_TLS_LD_32		BFD_RELOC_SPARC_TLS_GD_LO10	
BFD_RELOC_SH_TLS_LDO_32		BFD_RELOC_SPARC_TLS_IE_ADD	
BFD_RELOC_SH_TLS_LE_32		BFD_RELOC_SPARC_TLS_IE_HI22	
BFD_RELOC_SH_TLS_TP0FF32		BFD_RELOC_SPARC_TLS_IE_LD	
BFD_RELOC_SH_USES		BFD_RELOC_SPARC_TLS_IE_LDX	
BFD_RELOC_SIZE32		BFD_RELOC_SPARC_TLS_IE_LO10	
BFD_RELOC_SIZE64		BFD_RELOC_SPARC_TLS_LDM_ADD	
BFD_RELOC_SPARC_10		BFD_RELOC_SPARC_TLS_LDM_CALL	
BFD_RELOC_SPARC_11		BFD_RELOC_SPARC_TLS_LDM_HI22	
BFD_RELOC_SPARC_5		BFD_RELOC_SPARC_TLS_LDM_L010	
BFD_RELOC_SPARC_6		BFD_RELOC_SPARC_TLS_LDO_ADD	
BFD_RELOC_SPARC_64		BFD_RELOC_SPARC_TLS_LDO_HIX22	
BFD_RELOC_SPARC_7		BFD_RELOC_SPARC_TLS_LDO_LOX10	
BFD RELOC SPARC BASE13	65	BFD_RELOC_SPARC_TLS_LE_HIX22	67

	a =		
BFD_RELOC_SPARC_TLS_LE_LOX10		BFD_RELOC_TILEGX_IMM16_XO_HWO_	0.7
BFD_RELOC_SPARC_TLS_TPOFF32		LAST_PLT_PCREL	137
BFD_RELOC_SPARC_TLS_TP0FF64		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPARC_UA16		HWO_LAST_TLS_GD	137
BFD_RELOC_SPARC_UA32		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPARC_UA64		HWO_LAST_TLS_IE	137
BFD_RELOC_SPARC_WDISP10		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPARC_WDISP16		HWO_LAST_TLS_LE	
BFD_RELOC_SPARC_WDISP19		${\tt BFD_RELOC_TILEGX_IMM16_XO_HWO_PCREL} \ldots \ldots 1$	136
BFD_RELOC_SPARC_WDISP22		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPARC_WPLT30		HWO_PLT_PCREL	
BFD_RELOC_SPARC13		BFD_RELOC_TILEGX_IMM16_XO_HWO_TLS_GD 1	
BFD_RELOC_SPARC22		${\tt BFD_RELOC_TILEGX_IMM16_XO_HW0_TLS_IE} \ldots 1$	
BFD_RELOC_SPU_ADD_PIC		${\tt BFD_RELOC_TILEGX_IMM16_XO_HW0_TLS_LE}\ldots 1$	
BFD_RELOC_SPU_HI16		BFD_RELOC_TILEGX_IMM16_XO_HW1	136
BFD_RELOC_SPU_IMM10		${\tt BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST} \ldots \ldots 1$	
BFD_RELOC_SPU_IMM10W		${\tt BFD_RELOC_TILEGX_IMM16_XO_HW1_LAST_GOT} \dots 1$	137
BFD_RELOC_SPU_IMM16	67	BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPU_IMM16W	67	HW1_LAST_PCREL	136
BFD_RELOC_SPU_IMM18	67	BFD_RELOC_TILEGX_IMM16_XO_HW1_	
BFD_RELOC_SPU_IMM7	67	LAST_PLT_PCREL	137
BFD_RELOC_SPU_IMM8	67	BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPU_L016	67	HW1_LAST_TLS_GD1	137
BFD_RELOC_SPU_PCREL16	67	BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPU_PCREL9a	67	HW1_LAST_TLS_IE	137
BFD_RELOC_SPU_PCREL9b	67	BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_SPU_PPU32	67	HW1_LAST_TLS_LE	37
BFD_RELOC_SPU_PPU64		BFD_RELOC_TILEGX_IMM16_XO_HW1_PCREL 1	
BFD_RELOC_THUMB_PCREL_BLX		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_THUMB_PCREL_BRANCH12		HW1_PLT_PCREL 1	137
BFD_RELOC_THUMB_PCREL_BRANCH20		BFD_RELOC_TILEGX_IMM16_XO_HW2	
BFD_RELOC_THUMB_PCREL_BRANCH23		BFD_RELOC_TILEGX_IMM16_XO_HW2_LAST 1	
BFD_RELOC_THUMB_PCREL_BRANCH25		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_THUMB_PCREL_BRANCH7		HW2_LAST_PCREL	36
BFD_RELOC_THUMB_PCREL_BRANCH9		BFD_RELOC_TILEGX_IMM16_XO_HW2_	
BFD_RELOC_TIC30_LDP		LAST_PLT_PCREL	37
BFD_RELOC_TIC54X_16_0F_23		BFD_RELOC_TILEGX_IMM16_XO_HW2_PCREL 1	
BFD_RELOC_TIC54X_23		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_TIC54X_MS7_0F_23		HW2_PLT_PCREL	37
BFD_RELOC_TIC54X_PARTLS7		BFD_RELOC_TILEGX_IMM16_XO_HW3	
BFD_RELOC_TIC54X_PARTMS9		BFD_RELOC_TILEGX_IMM16_XO_HW3_PCREL 1	
BFD_RELOC_TILEGX_BROFF_X1		BFD_RELOC_TILEGX_IMM16_XO_	
BFD_RELOC_TILEGX_COPY		HW3_PLT_PCREL	37
BFD_RELOC_TILEGX_DEST_IMM8_X1		BFD_RELOC_TILEGX_IMM16_X1_HW0	
BFD_RELOC_TILEGX_GLOB_DAT		BFD_RELOC_TILEGX_IMM16_X1_HWO_GOT 1	
BFD_RELOC_TILEGX_HWO		BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST 1	
BFD_RELOC_TILEGX_HWO_LAST		BFD_RELOC_TILEGX_IMM16_X1_HWO_LAST_GOT1	
BFD_RELOC_TILEGX_HW1		BFD_RELOC_TILEGX_IMM16_X1_	.01
BFD_RELOC_TILEGX_HW1_LAST		HWO_LAST_PCREL 1	36
BFD_RELOC_TILEGX_HW2	35 35	BFD_RELOC_TILEGX_IMM16_X1_HWO_	.50
BFD_RELOC_TILEGX_HW2_LAST		LAST_PLT_PCREL	37
BFD_RELOC_TILEGX_HW3		BFD_RELOC_TILEGX_IMM16_X1_	i O (
BFD_RELOC_TILEGX_IMM16_XO_HW0		HWO_LAST_TLS_GD	37
BFD_RELOC_TILEGX_IMM16_XO_HWO		BFD_RELOC_TILEGX_IMM16_X1_	υı
BFD_RELOC_TILEGX_IMM16_XO_HWO_GUT1; BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST1;		HWO_LAST_TLS_IE	27
		BFD_RELOC_TILEGX_IMM16_X1_	υſ
BFD_RELOC_TILEGX_IMM16_XO_HWO_LAST_GOT1;	91	HWO_LAST_TLS_LE	27
BFD_RELOC_TILEGX_IMM16_XO_ HWO_LAST_PCREL1:	26	BFD RELOC TILEGX IMM16 X1 HWO PCREL 1	
TWO LASI FUREL	90	DFD_RELUC_IILEGA_IMMIO_AI_HWU_PCKEL I	ാറ

BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEGX_TLS_DTPMOD32	137
HWO_PLT_PCREL	BFD_RELOC_TILEGX_TLS_DTPMOD64	137
BFD_RELOC_TILEGX_IMM16_X1_HWO_TLS_GD 137	BFD_RELOC_TILEGX_TLS_DTPOFF32	137
BFD_RELOC_TILEGX_IMM16_X1_HWO_TLS_IE 137	BFD_RELOC_TILEGX_TLS_DTPOFF64	137
BFD_RELOC_TILEGX_IMM16_X1_HWO_TLS_LE 137	BFD_RELOC_TILEGX_TLS_GD_CALL	137
BFD_RELOC_TILEGX_IMM16_X1_HW1	BFD_RELOC_TILEGX_TLS_IE_LOAD	
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST 136	BFD_RELOC_TILEGX_TLS_TPOFF32	
BFD_RELOC_TILEGX_IMM16_X1_HW1_LAST_GOT137	BFD_RELOC_TILEGX_TLS_TPOFF64	
BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEPRO_BROFF_X1	
HW1_LAST_PCREL	BFD_RELOC_TILEPRO_COPY	
BFD RELOC TILEGX IMM16 X1 HW1	BFD_RELOC_TILEPRO_DEST_IMM8_X1	
LAST_PLT_PCREL	BFD_RELOC_TILEPRO_GLOB_DAT	
DED DEIOC TILECY TMM16 V1	BFD_RELOC_TILEPRO_IMM16_XO	
HW1_LAST_TLS_GD	BFD_RELOC_TILEPRO_IMM16_XO_GOT	
BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEPRO_IMM16_XO_GOT_HA	
HW1_LAST_TLS_IE	BFD_RELOC_TILEPRO_IMM16_XO_GOT_HI	
BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEPRO_IMM16_XO_GOT_LO	
HW1_LAST_TLS_LE	BFD_RELOC_TILEPRO_IMM16_XO_HA	
BFD_RELOC_TILEGX_IMM16_X1_HW1_PCREL 136	BFD_RELOC_TILEPRO_IMM16_XO_HA_PCREL	
BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEPRO_IMM16_XO_HI	
HW1_PLT_PCREL	BFD_RELOC_TILEPRO_IMM16_XO_HI_PCREL	
BFD_RELOC_TILEGX_IMM16_X1_HW2	BFD_RELOC_TILEPRO_IMM16_XO_LO	
BFD_RELOC_TILEGX_IMM16_X1_HW2_LAST 136	BFD_RELOC_TILEPRO_IMM16_XO_LO_PCREL	
BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEPRO_IMM16_XO_PCREL	
HW2_LAST_PCREL	BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD	
BFD_RELOC_TILEGX_IMM16_X1_HW2_	BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD_HA	
LAST_PLT_PCREL	BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD_HI	
BFD_RELOC_TILEGX_IMM16_X1_HW2_PCREL 136	BFD_RELOC_TILEPRO_IMM16_XO_TLS_GD_LO	
BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE	
HW2_PLT_PCREL	BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE_HA	
BFD_RELOC_TILEGX_IMM16_X1_HW3	BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE_HI	
BFD_RELOC_TILEGX_IMM16_X1_HW3_PCREL 136	BFD_RELOC_TILEPRO_IMM16_XO_TLS_IE_LO	
BFD_RELOC_TILEGX_IMM16_X1_	BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE	
HW3_PLT_PCREL	BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE_HA	
BFD_RELOC_TILEGX_IMM8_XO	BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE_HI	
BFD_RELOC_TILEGX_IMM8_XO_TLS_ADD	BFD_RELOC_TILEPRO_IMM16_XO_TLS_LE_LO	
BFD_RELOC_TILEGX_IMM8_XO_TLS_GD_ADD 137	BFD_RELOC_TILEPRO_IMM16_X1	
BFD_RELOC_TILEGX_IMM8_X1	BFD_RELOC_TILEPRO_IMM16_X1_GOT	
BFD_RELOC_TILEGX_IMM8_X1_TLS_ADD	BFD_RELOC_TILEPRO_IMM16_X1_GOT_HA	
BFD_RELOC_TILEGX_IMM8_X1_TLS_GD_ADD 137	BFD_RELOC_TILEPRO_IMM16_X1_GOT_HI	
BFD_RELOC_TILEGX_IMM8_YO	BFD_RELOC_TILEPRO_IMM16_X1_GOT_LO	
BFD_RELOC_TILEGX_IMM8_YO_TLS_ADD	BFD_RELOC_TILEPRO_IMM16_X1_HA	
BFD_RELOC_TILEGX_IMM8_YO_TLS_GD_ADD 137	BFD_RELOC_TILEPRO_IMM16_X1_HA_PCREL	
BFD_RELOC_TILEGX_IMM8_Y1	BFD_RELOC_TILEPRO_IMM16_X1_HI	
BFD_RELOC_TILEGX_IMM8_Y1_TLS_ADD	BFD_RELOC_TILEPRO_IMM16_X1_HI_PCREL	
BFD_RELOC_TILEGX_IMM8_Y1_TLS_GD_ADD 137	BFD_RELOC_TILEPRO_IMM16_X1_LO	
BFD_RELOC_TILEGX_JMP_SLOT	BFD_RELOC_TILEPRO_IMM16_X1_LO_PCREL	
BFD_RELOC_TILEGX_JUMPOFF_X1	BFD_RELOC_TILEPRO_IMM16_X1_PCREL	
BFD_RELOC_TILEGX_JUMPOFF_X1_PLT	BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD	
BFD_RELOC_TILEGX_MF_IMM14_X1	BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD_HA	
BFD_RELOC_TILEGX_MMEND_XO	BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD_HI	
BFD_RELOC_TILEGX_MMSTART_XO	BFD_RELOC_TILEPRO_IMM16_X1_TLS_GD_LO	
BFD_RELOC_TILEGX_MT_IMM14_X1	BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE	
BFD_RELOC_TILEGX_RELATIVE	BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE_HA	
BFD_RELOC_TILEGX_SHAMT_XO	BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE_HI	
BFD_RELOC_TILEGX_SHAMT_X1	BFD_RELOC_TILEPRO_IMM16_X1_TLS_IE_LO	
BFD_RELOC_TILEGX_SHAMT_YO	BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE	
BFD RELOC TILEGX SHAMT Y1	BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE_HA	

BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE_HI 135	BFD_RELOC_V850_RELATIVE96
BFD_RELOC_TILEPRO_IMM16_X1_TLS_LE_LO 135	BFD_RELOC_V850_SDA_15_16_OFFSET95
BFD_RELOC_TILEPRO_IMM8_XO	BFD_RELOC_V850_SDA_16_16_0FFSET94
BFD_RELOC_TILEPRO_IMM8_XO_TLS_GD_ADD 135	BFD_RELOC_V850_SDA_16_16_SPLIT_OFFSET95
BFD_RELOC_TILEPRO_IMM8_X1	BFD_RELOC_V850_TDA_16_16_0FFSET95
BFD_RELOC_TILEPRO_IMM8_X1_TLS_GD_ADD 135	BFD_RELOC_V850_TDA_4_4_0FFSET
BFD_RELOC_TILEPRO_IMM8_YO	BFD_RELOC_V850_TDA_4_5_OFFSET95
BFD_RELOC_TILEPRO_IMM8_YO_TLS_GD_ADD 135	BFD_RELOC_V850_TDA_6_8_OFFSET95
BFD_RELOC_TILEPRO_IMM8_Y1	BFD_RELOC_V850_TDA_7_7_OFFSET
BFD_RELOC_TILEPRO_IMM8_Y1_TLS_GD_ADD 135	BFD_RELOC_V850_TDA_7_8_OFFSET
BFD_RELOC_TILEPRO_JMP_SLOT 134	BFD_RELOC_V850_ZDA_15_16_OFFSET95
BFD_RELOC_TILEPRO_JOFFLONG_X1	BFD_RELOC_V850_ZDA_16_16_0FFSET95
BFD_RELOC_TILEPRO_JOFFLONG_X1_PLT 134	BFD_RELOC_V850_ZDA_16_16_SPLIT_OFFSET95
BFD_RELOC_TILEPRO_MF_IMM15_X1	BFD_RELOC_VAX_GLOB_DAT
BFD_RELOC_TILEPRO_MMEND_XO	BFD_RELOC_VAX_JMP_SLOT
BFD_RELOC_TILEPRO_MMEND_X1	BFD_RELOC_VAX_RELATIVE
BFD_RELOC_TILEPRO_MMSTART_XO	BFD_RELOC_VISIUM_HI16
BFD_RELOC_TILEPRO_MMSTART_X1	BFD_RELOC_VISIUM_HI16_PCREL
BFD_RELOC_TILEPRO_MT_IMM15_X1	BFD_RELOC_VISIUM_IM16
BFD_RELOC_TILEPRO_RELATIVE	BFD_RELOC_VISIUM_IM16_PCREL
BFD_RELOC_TILEPRO_SHAMT_XO	BFD_RELOC_VISIUM_LO16
BFD_RELOC_TILEPRO_SHAMT_X1	BFD_RELOC_VISIUM_LO16_PCREL
BFD_RELOC_TILEPRO_SHAMT_YO 135	BFD_RELOC_VISIUM_REL16
BFD_RELOC_TILEPRO_SHAMT_Y1 135	BFD_RELOC_VPE4KMATH_DATA
BFD_RELOC_TILEPRO_TLS_DTPMOD32	BFD_RELOC_VPE4KMATH_INSN
BFD_RELOC_TILEPRO_TLS_DTPOFF32	BFD_RELOC_VTABLE_ENTRY
BFD_RELOC_TILEPRO_TLS_GD_CALL	BFD_RELOC_VTABLE_INHERIT109
BFD_RELOC_TILEPRO_TLS_IE_LOAD	BFD_RELOC_WASM32_ABS32_CODE
BFD_RELOC_TILEPRO_TLS_TPOFF32	BFD_RELOC_WASM32_CODE_POINTER
BFD_RELOC_V850_16_GOT	BFD_RELOC_WASM32_COPY
BFD_RELOC_V850_16_GOTOFF	BFD_RELOC_WASM32_INDEX
BFD_RELOC_V850_16_PCREL	BFD_RELOC_WASM32_LEB128
BFD_RELOC_V850_16_S1	BFD_RELOC_WASM32_LEB128_GOT
BFD_RELOC_V850_16_SPLIT_OFFSET96	BFD_RELOC_WASM32_LEB128_GOT_CODE
BFD_RELOC_V850_17_PCREL	BFD_RELOC_WASM32_LEB128_PLT
BFD_RELOC_V850_22_PCREL	BFD_RELOC_WASM32_PLT_INDEX
BFD_RELOC_V850_22_PLT_PCREL96	BFD_RELOC_WASM32_PLT_SIG
BFD_RELOC_V850_23	BFD_RELOC_X86_64_32S
BFD_RELOC_V850_32_ABS	BFD_RELOC_X86_64_COPY 75
BFD_RELOC_V850_32_GOT	BFD_RELOC_X86_64_DTPMOD6475
BFD_RELOC_V850_32_GOTOFF	BFD_RELOC_X86_64_DTP0FF3275
BFD_RELOC_V850_32_GOTPCREL96	BFD_RELOC_X86_64_DTP0FF6475
BFD_RELOC_V850_32_PCREL	BFD_RELOC_X86_64_GLOB_DAT75
BFD_RELOC_V850_32_PLT_PCREL	BFD_RELOC_X86_64_GOT3275
BFD_RELOC_V850_9_PCREL	BFD_RELOC_X86_64_GOT64
BFD_RELOC_V850_ALIGN	BFD_RELOC_X86_64_GOTOFF64
BFD_RELOC_V850_CALLT_15_16_OFFSET 96	BFD_RELOC_X86_64_GOTPC32
BFD_RELOC_V850_CALLT_16_16_0FFSET 95	BFD_RELOC_X86_64_GOTPC32_TLSDESC
BFD_RELOC_V850_CALLT_6_7_OFFSET95	BFD_RELOC_X86_64_GOTPC64
BFD_RELOC_V850_CODE	BFD_RELOC_X86_64_GOTPCREL
BFD_RELOC_V850_COPY	BFD_RELOC_X86_64_GOTPCREL64
BFD_RELOC_V850_DATA	BFD_RELOC_X86_64_GOTPCRELX
BFD_RELOC_V850_GLOB_DAT96	BFD_RELOC_X86_64_GOTPLT64
BFD_RELOC_V850_JMP_SLOT96	BFD_RELOC_X86_64_GOTTPOFF
BFD_RELOC_V850_L016_S1	BFD_RELOC_X86_64_IRELATIVE
BFD_RELOC_V850_L016_SPLIT_OFFSET95	BFD_RELOC_X86_64_JUMP_SLOT
BFD_RELOC_V850_LONGCALL	BFD_RELOC_X86_64_PC32_BND
BED RELOC V850 LONG HIMP 95	BED RELOC X86 64 PLT32 75

BFD_RELOC_X86_64_PLT32_BND	BFD_RELOC_XTENSA_SLOT2_OP
BFD_RELOC_X86_64_PLT0FF64	BFD_RELOC_XTENSA_SLOT3_ALT 121
BFD_RELOC_X86_64_RELATIVE	BFD_RELOC_XTENSA_SLOT3_OP121
BFD_RELOC_X86_64_REX_GOTPCRELX	BFD_RELOC_XTENSA_SLOT4_ALT 121
BFD_RELOC_X86_64_TLSDESC	BFD_RELOC_XTENSA_SLOT4_OP121
BFD_RELOC_X86_64_TLSDESC_CALL	BFD_RELOC_XTENSA_SLOT5_ALT 121
BFD_RELOC_X86_64_TLSGD	BFD_RELOC_XTENSA_SLOT5_OP121
BFD_RELOC_X86_64_TLSLD	BFD_RELOC_XTENSA_SLOT6_ALT 121
BFD_RELOC_X86_64_TP0FF32	BFD_RELOC_XTENSA_SLOT6_OP121
BFD_RELOC_X86_64_TP0FF64	BFD_RELOC_XTENSA_SLOT7_ALT 121
BFD_RELOC_XC16X_PAG	BFD_RELOC_XTENSA_SLOT7_OP121
BFD_RELOC_XC16X_POF	BFD_RELOC_XTENSA_SLOT8_ALT 121
BFD_RELOC_XC16X_SEG 117	BFD_RELOC_XTENSA_SLOT8_OP121
BFD_RELOC_XC16X_SOF	BFD_RELOC_XTENSA_SLOT9_ALT 121
BFD_RELOC_XGATE_24	BFD_RELOC_XTENSA_SLOT9_OP121
BFD_RELOC_XGATE_GPAGE 112	BFD_RELOC_XTENSA_TLS_ARG
BFD_RELOC_XGATE_IMM3 112	BFD_RELOC_XTENSA_TLS_CALL
BFD_RELOC_XGATE_IMM4 113	BFD_RELOC_XTENSA_TLS_DTPOFF
BFD_RELOC_XGATE_IMM5 113	BFD_RELOC_XTENSA_TLS_FUNC122
BFD_RELOC_XGATE_IMM8_HI	BFD_RELOC_XTENSA_TLS_TPOFF 122
BFD_RELOC_XGATE_IMM8_LO	BFD_RELOC_XTENSA_TLSDESC_ARG
BFD_RELOC_XGATE_L016	BFD_RELOC_XTENSA_TLSDESC_FN
BFD_RELOC_XGATE_PCREL_10112	BFD_RELOC_Z80_DISP8
BFD_RELOC_XGATE_PCREL_9	BFD_RELOC_Z8K_CALLR
BFD_RELOC_XGATE_RL_GROUP	BFD_RELOC_Z8K_DISP7 122
BFD_RELOC_XGATE_RL_JUMP	BFD_RELOC_Z8K_IMM4L
BFD_RELOC_XSTORMY16_12	
BFD_RELOC_XSTORMY16_24	
BFD_RELOC_XSTORMY16_FPTR16 117	\mathbf{C}
BFD_RELOC_XSTORMY16_REL_12 117	check_build_id_file
BFD_RELOC_XTENSA_ASM_EXPAND 122	coff_symbol_type
BFD_RELOC_XTENSA_ASM_SIMPLIFY	core_file_matches_executable_p
BFD_RELOC_XTENSA_DIFF16121	core_me_matches_executable_p149
BFD_RELOC_XTENSA_DIFF32121	
BFD_RELOC_XTENSA_DIFF8121	F
BFD_RELOC_XTENSA_GLOB_DAT121	_
BFD_RELOC_XTENSA_JMP_SLOT	$find_separate_debug_file176$
BFD_RELOC_XTENSA_OPO 122	
BFD_RELOC_XTENSA_OP1 122	
BFD_RELOC_XTENSA_OP2 122	G
BFD_RELOC_XTENSA_PLT 121	generic_core_file_matches_executable_p 143
BFD_RELOC_XTENSA_RELATIVE	get_build_id
BFD_RELOC_XTENSA_RTLD	get_build_id_name
BFD_RELOC_XTENSA_SLOTO_ALT 121	
BFD_RELOC_XTENSA_SLOTO_OP	
BFD_RELOC_XTENSA_SLOT1_ALT 121	H
BFD_RELOC_XTENSA_SLOT1_OP	
BFD_RELOC_XTENSA_SLOT10_ALT 121	Hash tables
BFD_RELOC_XTENSA_SLOT10_OP 121	
BFD_RELOC_XTENSA_SLOT11_ALT 121	I
BFD_RELOC_XTENSA_SLOT11_OP 121	
BFD_RELOC_XTENSA_SLOT12_ALT 122	internal object-file format
BFD_RELOC_XTENSA_SLOT12_OP	
BFD_RELOC_XTENSA_SLOT13_ALT 122	_
BFD_RELOC_XTENSA_SLOT13_OP	${f L}$
BFD_RELOC_XTENSA_SLOT14_ALT 122	Linker
BFD_RELOC_XTENSA_SLOT14_OP 121	100
RED RELOC XTENSA SLOTO ALT 121	

O	${f T}$
Other functions	target vector (_bfd_final_link)
separate_alt_debug_file_exists176separate_debug_file_exists175struct bfd_iovec22	W what is it?

The body of this manual is set in cmr10, with headings in ${\bf cmbx10}$ and examples in ${\bf cmti10}$. ${\bf cmti10}$ and ${\bf cmsl10}$ are used for emphasis.