

## NAME

**strip** – Discard symbols from object files.

## SYNOPSIS

```
strip [-F bfdname | --target=bfdname ]  
      [-I bfdname | --input-target=bfdname ]  
      [-O bfdname | --output-target=bfdname ]  
      [-s | --strip-all] [-S | -g | -d | --strip-debug]  
      [-K symbolname | --keep-symbol=symbolname ]  
      [-N symbolname | --strip-symbol=symbolname ]  
      [-x | --discard-all] [-X | --discard-locals]  
      [-R sectionname | --remove-section=sectionname ]  
      [-o file ] [-p | --preserve-dates]  
      [-v | --verbose] [-V | --version]  
      [--help] [--info]  
      objfile...
```

## DESCRIPTION

GNU **strip** discards all symbols from object files *objfile*. The list of object files may include archives. At least one object file must be given.

**strip** modifies the files named in its argument, rather than writing modified copies under different names.

## OPTIONS

**-F** *bfdname*

**--target=***bfdname*

Treat the original *objfile* as a file with the object code format *bfdname*, and rewrite it in the same format.

**--help**

Show a summary of the options to **strip** and exit.

**--info**

Display a list showing all architectures and object formats available.

**-I** *bfdname*

**--input-target=***bfdname*

Treat the original *objfile* as a file with the object code format *bfdname*.

**-O** *bfdname*

**--output-target=***bfdname*

Replace *objfile* with a file in the output format *bfdname*.

**-R** *sectionname*

**--remove-section=***sectionname*

Remove any section named *sectionname* from the output file. This option may be given more than once. Note that using this option inappropriately may make the output file unusable.

**-s**

**--strip-all**

Remove all symbols.

**-g**

**-S**

**-d**

**--strip-debug**

Remove debugging symbols only.

**--strip-unneeded**

Remove all symbols that are not needed for relocation processing.

**-K** *symbolname*

**--keep-symbol=***symbolname*

Keep only symbol *symbolname* from the source file. This option may be given more than once.

**-N** *symbolname*

**--strip-symbol=***symbolname*

Remove symbol *symbolname* from the source file. This option may be given more than once, and may be combined with strip options other than **-K**.

**-o** *file*

Put the stripped output in *file*, rather than replacing the existing file. When this argument is used, only one *outfile* argument may be specified.

**-p**

**--preserve-dates**

Preserve the access and modification dates of the file.

**-x**

**--discard-all**

Remove non-global symbols.

**-X**

**--discard-locals**

Remove compiler-generated local symbols. (These usually start with **L** or **..**)

**-V**

**--version**

Show the version number for **strip**.

**-v**

**--verbose**

Verbose output: list all object files modified. In the case of archives, **strip -v** lists all members of the archive.

## SEE ALSO

the Info entries for *binutils*.

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