

Usage :

SYMMUNGE [options] <infile> [<outfile>]

Symmunge will compact a symbol file by removing multiple definitions of the same structure/union/enum and by reordering source level debug info, etc. This can have a drastic effect on the size of the symbol file, e.g. a 4 Mbyte symbol file was reduced to 430k. This reduces the debugger's memory requirement and speeds debugger startup.

Symmunge can also unmangle c++ names. To enable this specify /u as an option on the command line. To do this it uses a gnu library routine. In accordance with the gnu library license the source for the library and the object code of the SN Systems copyright part of symmunge are included in the zip file symsrc.zip. See the license file COPYING.LIB for further information.

Symmunge will also ensure that all definitions of a particular named structure are identical and will give an error if they're not, e.g. if one file defines

```
struct xxx
{
    int a;
    int b;
};
```

and another defines

```
struct xxx
{
    int a;
    short b;
};
```

then you'll get an error message.

Please report any problems through the usual channels.