

# ARM<sup>®</sup> Compiler toolchain

Version 5.0

## Using the fromelf Image Converter

**ARM<sup>®</sup>**

# ARM Compiler toolchain

## Using the fromelf Image Converter

Copyright © 2010-2011 ARM. All rights reserved.

### Release Information

The following changes have been made to this book.

				Change History
Date	Issue	Confidentiality	Change	
28 May 2010	A	Non-Confidential	ARM Compiler toolchain v4.1 Release	
30 September 2010	B	Non-Confidential	Update 1 for ARM Compiler toolchain v4.1	
28 January 2011	C	Non-Confidential	Update 2 for ARM Compiler toolchain v4.1 Patch 3	
30 April 2011	D	Non-Confidential	ARM Compiler toolchain v5.0 Release	
29 July 2011	E	Non-Confidential	Update 1 for ARM Compiler toolchain v5.0	

### Proprietary Notice

Words and logos marked with ® or ™ are registered trademarks or trademarks of ARM in the EU and other countries, except as otherwise stated below in this proprietary notice. Other brands and names mentioned herein may be the trademarks of their respective owners.

Neither the whole nor any part of the information contained in, or the product described in, this document may be adapted or reproduced in any material form except with the prior written permission of the copyright holder.

The product described in this document is subject to continuous developments and improvements. All particulars of the product and its use contained in this document are given by ARM in good faith. However, all warranties implied or expressed, including but not limited to implied warranties of merchantability, or fitness for purpose, are excluded.

This document is intended only to assist the reader in the use of the product. ARM shall not be liable for any loss or damage arising from the use of any information in this document, or any error or omission in such information, or any incorrect use of the product.

Where the term ARM is used it means “ARM or any of its subsidiaries as appropriate”.

### Confidentiality Status

This document is Non-Confidential. The right to use, copy and disclose this document may be subject to license restrictions in accordance with the terms of the agreement entered into by ARM and the party that ARM delivered this document to.

### Product Status

The information in this document is final, that is for a developed product.

### Web Address

<http://www.arm.com>

# Contents

## ARM Compiler toolchain Using the fromelf Image Converter

<b>Chapter 1</b>	<b>Conventions and feedback</b>	
<b>Chapter 2</b>	<b>Overview of the fromelf image converter</b>	
2.1	About the fromelf image converter .....	2-2
2.2	fromelf execution modes .....	2-3
2.3	Considerations when using fromelf .....	2-4
2.4	Getting help on the fromelf command .....	2-5
2.5	fromelf command-line syntax .....	2-6
2.6	fromelf command-line options listed in groups .....	2-7
<b>Chapter 3</b>	<b>Using fromelf</b>	
3.1	Converting an ELF image to Intel Hex-32 format .....	3-2
3.2	Converting an ELF image to Motorola 32-bit format .....	3-3
3.3	Converting an ELF image to plain binary format .....	3-4
3.4	Converting an ELF image to Byte oriented (Verilog Memory Model) hexadecimal format .. 3-5	
3.5	Controlling debug information in output files .....	3-6
3.6	Disassembling an ELF-formatted file .....	3-7
3.7	Processing ELF files in an archive .....	3-8
3.8	Protecting code in images and objects with fromelf .....	3-9
3.9	Printing details of ELF-formatted files .....	3-11
3.10	Using fromelf to find where a symbol is placed in an executable ELF image .....	3-12
<b>Chapter 4</b>	<b>fromelf command reference</b>	
4.1	--base [[object_file::]load_region_ID=num .....	4-4
4.2	--bin .....	4-5

4.3	--bincombined	4-6
4.4	--bincombined_base=address	4-7
4.5	--bincombined_padding=size,num	4-8
4.6	--cad	4-9
4.7	--cadcombined	4-11
4.8	--compare=option[,option,...]	4-12
4.9	--continue_on_error	4-14
4.10	--cpu=list	4-15
4.11	--cpu=name	4-16
4.12	--datasymbols	4-17
4.13	--debugonly	4-18
4.14	--decode_build_attributes	4-19
4.15	--device=list	4-20
4.16	--device=name	4-21
4.17	--diag_error=tag[,tag,...]	4-22
4.18	--diag_remark=tag[,tag,...]	4-23
4.19	--diag_style={arm ide gnu}	4-24
4.20	--diag_suppress=tag[,tag,...]	4-25
4.21	--diag_warning=tag[,tag,...]	4-26
4.22	--disassemble	4-27
4.23	--dump_build_attributes	4-28
4.24	--elf	4-29
4.25	--emit=option[,option,...]	4-30
4.26	--expandarrays	4-32
4.27	--extract_build_attributes	4-33
4.28	--fieldoffsets	4-34
4.29	--fpu=list	4-36
4.30	--fpu=name	4-37
4.31	--globalize=option[,option,...]	4-38
4.32	--help	4-39
4.33	--hide=option[,option,...]	4-40
4.34	--hide_and_localize=option[,option,...]	4-41
4.35	--i32	4-42
4.36	--i32combined	4-43
4.37	--ignore_section=option[,option,...]	4-44
4.38	--ignore_symbol=option[,option,...]	4-45
4.39	--in_place	4-46
4.40	--info=topic[,topic,...]	4-47
4.41	input_file	4-48
4.42	--interleave=option	4-50
4.43	--licrety	4-51
4.44	--linkview, --no_linkview	4-52
4.45	--localize=option[,option,...]	4-53
4.46	--m32	4-54
4.47	--m32combined	4-55
4.48	--only=section_name	4-56
4.49	--output=destination	4-57
4.50	--privacy	4-58
4.51	--project=filename, --no_project	4-59
4.52	--qualify	4-60
4.53	--reinitialize_workdir	4-61
4.54	--relax_section=option[,option,...]	4-62
4.55	--relax_symbol=option[,option,...]	4-63
4.56	--rename=option[,option,...]	4-64
4.57	--select=select_options	4-65
4.58	--show=option[,option,...]	4-66
4.59	--show_and_globalize=option[,option,...]	4-67
4.60	--show_cmdline	4-68
4.61	--source_directory=path	4-69
4.62	--strip=option[,option,...]	4-70

4.63	--symbolversions, --no_symbolversions .....	4-72
4.64	--text .....	4-73
4.65	--version_number .....	4-75
4.66	--vhx .....	4-76
4.67	--via=file .....	4-77
4.68	--vsfn .....	4-78
4.69	-w .....	4-79
4.70	--widthxbanks .....	4-80
4.71	--workdir=directory .....	4-82

**Appendix A      Revisions for Using the fromelf Image Converter**

# Chapter 1

## Conventions and feedback

The following describes the typographical conventions and how to give feedback:

### Typographical conventions

The following typographical conventions are used:

`monospace` Denotes text that can be entered at the keyboard, such as commands, file and program names, and source code.

monospace Denotes a permitted abbreviation for a command or option. The underlined text can be entered instead of the full command or option name.

*monospace italic*

Denotes arguments to commands and functions where the argument is to be replaced by a specific value.

`monospace bold`

Denotes language keywords when used outside example code.

*italic* Highlights important notes, introduces special terminology, denotes internal cross-references, and citations.

**bold** Highlights interface elements, such as menu names. Also used for emphasis in descriptive lists, where appropriate, and for ARM® processor signal names.

### Feedback on this product

If you have any comments and suggestions about this product, contact your supplier and give:

- your name and company

- the serial number of the product
- details of the release you are using
- details of the platform you are using, such as the hardware platform, operating system type and version
- a small standalone sample of code that reproduces the problem
- a clear explanation of what you expected to happen, and what actually happened
- the commands you used, including any command-line options
- sample output illustrating the problem
- the version string of the tools, including the version number and build numbers.

### Feedback on content

If you have comments on content then send an e-mail to [errata@arm.com](mailto:errata@arm.com). Give:

- the title
- the number, ARM DUI 0477E
- if viewing online, the topic names to which your comments apply
- if viewing a PDF version of a document, the page numbers to which your comments apply
- a concise explanation of your comments.

ARM also welcomes general suggestions for additions and improvements.

ARM periodically provides updates and corrections to its documentation on the ARM Information Center, together with knowledge articles and *Frequently Asked Questions* (FAQs).

### Other information

- ARM Information Center, <http://infocenter.arm.com/help/index.jsp>
- ARM Technical Support Knowledge Articles, <http://infocenter.arm.com/help/topic/com.arm.doc.faqs/index.html>
- ARM Support and Maintenance, <http://www.arm.com/support/services/support-maintenance.php>
- ARM Glossary, <http://infocenter.arm.com/help/topic/com.arm.doc.aeg0014-/index.html>.

# Chapter 2

## Overview of the fromelf image converter

The following topics give an overview of the fromelf image converter provided with the ARM Compiler toolchain:

### Tasks

- [Getting help on the fromelf command](#) on page 2-5

### Concepts

- [About the fromelf image converter](#) on page 2-2
- [Considerations when using fromelf](#) on page 2-4.

### Reference

- [fromelf command-line syntax](#) on page 2-6
- [fromelf command-line options listed in groups](#) on page 2-7.



## 2.1 About the fromelf image converter

The image conversion utility, `fromelf`, enables you to:

- Process ARM ELF object and image files produced by the compiler, assembler, and linker.
- Process all ELF files in an archive produced by `armar`, and output the processed files into another archive if required.
- Convert ELF images into other formats that can be used by ROM tools or directly loaded into memory. The formats available are:
  - Plain binary
  - Motorola 32-bit S-record
  - Intel Hex-32
  - Byte oriented (Verilog Memory Model) hexadecimal
  - ELF. You can resave as ELF, for example, to remove debug information from an ELF image.
- Protect *Intellectual Property* (IP) in images and objects that are delivered to third parties.
- Display information about the input file, for example, disassembly output or symbol listings, to either `stdout` or a text file.

———— **Note** —————

If your image is produced without debug information, `fromelf` cannot:

- translate the image into other file formats
  - produce a meaningful disassembly listing.
- 

### 2.1.1 See also

#### Concepts

- [fromelf execution modes](#) on page 2-3
- [Considerations when using fromelf](#) on page 2-4
- [Protecting code in images and objects with fromelf](#) on page 3-9.

#### Reference

- [fromelf command-line syntax](#) on page 2-6
- [fromelf command-line options listed in groups](#) on page 2-7

## 2.2 fromelf execution modes

fromelf has the following execution modes:

- ELF mode (`--elf`), to resave a file as ELF
- text mode (`--text`, and others), to output information about an object or image file
- format conversion mode (`--bin`, `--m32`, `--i32`, `--vbx`).

### 2.2.1 See also

#### Reference

- [--bin on page 4-5](#)
- [--elf on page 4-29](#)
- [--i32 on page 4-42](#)
- [--m32 on page 4-54](#)
- [--text on page 4-73](#)
- [--vbx on page 4-76](#).

## 2.3 Considerations when using fromelf

Be aware of the following:

- If you use fromelf to convert an ELF image containing multiple load regions to a binary format using any of the `--bin`, `--m32`, `--i32`, or `--vhx` options, fromelf creates an output directory named *destination* and generates one binary output file for each load region in the input image. fromelf places the output files in the *destination* directory.

———— **Note** —————

For multiple load regions, the name of the first non-empty execution region in the corresponding load region is used for the filename.

If you convert an ELF image containing multiple load regions using either the `--m32combined` or `--i32combined` option, fromelf creates an output directory named *destination*, generates one binary output file for all load regions in the input image, and then places the output file in the *destination* directory.

ELF images contain multiple load regions if, for example, they are built with a scatter file that defines more than one load region.

- When using fromelf, you cannot:
  - Change the image structure or addresses, other than altering the base address of Motorola S-record or Intel Hex output with the `--base` option.
  - Change a scatter-loaded ELF image into a non scatter-loaded image in another format. Any structural or addressing information must be provided to the linker at link time.

### 2.3.1 See also

#### Reference

- [--base \[\[object\\_file::\]load\\_region\\_ID=\]num](#) on page 4-4
- [--bin](#) on page 4-5
- [--i32](#) on page 4-42
- [--i32combined](#) on page 4-43
- [--m32](#) on page 4-54
- [--m32combined](#) on page 4-55
- [--vhx](#) on page 4-76.

## 2.4 Getting help on the fromelf command

Use the `--help` option to display a summary of the main command-line options. This is the default if you do not specify any options or files.

### 2.4.1 Example

To display the help information, enter:

```
fromelf --help
```

### 2.4.2 See also

#### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--help on page 4-39](#).

## 2.5 fromelf command-line syntax

The fromelf command-line syntax is:

```
fromelf [options] input_file
```

*options* fromelf command-line options.

*input\_file* The ELF file or library file to be processed. When some options are used, multiple input files can be specified.

### 2.5.1 See also

#### Concepts

*Introducing the ARM Compiler toolchain:*

- [Chapter 2 Overview of the ARM Compiler toolchain.](#)

#### Reference

- [fromelf command-line options listed in groups on page 2-7](#)
- [input\\_file on page 4-48.](#)

## 2.6 fromelf command-line options listed in groups

The fromelf command-line options are:

### Controlling the output format of build attributes

- [--decode\\_build\\_attributes](#) on page 4-19
- [--dump\\_build\\_attributes](#) on page 4-28
- [--extract\\_build\\_attributes](#) on page 4-33.

### Controlling debug information in output files

- [--debugonly](#) on page 4-18
- [--emit=option\[,option,...\]](#) on page 4-30
- [--strip=option\[,option,...\]](#) on page 4-70.

### Controlling diagnostic information in output files

Use the following options to control diagnostic information in output files:

- [--compare=option\[,option,...\]](#) on page 4-12
- [--continue\\_on\\_error](#) on page 4-14
- [--diag\\_error=tag\[,tag,...\]](#) on page 4-22
- [--diag\\_remark=tag\[,tag,...\]](#) on page 4-23
- [--diag\\_style={arm|ide|gnu}](#) on page 4-24
- [--diag\\_suppress=tag\[,tag,...\]](#) on page 4-25
- [--diag\\_warning=tag\[,tag,...\]](#) on page 4-26
- [--ignore\\_section=option\[,option,...\]](#) on page 4-44
- [--ignore\\_symbol=option\[,option,...\]](#) on page 4-45
- [--relax\\_section=option\[,option,...\]](#) on page 4-62
- [--relax\\_symbol=option\[,option,...\]](#) on page 4-63
- [--show\\_cmdline](#) on page 4-68.

### Command-line help

- [--help](#) on page 4-39
- [--version\\_number](#) on page 4-75
- [--vsn](#) on page 4-78.

### Getting command-line arguments from a file

- [--via=file](#) on page 4-77.

### Controlling miscellaneous factors affecting the image content

- [--base \[\[object\\_file::\]load\\_region\\_ID=num\]](#) on page 4-4
- [--cad](#) on page 4-9
- [--cadcombined](#) on page 4-11
- [--cpu=list](#) on page 4-15
- [--cpu=name](#) on page 4-16
- [--device=list](#) on page 4-20
- [--device=name](#) on page 4-21
- [--disassemble](#) on page 4-27
- [--emit=option\[,option,...\]](#) on page 4-30
- [--expandarrays](#) on page 4-32
- [--fieldoffsets](#) on page 4-34
- [--fpu=list](#) on page 4-36
- [--fpu=name](#) on page 4-37

- [--globalize=option\[,option,...\]](#) on page 4-38
- [--hide=option\[,option,...\]](#) on page 4-40
- [--hide\\_and\\_localize=option\[,option,...\]](#) on page 4-41
- [--in\\_place](#) on page 4-46
- [--interleave=option](#) on page 4-50
- [--linkview, --no\\_linkview](#) on page 4-52
- [--localize=option\[,option,...\]](#) on page 4-53
- [--qualify](#) on page 4-60
- [--rename=option\[,option,...\]](#) on page 4-64
- [--select=select\\_options](#) on page 4-65
- [--show=option\[,option,...\]](#) on page 4-66
- [--show\\_and\\_globalize=option\[,option,...\]](#) on page 4-67
- [--source\\_directory=path](#) on page 4-69
- [--strip=option\[,option,...\]](#) on page 4-70
- [--symbolversions, --no\\_symbolversions](#) on page 4-72.

### Obtaining a floating license

- [--licrety](#) on page 4-51.

### Controlling the output format

- [--bin](#) on page 4-5
- [--bincombined](#) on page 4-6
- [--bincombined\\_base=address](#) on page 4-7
- [--bincombined\\_padding=size,num](#) on page 4-8
- [--elf](#) on page 4-29
- [--i32](#) on page 4-42
- [--i32combined](#) on page 4-43
- [--m32](#) on page 4-54
- [--m32combined](#) on page 4-55
- [--output=destination](#) on page 4-57
- [--vhx](#) on page 4-76
- [--widthxbanks](#) on page 4-80.

### Controlling the display of information

- [--info=topic\[,topic,...\]](#) on page 4-47
- [--only=section\\_name](#) on page 4-56
- [--text](#) on page 4-73
- [-w](#) on page 4-79.

### Protecting IP in images and objects

- [--privacy](#) on page 4-58
- [--strip=option\[,option,...\]](#) on page 4-70.

### Controlling the use of project templates

- [--project=filename, --no\\_project](#) on page 4-59
- [--reinitialize\\_workdir](#) on page 4-61
- [--workdir=directory](#) on page 4-82.

# Chapter 3

## Using fromelf

The following topics describe how to use the image fromelf conversion utility provided with the ARM Compiler toolchain:

### Tasks

- *Converting an ELF image to Intel Hex-32 format on page 3-2*
- *Converting an ELF image to Motorola 32-bit format on page 3-3*
- *Converting an ELF image to plain binary format on page 3-4*
- *Converting an ELF image to Byte oriented (Verilog Memory Model) hexadecimal format on page 3-5*
- *Controlling debug information in output files on page 3-6*
- *Disassembling an ELF-formatted file on page 3-7*
- *Processing ELF files in an archive on page 3-8*
- *Protecting code in images and objects with fromelf on page 3-9*
- *Printing details of ELF-formatted files on page 3-11*
- *Using fromelf to find where a symbol is placed in an executable ELF image on page 3-12.*



## 3.1 Converting an ELF image to Intel Hex-32 format

Use one of these options to produce Intel Hex-32 format output:

- `--i32`
- `--i32combined`

`--i32` generates one output file for each load region in the image. `--i32combined` generates one output file for an image containing multiple load regions.

———— **Note** —————

You must use `--output` these options.

You can specify the base address of the output with the `--base` option.

### 3.1.1 Example

To convert the ELF file `infile.axf` to an Intel Hex-32 format file, for example `outfile.bin`, enter:

```
fromelf --i32 --output=outfile.bin infile.axf
```

To create a single output file, `outfile2.bin`, from an image file `infile2.axf`, with two load regions, and with a start address of `0x1000`, enter:

```
fromelf --i32combined --base=0x1000 --output=outfile2.bin infile2.axf
```

### 3.1.2 See also

#### Concepts

- [Considerations when using fromelf on page 2-4.](#)

#### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--base \[\[object\\_file:\]load\\_region\\_ID=\]num on page 4-4](#)
- [--i32 on page 4-42](#)
- [--i32combined on page 4-43](#)
- [--output=destination on page 4-57.](#)

## 3.2 Converting an ELF image to Motorola 32-bit format

Use one of these options to produce Motorola 32-bit format (32-bit S-records) output:

- `--m32`
- `--m32combined`

`--m32` generates one output file for each load region in the image. `--m32combined` generates one output file for an image containing multiple load regions.

———— **Note** —————

You must use `--output` these options.

You can specify the base address of the output with the `--base` option.

### 3.2.1 Example

To convert the ELF file `infile.axf` to a Motorola 32-bit format file, for example `outfile.bin`, enter:

```
fromelf --m32 --output=outfile.bin infile.axf
```

To create a single Motorola 32-bit format output file, `outfile2.bin`, from an image file `infile2.axf`, with two load regions, and with a start address of `0x1000`, enter:

```
fromelf --m32combined --base=0x1000 --output=outfile2.bin infile2.axf
```

### 3.2.2 See also

#### Concepts

- [Considerations when using fromelf on page 2-4.](#)

#### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--base \[\[object\\_file::\]load\\_region\\_ID=num on page 4-4](#)
- [--m32 on page 4-54](#)
- [--m32combined on page 4-55](#)
- [--output=destination on page 4-57.](#)

### 3.3 Converting an ELF image to plain binary format

Use the `--bin` option to produce plain binary output, one file for each load region. You can split the output from this option into multiple files with the `--widthxbanks` option.

Use the `--bincombined` option to produce plain binary output. It generates one output file for an image containing multiple load regions. By default, the start address of the first load region in memory is used as the base address. `fromelf` inserts padding between load regions as required to ensure that they are at the correct relative offset from each other. Separating the load regions in this way means that the output file can be loaded into memory and correctly aligned starting at the base address.

Use the `--bincombined` option with `--bincombined_base` and `--bincombined_padding` to change the default values for the base address and padding.

Be aware of the following when using these options:

- You must use the `--output` option with `--bin` and `--bincombined`.
- For `--bincombined`, if you use a scatter file that defines two load regions with a large address space between them, the resulting binary can be very large because it contains mostly padding. For example, if you have a load region of size `0x100` bytes at address `0x00000000` and another load region at address `0x30000000`, the amount of padding is `0x2FFFFFF0` bytes.

#### 3.3.1 Examples

To convert an ELF file to a plain binary file, for example `outfile.bin`, enter:

```
fromelf --bin --output=out.bin in.axf
```

To produce a binary file that can be loaded at start address `0x1000`, enter:

```
fromelf --bincombined --bincombined_base=0x1000 --output=out.bin in.axf
```

To produce plain binary output and fill the space between load regions with copies of the 32-bit word `0x12345678`, enter:

```
fromelf --bincombined --bincombined_padding=4,0x12345678 --output=out.bin in.axf
```

#### 3.3.2 See also

##### Concepts

- [Considerations when using fromelf on page 2-4.](#)

##### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--bin on page 4-5](#)
- [--bincombined on page 4-6](#)
- [--bincombined\\_base=address on page 4-7](#)
- [--bincombined\\_padding=size,num on page 4-8](#)
- [--output=destination on page 4-57](#)
- [--widthxbanks on page 4-80.](#)

## 3.4 Converting an ELF image to Byte oriented (Verilog Memory Model) hexadecimal format

Use the `--vhx` option to produce Byte oriented (Verilog Memory Model) hexadecimal format output. This format is suitable for loading into the memory models of *Hardware Description Language* (HDL) simulators. You can split output from this option into multiple files with the `--widthxbanks` option.

———— **Note** —————

You must use `--output` with these options.

---

### 3.4.1 Examples

To convert the ELF file `infile.axf` to a byte oriented hexadecimal format file, for example `outfile.bin`, enter:

```
fromelf --vhx --output=outfile.bin infile.axf
```

To create multiple output files, in the `regions` directory, from an image file `multiload.axf`, with two 8-bit memory banks, enter:

```
fromelf --vhx --8x2 multiload.axf --output=regions
```

### 3.4.2 See also

#### Concepts

- [Considerations when using fromelf on page 2-4.](#)

#### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--output=destination on page 4-57](#)
- [--vhx on page 4-76](#)
- [--widthxbanks on page 4-80.](#)

## 3.5 Controlling debug information in output files

Use the `--debugonly` option to remove the content of any code or data sections. This ensures that the output file contains only the information required for debugging, for example, debug sections, symbol table, and string table. Section headers are retained because they are required to act as targets for symbols.

———— **Note** —————

You must use `--elf` with this option. Because you have to use `--elf`, you must also use `--output`.

### 3.5.1 Example

To create an ELF file, `debugout.axf`, from the ELF file `infile.axf`, containing only debug information, enter:

```
fromelf --elf --debugonly --output=debugout.axf infile.axf
```

### 3.5.2 See also

#### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--debugonly on page 4-18](#)
- [--elf on page 4-29](#)
- [--output=destination on page 4-57](#).

## 3.6 Disassembling an ELF-formatted file

Use the `--disassemble` option to display a disassembled version of the image to stdout. If you use this option with the `--output destination` option, you can reassemble the output file with `armasm`.

You can use this option to disassemble either an ELF image or an ELF object file.

---

**Note**

---

The output is not the same as that from `--emit=code` and `--text -c`.

---

### 3.6.1 Example

To disassemble the ELF file `infile.axf` for the ARM1176JZF-S™ processor and create a source file `outfile.asm`, enter:

```
fromelf --cpu=ARM1176JZF-S --disassemble --output=outfile.asm infile.axf
```

### 3.6.2 See also

#### Reference

- [fromelf command-line syntax](#) on page 2-6
- [--cpu=name](#) on page 4-16
- [--disassemble](#) on page 4-27
- [--emit=option\[,option,...\]](#) on page 4-30
- [--interleave=option](#) on page 4-50
- [--output=destination](#) on page 4-57
- [--text](#) on page 4-73.

*Using the Assembler:*

- [Chapter 7 Using the Assembler.](#)

## 3.7 Processing ELF files in an archive

You can process all ELF files in an archive, or a subset of those files. The processed files together with any unprocessed files are output to another archive.

The following examples show how to process ELF files in an archive, `test.a`, that contains:

```
bmw.o
bmw1.o
call_c_code.o
newtst.o
shapes.o
strmtst.o
```

### 3.7.1 Example of processing all files in the archive

This example removes all debug, comments, notes and symbols from all the files in the archive:

```
fromelf --elf --strip=all test.a -o strip_all/
```

This creates an output archive with the name `test.a` in the subdirectory `strip_all`

### 3.7.2 Example of processing a subset of files in the archive

To remove all debug, comments, notes and symbols from only the `shapes.o` and the `strmtst.o` files in the archive, enter:

```
fromelf --elf --strip=all test.a(s*.o) -o subset/
```

This creates an output archive with the name `test.a` in the subdirectory `subset`. The archive contains the processed files together with the remaining files that are unprocessed.

To process the `bmw.o`, `bmw1.o`, and `newtst.o` files in the archive, enter:

```
fromelf --elf --strip=all test.a(??w*) -o subset/
```

### 3.7.3 Example of displaying a disassembled version of files in an archive

To display the disassembled version of `call_c_code.o` in the archive, enter:

```
fromelf --disassemble test.a(c*)
```

### 3.7.4 See also

#### Reference

- [--disassemble](#) on page 4-27
- [--elf](#) on page 4-29
- [input\\_file](#) on page 4-48
- [--output=destination](#) on page 4-57
- [--strip=option\[,option,...\]](#) on page 4-70.

## 3.8 Protecting code in images and objects with fromelf

If you are delivering images and objects to third parties, then you might want to protect the code they contain. To help you to protect this code, fromelf provides the `--strip` option and the `--privacy` option. These options remove or obscure the symbol names in the object or image. The option you choose depends on the how much information you want to remove. The effect of these options is different for object files and images.

———— **Note** —————

You must use `--elf` with these options. Because you have to use `--elf`, you must also use `--output`.

### 3.8.1 Protecting code in image files

For image files:

**Table 3-1 Effect of fromelf `--privacy` and `--strip` options on images files**

Option	Local symbols	Section names	Mapping symbols	Build attributes
fromelf <code>--elf --privacy</code>	Removes the whole symbol table. Removes the <code>.comment</code> section name. This is marked as [Anonymous Section] in the fromelf <code>--text</code> output. Gives section names a default value. For example, changes code section names to <code>'.text'</code> .			
fromelf <code>--elf --strip=symbols</code>	Removes whole symbol table. Section names remain the same.			
fromelf <code>--elf --strip=localsymbols</code>	Removed	Present	Removed	Present



### 3.8.2 Protecting code in object files

For object files:

**Table 3-2 Effect of fromelf --privacy and --strip options on object files**

Option	Local symbols	Section names	Mapping symbols	Build attributes
fromelf --elf --privacy	Removes those local symbols that can be removed without loss of functionality. Symbols that cannot be removed, such as the targets for relocations, are kept. For these symbols, the names are removed. These are marked as [Anonymous Symbol] in the fromelf --text output.	Gives section names a default value. For example, changes code section names to '.text'	Present	Present
fromelf --elf --strip=symbols	Removes those local symbols that can be removed without loss of functionality. Symbols that cannot be removed, such as the targets for relocations, are kept. For these symbols, the names are removed. These are marked as [Anonymous Symbol] in the fromelf --text output.	Section names remain the same	Present	Present
fromelf --elf --strip=localsymbols	Removes those local symbols that can be removed without loss of functionality. Symbols that cannot be removed, such as the targets for relocations, are kept. For these symbols, the names are removed. These are marked as [Anonymous Symbol] in the fromelf --text output.	Section names remain the same	Present	Present

### 3.8.3 Example

To produce a new ELF executable image with the complete symbol table removed and various section names changed, enter:

```
fromelf --elf --privacy --output=outfile.axf infile.axf
```

### 3.8.4 See also

#### Concepts

Using the Linker:

- [About mapping symbols on page 7-3.](#)

#### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--elf on page 4-29](#)
- [--output=destination on page 4-57](#)
- [--privacy on page 4-58](#)
- [--strip=option\[,option,...\] on page 4-70.](#)

Linker Reference:

- [--list\\_mapping\\_symbols, --no\\_list\\_mapping\\_symbols on page 2-103](#)
- [--locals, --no\\_locals on page 2-105](#)
- [--privacy on page 2-126.](#)

## 3.9 Printing details of ELF-formatted files

You can specify the elements of an ELF object that you want to appear in the textual output with the `--emit` option. The output includes ELF header and section information. You can specify these elements as a comma separated list.

———— **Note** —————

You can specify some of the `--emit` options using the `--text` option.

### 3.9.1 Example of printing data sections

To print the contents of the data sections of an ELF file, `infile.axf`, enter:

```
fromelf --emit=data infile.axf
```

### 3.9.2 Example of printing relocation information

To print relocation information and the dynamic section contents for the ELF file `infile2.axf`, enter:

```
fromelf --emit=relocation_tables,dynamic_segment infile2.axf
```

### 3.9.3 See also

#### Reference

- [fromelf command-line syntax on page 2-6](#)
- [--emit=option\[,option,...\] on page 4-30](#)
- [--text on page 4-73](#).

### 3.10 Using fromelf to find where a symbol is placed in an executable ELF image

To find where a symbol is placed in an ELF image file, use the `--text -s -v` options to view the symbol table and detailed information on each segment and section header, for example:

```
fromelf --text -s -v s.axf
```

The symbol table identifies the section where the symbol is placed.

#### 3.10.1 Example

Do the following:

1. Create the file `s.c` containing the following source code:  

```
long long altstack[10] __attribute__((section ("STACK"), zero_init));

int main()
{
    return sizeof(altstack);
}
```
2. Compile the source:  

```
armcc -c s.c -o s.o
```
3. Link the object `s.o` and keep the `STACK` symbol:  

```
armlink --keep=s.o(STACK) s.o --output=s.axf
```
4. Run the `fromelf` command to display the symbol table and detailed information on each segment and section header:  

```
fromelf --text -s -v s.o
```
5. Locate the `STACK` and `altstack` symbols in the `fromelf` output, for example:

```
...
** Section #9

Name      : .symtab
Type      : SHT_SYMTAB (0x00000002)
Flags     : None (0x00000000)
Addr      : 0x00000000
File Offset : 2792 (0xae8)
Size      : 2896 bytes (0xb50)
Link      : Section 10 (.strtab)
Info      : Last local symbol no = 115
Alignment : 4
Entry Size : 16   Symbol table .symtab (180 symbols, 115 local)

# Symbol Name          Value      Bind Sec Type Vis Size
=====
...
16  STACK                0x00008228  Lc   2  Sect De  0x50
...
179 altstack            0x00008228  Gb   2  Data Hi  0x50
...
```

The `Sec` column shows the section where the stack is placed. In this example, section 2.

6. Locate the section identified for the symbol in the `fromelf` output, for example:

```
...
=====
```

**\*\* Section #2**

```

Name      : ER_ZI
Type      : SHT_NOBITS (0x00000008)
Flags     : SHF_ALLOC + SHF_WRITE (0x00000003)
Addr      : 0x000081c8
File Offset : 508 (0x1fc)
Size      : 176 bytes (0xb0)
Link      : SHN_UNDEF
Info      : 0
Alignment : 8
Entry Size : 0

```

```

=====

```

```

...

```

This shows that the symbols are placed in a ZI execution region.

**3.10.2 See also****Tasks**

- [How to find where a symbol is placed when linking on page 6-6.](#)

**Reference**

- [--text on page 4-73.](#)

*Compiler Reference:*

- [-c on page 3-31](#)
- [-o filename on page 3-153.](#)

*Linker Reference:*

- [--keep=section\\_id on page 2-89](#)
- [--output=file on page 2-114.](#)

# Chapter 4

## fromelf command reference

The following topics describe the command-line options of the fromelf image conversion utility provided with the ARM Compiler toolchain:

- [--base \[\[object\\_file::\]load\\_region\\_ID=num](#) on page 4-4
- [--bin](#) on page 4-5
- [--bincombined](#) on page 4-6
- [--bincombined\\_base=address](#) on page 4-7
- [--bincombined\\_padding=size,num](#) on page 4-8
- [--cad](#) on page 4-9
- [--cadcombined](#) on page 4-11
- [--compare=option\[,option,...\]](#) on page 4-12
- [--continue\\_on\\_error](#) on page 4-14
- [--cpu=list](#) on page 4-15
- [--cpu=name](#) on page 4-16
- [--datasymbols](#) on page 4-17
- [--debugonly](#) on page 4-18
- [--decode\\_build\\_attributes](#) on page 4-19
- [--device=list](#) on page 4-20
- [--device=name](#) on page 4-21
- [--diag\\_error=tag\[,tag,...\]](#) on page 4-22
- [--diag\\_remark=tag\[,tag,...\]](#) on page 4-23
- [--diag\\_style={arm|ide|gnu}](#) on page 4-24
- [--diag\\_suppress=tag\[,tag,...\]](#) on page 4-25
- [--diag\\_warning=tag\[,tag,...\]](#) on page 4-26

- `--disassemble` on page 4-27
- `--dump_build_attributes` on page 4-28
- `--elf` on page 4-29
- `--emit=option[,option,...]` on page 4-30
- `--expandarrays` on page 4-32
- `--extract_build_attributes` on page 4-33
- `--fieldoffsets` on page 4-34
- `--fpu=list` on page 4-36
- `--fpu=name` on page 4-37
- `--globalize=option[,option,...]` on page 4-38
- `--help` on page 4-39
- `--hide=option[,option,...]` on page 4-40
- `--hide_and_localize=option[,option,...]` on page 4-41
- `--i32` on page 4-42
- `--i32combined` on page 4-43
- `--ignore_section=option[,option,...]` on page 4-44
- `--ignore_symbol=option[,option,...]` on page 4-45
- `--in_place` on page 4-46
- `--info=topic[,topic,...]` on page 4-47
- `input_file` on page 4-48
- `--interleave=option` on page 4-50
- `--licretry` on page 4-51
- `--linkview, --no_linkview` on page 4-52
- `--localize=option[,option,...]` on page 4-53
- `--m32` on page 4-54
- `--m32combined` on page 4-55
- `--only=section_name` on page 4-56
- `--output=destination` on page 4-57
- `--privacy` on page 4-58
- `--project=filename, --no_project` on page 4-59
- `--qualify` on page 4-60
- `--reinitialize_workdir` on page 4-61
- `--relax_section=option[,option,...]` on page 4-62
- `--relax_symbol=option[,option,...]` on page 4-63
- `--rename=option[,option,...]` on page 4-64
- `--select=select_options` on page 4-65
- `--show=option[,option,...]` on page 4-66
- `--show_and_globalize=option[,option,...]` on page 4-67
- `--show_cmdline` on page 4-68
- `--source_directory=path` on page 4-69
- `--strip=option[,option,...]` on page 4-70
- `--symbolversions, --no_symbolversions` on page 4-72
- `--text` on page 4-73
- `--version_number` on page 4-75
- `--vhx` on page 4-76
- `--via=file` on page 4-77
- `--vsn` on page 4-78

- *-w* on page 4-79
- *--widthxbanks* on page 4-80
- *--workdir=directory* on page 4-82.

See also *fromelf command-line syntax* on page 2-6.

## 4.1 --base [[*object\_file*::] *load\_region\_ID*=] *num*

This option enables you to alter the base address specified for one or more load regions in Motorola S-record and Intel Hex file formats.

### 4.1.1 Restrictions

You must use one of the output formats `--i32`, `--i32combined`, `--m32`, or `--m32combined` with this option.

### 4.1.2 Syntax

```
--base [[object_file::] load_region_ID=] num
```

Where:

*object\_file* is an optional ELF input file.

*load\_region\_ID*

is an optional load region. This can either be a symbolic name of an execution region belonging to a load region or a zero-based load region number, for example `#0` if referring to the first region.

*num* is either a decimal or hexadecimal value.

You can:

- use wildcard characters `?` and `*` for symbolic names in *object\_file* and *load\_region\_ID* arguments
- specify multiple options in one `--base` option followed by a comma-separated list of arguments.

All addresses encoded in the output file start at the base address *num*. If you do not specify a `--base` option, the base address is taken from the load region address.

**Table 4-1 Examples using `--base`**

<code>--base 0</code>	decimal value
<code>--base 0x8000</code>	hexadecimal value
<code>--base #0=0</code>	base address for the first load region
<code>--base foo.o::*=0</code>	base address for all load regions in <i>foo.o</i>
<code>--base #0=0,#1=0x8000</code>	base address for the first and second load regions

### 4.1.3 See also

#### Concepts

- [Considerations when using fromelf on page 2-4.](#)

#### Reference

- [--i32 on page 4-42](#)
- [--i32combined on page 4-43](#)
- [--m32 on page 4-54](#)
- [--m32combined on page 4-55.](#)



## 4.2 --bin

This option produces plain binary output, one file for each load region. You can split the output from this option into multiple files with the `--widthxbanks` option.

### 4.2.1 Restrictions

You cannot use this option with object files.

You must use `--output` with this option.

### 4.2.2 Example

To convert an ELF file to a plain binary file (for example `outfile.bin`), enter:

```
fromelf --bin --output=outfile.bin infile.axf
```

### 4.2.3 See also

#### Concepts

- [Considerations when using fromelf on page 2-4.](#)

#### Reference

- [--output=destination on page 4-57](#)
- [--widthxbanks on page 4-80.](#)

## 4.3 --bincombined

This option produces plain binary output. It generates one output file for an image containing multiple load regions. By default, the start address of the first load region in memory is used as the base address. `fromelf` inserts padding between load regions as required to ensure that they are at the correct relative offset from each other. Separating the load regions in this way means that the output file can be loaded into memory and correctly aligned starting at the base address.

Use this option with `--bincombined_base` and `--bincombined_padding` to change the default values for the base address and padding.

### 4.3.1 Restrictions

You cannot use this option with object files.

You must use `--output` with this option.

### 4.3.2 Considerations when using --bincombined

Use this option with `--bincombined_base` to change the default value for the base address.

The default padding value is `0xFF`. Use this option with `--bincombined_padding` to change the default padding value.

If you use a scatter file that defines two load regions with a large address space between them, the resulting binary can be very large because it contains mostly padding. For example, if you have a load region of size `0x100` bytes at address `0x00000000` and another load region at address `0x30000000`, the amount of padding is `0x2FFFFFF00` bytes.

ARM recommends that you use a different method of placing widely spaced load regions, such as splitting the binary file into multiple files with the `--widthxbanks` option.

### 4.3.3 See also

#### Concepts

*Using the Linker:*

- [Input sections, output sections, regions, and Program Segments on page 4-5.](#)

#### Reference

- [--bincombined\\_base=address on page 4-7](#)
- [--bincombined\\_padding=size,num on page 4-8](#)
- [--output=destination on page 4-57](#)
- [--widthxbanks on page 4-80.](#)

## 4.4 --bincombined\_base=address

This option enables you to lower the base address used by the --bincombined output mode. The output file generated is suitable to be loaded into memory starting at the specified address.

### 4.4.1 Restrictions

You must use --bincombined with this option. If you omit --bincombined, a warning message is displayed.

### 4.4.2 Syntax

```
--bincombined_base=address
```

Where:

*address*      The start address where the image is to be loaded:

- if the specified address is lower than the start of the first load region, fromelf adds padding at the start of the output file
- if the specified address is higher than the start of the first load region, fromelf gives an error.

### 4.4.3 Default

By default the start address of the first load region in memory is used as the base address.

### 4.4.4 Example

```
--bincombined --bincombined_base=0x1000
```

### 4.4.5 See also

#### Concepts

*Using the Linker:*

- [Input sections, output sections, regions, and Program Segments](#) on page 4-5.

#### Reference

- [--bincombined](#) on page 4-6
- [--bincombined\\_padding=size,num](#) on page 4-8.

## 4.5 --bincombined\_padding=size, num

This option enables you to specify a different padding value from the default used by the --bincombined output mode.

### 4.5.1 Restrictions

You must use --bincombined with this option. If you omit --bincombined, a warning message is displayed.

### 4.5.2 Syntax

`--bincombined_padding=size, num`

Where:

`size` is 1, 2, or 4 bytes to define whether it is a byte, halfword, or word.

`num` is the value to be used for padding. If you specify a value that is too large to fit in the specified size, a warning message is displayed.

#### ———— Note —————

fromelf expects that 2-byte and 4-byte padding values are specified in the appropriate endianness for the input file. For example, if you are translating a big endian ELF file into binary, the specified padding value is treated as a big endian word or halfword.

### 4.5.3 Default

The default is `--bincombined_padding=1,0xFF`.

### 4.5.4 Example

The following examples show how to use `--bincombined_padding`:

`--bincombined --bincombined_padding=4,0x12345678`

This example produces plain binary output and fills the space between load regions with copies of the 32-bit word 0x12345678.

`--bincombined --bincombined_padding=2,0x1234`

This example produces plain binary output and fills the space between load regions with copies of the 16-bit halfword 0x1234.

`--bincombined --bincombined_padding=2,0x01`

This example when specified for big endian memory, fills the space between load regions with 0x0100.

### 4.5.5 See also

#### Reference

- [--bincombined](#) on page 4-6
- [--bincombined\\_base=address](#) on page 4-7.

## 4.6 --cad

This option produces a C array definition or C++ array definition containing binary output. You can use each array definition in the source code of another application. For example, you might want to embed an image in the address space of another application, such as an embedded operating system.

If your image has a single load region, the output is directed to stdout by default. To save the output to a file, use the --output option together with a filename.

If your image has multiple load regions, then you must also use the --output option together with a directory name. Unless you specify a full path name, the path is relative to the current directory. A file is created for each load region in the specified directory. The name of each file is the name of the corresponding execution region.

Use this option with --output to generate one output file for each load region in the image.

### 4.6.1 Restrictions

You cannot use this option with object files.

### 4.6.2 Example

The following examples show how to use --cad:

- To produce an array definition for an image that has a single load region, enter:

```
fromelf --cad myimage.axf
unsigned char LR0[] = {
    0x00,0x00,0x00,0xEB,0x28,0x00,0x00,0xEB,0x2C,0x00,0x8F,0xE2,0x00,0x0C,0x90,0xE8,
    0x00,0xA0,0x8A,0xE0,0x00,0xB0,0x8B,0xE0,0x01,0x70,0x4A,0xE2,0x0B,0x00,0x5A,0xE1,
    0x00,0x00,0x00,0x1A,0x20,0x00,0x00,0xEB,0x0F,0x00,0xBA,0xE8,0x18,0xE0,0x4F,0xE2,
    0x01,0x00,0x13,0xE3,0x03,0xF0,0x47,0x10,0x03,0xF0,0xA0,0xE1,0xAC,0x18,0x00,0x00,
    0xBC,0x18,0x00,0x00,0x00,0x30,0xB0,0xE3,0x00,0x40,0xB0,0xE3,0x00,0x50,0xB0,0xE3,
    0x00,0x60,0xB0,0xE3,0x10,0x20,0x52,0xE2,0x78,0x00,0xA1,0x28,0xFC,0xFF,0xFF,0x8A,
    0x82,0x2E,0xB0,0xE1,0x30,0x00,0xA1,0x28,0x00,0x30,0x81,0x45,0x0E,0xF0,0xA0,0xE1,
    0x70,0x00,0x51,0xE3,0x66,0x00,0x00,0x0A,0x64,0x00,0x51,0xE3,0x38,0x00,0x00,0x0A,
    0x00,0x00,0xB0,0xE3,0x0E,0xF0,0xA0,0xE1,0x1F,0x40,0x2D,0xE9,0x00,0x00,0xA0,0xE1,
    .
    .
    .
    0x3A,0x74,0x74,0x00,0x43,0x6F,0x6E,0x73,0x74,0x72,0x75,0x63,0x74,0x65,0x64,0x20,
    0x41,0x20,0x23,0x25,0x64,0x20,0x61,0x74,0x20,0x25,0x70,0x0A,0x00,0x00,0x00,0x00,
    0x44,0x65,0x73,0x74,0x72,0x6F,0x79,0x65,0x64,0x20,0x41,0x20,0x23,0x25,0x64,0x20,
    0x61,0x74,0x20,0x25,0x70,0x0A,0x00,0x00,0x0C,0x99,0x00,0x00,0x0C,0x99,0x00,0x00,
    0x50,0x01,0x00,0x00,0x44,0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
    0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00
};
```

- For an image that has multiple load regions, the following commands create a file for each load region in the directory `root\myprojects\multiload\load_regions`:

```
cd root\myprojects\multiload
fromelf --cad image_multiload.axf --output load_regions
```

If `image_multiload.axf` contains the execution regions EXEC\_ROM and RAM, then the files EXEC\_ROM and RAM are created in the `load_regions` subdirectory.

### 4.6.3 See also

#### Tasks

*Using the Linker:*

- [Chapter 8 Using scatter files.](#)

#### Concepts

*Using the Linker:*

- [Input sections, output sections, regions, and Program Segments on page 4-5.](#)

#### Reference

- [--cadcombined on page 4-11](#)
- [--output=destination on page 4-57.](#)

## 4.7 --cadcombined

This option produces a C array definition or C++ array definition containing binary output. You can use each array definition in the source code of another application. For example, you might want to embed an image in the address space of another application, such as an embedded operating system.

The output is directed to stdout by default. To save the output to a file, use the `--output` option together with a filename.

### 4.7.1 Restrictions

You cannot use this option with object files.

### 4.7.2 Example

The following commands create the file `load_regions.c` in the directory `root\myprojects\multiload`:

```
cd root\myprojects\multiload
fromelf --cadcombined image_multiload.axf --output load_regions.c
```

### 4.7.3 See also

#### Tasks

*Using the Linker:*

- [Chapter 8 Using scatter files.](#)

#### Reference

- [--cad](#) on page 4-9
- [--output=destination](#) on page 4-57

## 4.8 --compare=*option*[,*option*,...]

This option compares two input files and prints a textual list of the differences. The input files must be the same type, either two ELF files or two library files. Library files are compared member by member and the differences are concatenated in the output.

All differences between the two input files are reported as errors unless specifically downgraded to warnings by using the --relax\_section option.

### 4.8.1 Syntax

--compare=*option*[,*option*,...]

Where *option* is one of:

section\_sizes

Compares the size of all sections for each ELF file or ELF member of a library file.

section\_sizes::*object\_name*

Compares the sizes of all sections in ELF objects with a name matching *object\_name*.

section\_sizes::*section\_name*

Compares the sizes of all sections with a name matching *section\_name*.

sections

Compares the size and contents of all sections for each ELF file or ELF member of a library file.

sections::*object\_name*

Compares the size and contents of all sections in ELF objects with a name matching *object\_name*.

sections::*section\_name*

Compares the size and contents of all sections with a name matching *section\_name*.

function\_sizes

Compares the size of all functions for each ELF file or ELF member of a library file.

function\_sizes::*object\_name*

Compares the size of all functions in ELF objects with a name matching *object\_name*.

function\_size::*function\_name*

Compares the size of all functions with a name matching *function\_name*.

global\_function\_sizes

Compares the size of all global functions for each ELF file or ELF member of a library file.

global\_function\_sizes::*function\_name*

Compares the size of all global functions in ELF objects with a name matching *function\_name*.



You can:

- use wildcard characters ? and \* for symbolic names in *section\_name*, *function\_name*, and *object\_name* arguments
- specify multiple options in one --compare option followed by a comma-separated list of arguments.

#### 4.8.2 See also

##### Reference

- [--ignore\\_section=option\[,option,...\]](#) on page 4-44
- [--ignore\\_symbol=option\[,option,...\]](#) on page 4-45
- [--relax\\_section=option\[,option,...\]](#) on page 4-62
- [--relax\\_symbol=option\[,option,...\]](#) on page 4-63.

## 4.9 --continue\_on\_error

This option reports any errors and then continues.

Use --diag\_warning=error instead of this option.

### 4.9.1 See also

#### Reference

- [--diag\\_warning=tag\[,tag,...\]](#) on page 4-26.

## 4.10 --cpu=list

This option lists the supported ARM architecture and processor names that you can use with `--cpu=name`.

### 4.10.1 See also

#### Reference

- [--cpu=name](#) on page 4-16.

## 4.11 --cpu=*name*

This option selects disassembly for a specific ARM architecture or processor. It affects how fromelf interprets the instructions it finds in the input files.

### 4.11.1 Syntax

```
--cpu=name
```

Where *name* is the name of an ARM architecture or processor.

### 4.11.2 Example

To select the disassembly for the ARM1176JZF-S™ processor, use:

```
--cpu=ARM1176JZF-S
```

### 4.11.3 See also

#### Reference

- [--cpu=\*list\* on page 4-15](#)
- [--device=\*list\* on page 4-20](#)
- [--device=\*name\* on page 4-21](#)
- [--disassemble on page 4-27](#)
- [--info=\*topic\*\[,\*topic\*,...\] on page 4-47](#)
- [--text on page 4-73.](#)

#### *Assembler Reference:*

- [--cpu=\*name\* on page 2-8](#)
- [--device=\*name\* on page 2-10.](#)

#### *Compiler Reference:*

- [--cpu=\*name\* on page 3-49](#)
- [--device=\*name\* on page 3-68.](#)

#### *Linker Reference:*

- [--cpu=\*name\* on page 2-38](#)
- [--device=\*name\* on page 2-43.](#)

## 4.12 --datasymbols

This option modifies the output information of data sections so that symbol definitions are interleaved.

You can use this option only with `--text -d`.

### 4.12.1 See also

#### Reference

- [--text on page 4-73](#).

## 4.13 --debugonly

This option removes the content of any code or data sections. This ensures that the output file contains only the information required for debugging, for example, debug sections, symbol table, and string table. Section headers are retained because they are required to act as targets for symbols.

### 4.13.1 Restrictions

You must use `--elf` with this option.

### 4.13.2 See also

#### Reference

- [--elf](#) on page 4-29.

## 4.14 --decode\_build\_attributes

This option prints the contents of the build attributes section in human-readable form for standard build attributes or raw hexadecimal form for nonstandard build attributes.

### ———— Note —————

The standard build attributes are documented in the *Application Binary Interface for the ARM Architecture*.

### 4.14.1 Restrictions

You can use this option only in text mode.

### 4.14.2 Example

The following example shows the output for --decode\_build\_attributes:

```
** Section #12 '.ARM.attributes' (SHT_ARM_ATTRIBUTES)
   Size : 69 bytes

'aeabi' file build attributes:
0x000000:  05 41 52 4d 37 54 44 4d 49 00 06 02 08 01 11 01  .ARM7TDMI.....
0x000010:  12 02 14 02 17 01 18 01 19 01 1a 01 1e 03 20 02  .....
0x000020:  41 52 4d 00                                     ARM.
   Tag_CPU_name = "ARM7TDMI"
   Tag_CPU_arch = ARM v4T (=2)
   Tag_ARM_ISA_use = ARM instructions were permitted to be used (=1)
   Tag_ABI_PCS_GOT_use = Data are imported directly (=1)
   Tag_ABI_PCS_wchar_t = Size of wchar_t is 2 (=2)
   Tag_ABI_FP_denormal = This code was permitted to require that the sign of a flushed-to-zero number be
preserved in the sign of 0 (=2)
   Tag_ABI_FP_number_model = This code was permitted to use only IEEE 754 format FP numbers (=1)
   Tag_ABI_align8_needed = Code was permitted to depend on the 8-byte alignment of 8-byte data items (=1)
   Tag_ABI_align8_preserved = Code was required to preserve 8-byte alignment of 8-byte data objects (=1)
   Tag_ABI_enum_size = Enum values occupy the smallest container big enough to hold all values (=1)
   Tag_ABI_optimization_goals = Optimized for small size, but speed and debugging illusion preserved (=3)
   Tag_compatibility = 2, "ARM"

'ARM' file build attributes:
0x000000:  04 01 12 01                                     ....
```

### 4.14.3 See also

#### Reference

- [--dump\\_build\\_attributes](#) on page 4-28
- [--emit=option\[,option,...\]](#) on page 4-30
- [--extract\\_build\\_attributes](#) on page 4-33.

#### Other information

- *Application Binary Interface for the ARM Architecture*,  
<http://infocenter.arm.com/help/topic/com.arm.doc.ih0036-/index.html>

## 4.15 --device=list

This option lists the supported device names that can be used with the --device=*name* option.

### 4.15.1 See also

#### Reference

- [--device=\*name\*](#) on page 4-21.



## 4.16 --device=*name*

This option enables you to specify a microcontroller or *System-on-Chip* (SoC) device name instead of a CPU name. It affects how fromelf interprets the instructions it finds in the input files. It has the same format as that supported by the compiler.

Each device has default values for CPU and *Floating-Point Unit* (FPU). However, you can override the FPU from the command line by specifying the --fpu option after the --device option.

See your device documentation for CPU and FPU implementation details.

### 4.16.1 Syntax

--device=*name*

where *name* is a specific device name.

To get a full list of the available devices, use the --device=list option.

### 4.16.2 See also

#### Reference

- [--cpu=list](#) on page 4-15
- [--cpu=name](#) on page 4-16
- [--device=list](#) on page 4-20
- [--fpu=list](#) on page 4-36
- [--fpu=name](#) on page 4-37.

#### Assembler Reference:

- [--cpu=name](#) on page 2-8
- [--device=name](#) on page 2-10.

#### Compiler Reference:

- [--cpu=name](#) on page 3-49
- [--device=name](#) on page 3-68.

#### Linker Reference:

- [--cpu=name](#) on page 2-38
- [--device=name](#) on page 2-43.

## 4.17 --diag\_error=tag[,tag,...]

This option sets diagnostic messages that have a specific tag to error severity.

### 4.17.1 Syntax

```
--diag_error=tag[,tag,...]
```

Where *tag* can be:

- a diagnostic message number to set to error severity
- warning, to treat all warnings as errors.

### 4.17.2 See also

#### Reference

- [--diag\\_remark=tag\[,tag,...\]](#) on page 4-23
- [--diag\\_style={arm|ide|gnu}](#) on page 4-24
- [--diag\\_suppress=tag\[,tag,...\]](#) on page 4-25
- [--diag\\_warning=tag\[,tag,...\]](#) on page 4-26.

## 4.18 --diag\_remark=tag[, tag, ...]

This option sets diagnostic messages that have a specific tag to remark severity.

### 4.18.1 Syntax

```
--diag_remark=tag[, tag, ...]
```

Where *tag* is a comma-separated list of diagnostic message numbers.

### 4.18.2 See also

#### Reference

- [--diag\\_error=tag\[,tag,...\]](#) on page 4-22
- [--diag\\_style={arm|ide|gnu}](#) on page 4-24
- [--diag\\_suppress=tag\[,tag,...\]](#) on page 4-25
- [--diag\\_warning=tag\[,tag,...\]](#) on page 4-26.

## 4.19 --diag\_style={arm|ide|gnu}

This option specifies the style used to display diagnostic messages.

### 4.19.1 Syntax

--diag\_style=*string*

Where *string* is one of:

- |     |   |
|-----|---|
| arm | Display messages using the ARM style.   |
| ide | Include the line number and character count for any line that is in error. These values are displayed in parentheses. |
| gnu | Display messages in the format used by GNU.   |

### 4.19.2 Default

The default is --diag\_style=arm.

### 4.19.3 See also

#### Reference

- [--diag\\_error=tag\[,tag,...\]](#) on page 4-22
- [--diag\\_remark=tag\[,tag,...\]](#) on page 4-23
- [--diag\\_suppress=tag\[,tag,...\]](#) on page 4-25
- [--diag\\_warning=tag\[,tag,...\]](#) on page 4-26.

## 4.20 --diag\_suppress=tag[, tag, ...]

This option disables diagnostic messages that have the specified tags.

### 4.20.1 Syntax

--diag\_suppress=tag[, tag, ...]

Where *tag* can be:

- a diagnostic message number to be suppressed
- error, to suppress all errors
- warning, to suppress all warnings.

### 4.20.2 See also

#### Reference

- [--diag\\_error=tag\[,tag,...\]](#) on page 4-22
- [--diag\\_remark=tag\[,tag,...\]](#) on page 4-23
- [--diag\\_style={arm|ide|gnu}](#) on page 4-24
- [--diag\\_warning=tag\[,tag,...\]](#) on page 4-26.

## 4.21 --diag\_warning=tag[, tag, ...]

This option sets diagnostic messages that have a specific tag to warning severity.

### 4.21.1 Syntax

```
--diag_warning=tag[, tag, ...]
```

Where *tag* can be:

- a diagnostic message number to set to warning severity
- error, to downgrade all errors to warnings.

### 4.21.2 See also

#### Reference

- [--diag\\_error=tag\[, tag, ...\]](#) on page 4-22
- [--diag\\_remark=tag\[, tag, ...\]](#) on page 4-23
- [--diag\\_style={arm|ide|gnu}](#) on page 4-24
- [--diag\\_warning=tag\[, tag, ...\]](#).

## 4.22 --disassemble

This option displays a disassembled version of the image to stdout. If you use this option with `--output destination`, you can reassemble the output file with `armasm`.

You can use this option to disassemble either an ELF image or an ELF object file.

———— **Note** —————

The output is not the same as that from `--emit=code` and `--text -c`.

---

### 4.22.1 See also

#### Reference

- `--cpu=name` on page 4-16
- `--emit=option[,option,...]` on page 4-30
- `--interleave=option` on page 4-50
- `--output=destination` on page 4-57
- `--text` on page 4-73.

## 4.23 --dump\_build\_attributes

This option prints the contents of the build attributes section in raw hexadecimal form.

### 4.23.1 Restrictions

You can use this option only in text mode.

### 4.23.2 Example

The following example shows the output for --dump\_build\_attributes:

```
...
** Section #12 '.ARM.attributes' (SHT_ARM_ATTRIBUTES)
   Size : 69 bytes

0x000000:  41 33 00 00 00 61 65 61 62 69 00 01 29 00 00 00  A3...aeabi...)...
0x000010:  05 41 52 4d 37 54 44 4d 49 00 06 02 08 01 11 01  .ARM7TDMI.....
0x000020:  12 02 14 02 17 01 18 01 19 01 1a 01 1e 03 20 02  .....
0x000030:  41 52 4d 00 11 00 00 00 41 52 4d 00 01 09 00 00  ARM.....ARM.....
0x000040:  00 04 01 12 01  ....
```

### 4.23.3 See also

#### Reference

- [--decode\\_build\\_attributes](#) on page 4-19
- [--emit=option\[,option,...\]](#) on page 4-30
- [--extract\\_build\\_attributes](#) on page 4-33
- [--text](#) on page 4-73.



## 4.24 --elf

This option selects ELF output mode.

Use with `--strip=debug,symbols` to remove debug information from an ELF image.

### 4.24.1 Restrictions

You must use `--output` with this option.

### 4.24.2 See also

#### Reference

- [--in\\_place](#) on page 4-46
- [--output=destination](#) on page 4-57
- [--strip=option\[.option,...\]](#) on page 4-70.

## 4.25 --emit=*option*[,*option*,...]

This option enables you to specify the elements of an ELF object that you want to appear in the textual output. The output includes ELF header and section information.

### 4.25.1 Restrictions

You can use this option only in text mode.

### 4.25.2 Syntax

```
--emit=option[,option,...]
```

Where *option* is one of:

- |                  |   |
|------------------|---|
| addresses        | This option prints global and static data addresses (including addresses for structure and union contents). It has the same effect as <code>--text -a</code> .<br><br>This option can only be used on files containing debug information. If no debug information is present, a warning message is generated.<br><br>Use the <code>--select</code> option to output a subset of the data addresses.<br><br>If you want to view the data addresses of arrays, expanded both inside and outside structures, use the <code>--expandarrays</code> option with this text category. |
| build_attributes | This option prints the contents of the build attributes section in human-readable form for standard build attributes or raw hexadecimal form for nonstandard build attributes. The produces the same output as the <code>--decode_build_attributes</code> option.   |
| code             | This option disassembles code, alongside a dump of the original binary data being disassembled and the addresses of the instructions. It has the same effect as <code>--text -c</code> .<br><br><hr style="width: 20%; margin: 0 auto;"/> <p style="text-align: center;"><b>Note</b></p> <hr style="width: 20%; margin: 0 auto;"/> <p>Unlike <code>--disassemble</code>, the disassembly cannot be input to the assembler.</p>  |
| data             | This option prints contents of the data sections. It has the same effect as <code>--text -d</code> .  |
| data_symbols     | This option modifies the output information of data sections so that symbol definitions are interleaved.  |
| debug_info       | This option prints debug information. It has the same effect as <code>--text -g</code> .  |
| dynamic_segment  | This option prints dynamic segment contents. It has the same effect as <code>--text -y</code> .   |
| exception_tables | This option decodes exception table information for objects. It has the same effect as <code>--text -e</code> .   |
| frame_directives | This option prints the contents of FRAME directives in disassembled code as specified by the debug information embedded in an object module.<br><br>Use this option with <code>--disassemble</code> .   |

- got** This option prints the contents of the *Global Offset Table* (GOT) objects.
- heading\_comments**  
This option prints heading comments at the beginning of the disassembly containing tool and command-line information from `.comment` sections.  
Use this option with `--disassemble`.
- raw\_build\_attributes**  
This option prints the contents of the build attributes section in raw hexadecimal form, that is, in the same form as data.
- relocation\_tables**  
This option prints relocation information. It has the same effect as `--text -r`.
- string\_tables**  
This option prints the string tables. It has the same effect as `--text -t`.
- summary** This option prints a summary of the segments and sections in a file. It is the default output of `fromelf --text`. However, the summary is suppressed by some `--info` options. Use `--emit summary` to explicitly re-enable the summary, if required.
- symbol\_annotations**  
This option prints symbols in disassembled code and data annotated with comments containing the respective property information.  
Use this option with `--disassemble`.
- symbol\_tables**  
This option prints the symbol and versioning tables. It has the same effect as `--text -s`.
- vfe** This option prints information about unused virtual functions.
- whole\_segments**  
This option prints disassembled executables or shared libraries segment by segment even if it has a link view.  
Use this option with `--disassemble`.

Multiple options can be specified in one `--emit` option followed by a comma-separated list of arguments.

### 4.25.3 See also

#### Reference

- [--disassemble](#) on page 4-27
- [--decode\\_build\\_attributes](#) on page 4-19
- [--expandarrays](#) on page 4-32
- [--text](#) on page 4-73.

## 4.26 --expandarrays

This option prints data addresses, including arrays that are expanded both inside and outside structures.

### 4.26.1 Restrictions

You can use this option only with `--text -a`.

### 4.26.2 See also

#### Reference

- [--text on page 4-73](#).

## 4.27 --extract\_build\_attributes

This option prints the build attributes only, either in:

- human-readable form for standard build attributes
- raw hexadecimal form for nonstandard build attributes.

### 4.27.1 Restrictions

You can use this option only in text mode.

### 4.27.2 Example

The following example shows the output for --extract\_build\_attributes:

```
=====
** Object/Image Build Attributes

'aeabi' file build attributes:
0x000000:  05 41 52 4d 37 54 44 4d 49 00 06 02 08 01 11 01  .ARM7TDMI.....
0x000010:  12 02 14 02 17 01 18 01 19 01 1a 01 1e 03 20 02  .....
0x000020:  41 52 4d 00  .ARM.
    Tag_CPU_name = "ARM7TDMI"
    Tag_CPU_arch = ARM v4T (=2)
    Tag_ARM_ISA_use = ARM instructions were permitted to be used (=1)
    Tag_ABI_PCS_GOT_use = Data are imported directly (=1)
    Tag_ABI_PCS_wchar_t = Size of wchar_t is 2 (=2)
    Tag_ABI_FP_denormal = This code was permitted to require that the sign of a flushed-to-zero number be
preserved in the sign of 0 (=2)
    Tag_ABI_FP_number_model = This code was permitted to use only IEEE 754 format FP numbers (=1)
    Tag_ABI_align8_needed = Code was permitted to depend on the 8-byte alignment of 8-byte data items (=1)
    Tag_ABI_align8_preserved = Code was required to preserve 8-byte alignment of 8-byte data objects (=1)
    Tag_ABI_enum_size = Enum values occupy the smallest container big enough to hold all values (=1)
    Tag_ABI_optimization_goals = Optimized for small size, but speed and debugging illusion preserved (=3)
    Tag_compatibility = 2, "ARM"

'ARM' file build attributes:
0x000000:  04 01 12 01  ....
```

### 4.27.3 See also

#### Reference

- [--decode\\_build\\_attributes](#) on page 4-19
- [--dump\\_build\\_attributes](#) on page 4-28
- [--emit=option\[,option,...\]](#) on page 4-30
- [--text](#) on page 4-73.

## 4.28 --fielddoffsets

This option prints a list of assembly language EQU directives that equate C++ class or C structure field names to their offsets from the base of the class or structure. The input ELF file can be a relocatable object or an image.

Use `--output` to redirect the output to a file. Use the `INCLUDE` command from `armasm` to load the produced file and provide access to C++ classes and C structure members by name from assembly language.

This option outputs all structure information. To output a subset of the structures, use `--select select_options`.

If you do not require a file that can be input to `armasm`, use the `--text -a` options to format the display addresses in a more readable form. The `-a` option only outputs address information for structures and static data in images because the addresses are not known in a relocatable object.

### 4.28.1 Restrictions

This option:

- is not available if the source file does not have debug information
- can be used only in text mode.

### 4.28.2 Example

The following examples show how to use `--fielddoffsets`:

- To produce an output listing to `stdout` that contains all the field offsets from all structures in the file `inputfile.o`, enter:  
**fromelf --fielddoffsets inputfile.o**
- To produce an output file listing to `outputfile.a` that contains all the field offsets from structures in the file `inputfile.o` that have a name starting with `p`, enter:  
**fromelf --fielddoffsets --select=p\* --output=outputfile.a inputfile.o**
- To produce an output listing to `outputfile.a` that contains all the field offsets from structures in the file `inputfile.o` with names of `tools` or `moretools`, enter:  
**fromelf --fielddoffsets --select=tools.\*,moretools.\* --output=outputfile.a inputfile.o**
- To produce an output file listing to `outputfile.a` that contains all the field offsets of structure fields whose name starts with `number` and are within structure field `top` in structure `tools` in the file `inputfile.o`, enter:  
**fromelf --fielddoffsets --select=tools.top.number\* --output=outputfile.a inputfile.o**

### 4.28.3 See also

#### Concepts

*Developing Software for ARM® Processors:*

- [Examples of calling between languages on page 4-11.](#)

#### Reference

- [--qualify on page 4-60](#)
- [--select=select\\_options on page 4-65](#)
- [--text on page 4-73](#)

*Assembler Reference:*

- [EQU](#) on page 6-66
- [GET or INCLUDE](#) on page 6-70.

## 4.29 --fpu=list

This option lists the supported FPU architecture names that you can use with the `--fpu=name` option.

### 4.29.1 See also

#### Reference

- [--fpu=name](#) on page 4-37.



## 4.30 --fpu=*name*

This option selects disassembly for a specific FPU architecture. It affects how fromelf interprets the instructions it finds in the input files.

### 4.30.1 Syntax

--fpu=*name*

Where *name* is the name of a supported FPU architecture.

### 4.30.2 Example

To select disassembly for the VFPv2 architecture, use:

--fpu=VFPv2

### 4.30.3 See also

#### Reference

- [--device=list](#) on page 4-20
- [--device=name](#) on page 4-21
- [--disassemble](#) on page 4-27
- [--fpu=list](#) on page 4-36
- [--info=topic\[,topic,...\]](#) on page 4-47
- [--text](#) on page 4-73.

## 4.31 --globalize=*option*[,*option*,...]

This option converts the selected symbols to global symbols.

### 4.31.1 Restrictions

You must use `--elf` with this option.

### 4.31.2 Syntax

`--globalize=option[,option,...]`

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name* are converted to global symbols.

*object\_name*::*symbol\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbol name matching *symbol\_name* are converted to global symbols.

*symbol\_name* All symbols with a symbol name matching *symbol\_name* are converted to global symbols.

You can:

- use wildcard characters `?` and `*` for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one `--globalize` option followed by a comma-separated list of arguments.

### 4.31.3 See also

#### Reference

- [--elf](#) on page 4-29
- [--hide=\*option\*\[,\*option\*,...\]](#) on page 4-40.

## 4.32 --help

This option displays a summary of the main command-line options.

This is the default if you do not specify any options or source files.

### 4.32.1 See also

#### Reference

- [--show\\_cmdline](#) on page 4-68
- [--version\\_number](#) on page 4-75
- [--vsn](#) on page 4-78.

### 4.33 --hide=*option*[,*option*,...]

This option changes the symbol visibility property to mark selected symbols as hidden.

#### 4.33.1 Restrictions

You must use --elf with this option.

#### 4.33.2 Syntax

--hide=*option*[,*option*,...]

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name*.

*object\_name*::*symbol\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbol name matching *symbol\_name*.

*symbol\_name* All symbols with a symbol name matching *symbol\_name*.

You can:

- use wildcard characters ? and \* for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one --hide option followed by a comma-separated list of arguments.

#### 4.33.3 See also

##### Reference

- [--elf](#) on page 4-29
- [--show=\*option\*\[,\*option\*,...\]](#) on page 4-66.

## 4.34 --hide\_and\_localize=*option*[,*option*,...]

This option changes the symbol visibility property to mark selected symbols as hidden, and converts the selected symbols to local symbols.

### 4.34.1 Restrictions

You must use `--elf` with this option.

### 4.34.2 Syntax

```
--hide_and_localize=option[,option,...]
```

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name* are marked as hidden and converted to local symbols.

*object\_name*::*symbol\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbol name matching *symbol\_name* are marked as hidden and converted to local symbols.

*symbol\_name* All symbols with a symbol name matching *symbol\_name* are marked as hidden and converted to local symbols.

You can:

- use wildcard characters `?` and `*` for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one `--hide_and_localize` option followed by a comma-separated list of arguments.

### 4.34.3 See also

#### Reference

- [--elf](#) on page 4-29.

## 4.35 --i32

This option produces Intel Hex-32 format output. It generates one output file for each load region in the image. You can specify the base address of the output with the --base option.

### 4.35.1 Restrictions

You cannot use this option with object files.

You must use --output with this option.

### 4.35.2 See also

#### Concepts

- [Considerations when using fromelf](#) on page 2-4.

#### Reference

- [--base \[\[object\\_file:\]load\\_region\\_ID=num](#) on page 4-4
- [--i32combined](#) on page 4-43
- [--output=destination](#) on page 4-57.

## 4.36 --i32combined

This option produces Intel Hex-32 format output. This option generates one output file for an image containing multiple load regions. You can specify the base address of the output with the --base option.

### 4.36.1 Restrictions

You cannot use this option with object files.

You must use --output with this option.

### 4.36.2 See also

#### Concepts

- [Considerations when using fromelf on page 2-4.](#)

#### Reference

- [--base \[\[object\\_file::\]load\\_region\\_ID=num on page 4-4](#)
- [--i32 on page 4-42](#)
- [--output=destination on page 4-57.](#)

## 4.37 --ignore\_section=*option*[,*option*,...]

This option specifies the sections to be ignored during a compare. Differences between the input files being compared are ignored if they are in these sections.

### 4.37.1 Restrictions

You must use --compare with this option.

### 4.37.2 Syntax

--ignore\_section=*option*[,*option*,...]

Where *option* is one of:

*object\_name*::

All sections in ELF objects with a name matching *object\_name*.

*object\_name*::*section\_name*

All sections in ELF objects with a name matching *object\_name* and also a section name matching *section\_name*.

*section\_name* All sections with a name matching *section\_name*.

You can:

- use wildcard characters ? and \* for symbolic names in *section\_name* and *object\_name* arguments
- specify multiple options in one --ignore\_section option followed by a comma-separated list of arguments.

### 4.37.3 See also

#### Reference

- [--compare=\*option\*\[,\*option\*,...\]](#) on page 4-12
- [--ignore\\_symbol=\*option\*\[,\*option\*,...\]](#) on page 4-45
- [--relax\\_section=\*option\*\[,\*option\*,...\]](#) on page 4-62.



## 4.38 --ignore\_symbol=option[,option,...]

This option specifies the symbols to be ignored during a compare. Differences between the input files being compared are ignored if they are related to these symbols.

### 4.38.1 Restrictions

You must use --compare with this option.

### 4.38.2 Syntax

--ignore\_symbol=option[,option,...]

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name*.

*object\_name*::*symbol\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbols name matching *symbol\_name*.

*symbol\_name* All symbols with a name matching *symbol\_name*.

You can:

- use wildcard characters ? and \* for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one --ignore\_symbol option followed by a comma-separated list of arguments.

### 4.38.3 See also

#### Reference

- [--compare=option\[,option,...\]](#) on page 4-12
- [--ignore\\_section=option\[,option,...\]](#) on page 4-44
- [--relax\\_symbol=option\[,option,...\]](#) on page 4-63.

## 4.39 --in\_place

This option enables the translation of ELF members in an input file to overwrite the previous content.

### 4.39.1 Restrictions

You must use `--elf` with this option.

### 4.39.2 Example

To remove debug information from members of the library file `test.a`, enter:

```
fromelf --elf --in_place --strip=debug test.a
```

### 4.39.3 See also

#### Reference

- [--elf](#) on page 4-29
- [--strip=option\[,option,...\]](#) on page 4-70.

**4.40** `--info=topic[,topic,...]`

This option prints information about specific topics.

**4.40.1 Restrictions**

You can use this option only in text mode.

**4.40.2 Syntax**

```
--info=topic[,topic,...]
```

Where *topic* is a comma-separated list from the following topic keywords:

`instruction_usage`

Categorizes and lists the ARM and Thumb instructions defined in the code sections of each input file.

`function_sizes`

Lists the names of the global functions defined in one or more input files, together with their sizes in bytes and whether they are ARM or Thumb functions.

`function_sizes_all`

Lists the names of the local and global functions defined in one or more input files, together with their sizes in bytes and whether they are ARM or Thumb functions.

`sizes`

Lists the Code, R0 Data, RW Data, ZI Data, and Debug sizes for each input object and library member in the image. Using this option implies `--info=sizes,totals`.

`totals`

Lists the totals of the Code, R0 Data, RW Data, ZI Data, and Debug sizes for input objects and libraries.

The output from `--info=sizes,totals` always includes the padding values in the totals for input objects and libraries.

---

**Note**

---

Spaces are not permitted between topic keywords in the list. For example, you can enter `--info=sizes,totals` but not `--info=sizes, totals`.

---

**4.40.3 See also****Reference**

- [--text on page 4-73](#).

## 4.41 *input\_file*

This option specifies the ELF file or archive containing ELF files to be processed. Multiple input files are supported if you:

- output `--text` format
- use the `--compare` option
- use `--elf` with `--in_place`
- specify an output directory using `--output`.

### 4.41.1 Usage

If *input\_file* is a scatter-loaded image that contains more than one load region and the output format is one of `--bin`, `--cad`, `--m32`, `--i32`, or `--vix`, then `fromelf` creates a separate file for each load region.

If *input\_file* is a scatter-loaded image that contains more than one load region and the output format is one of `--cadcombined`, `--m32combined`, or `--i32combined`, then `fromelf` creates a single file containing all load regions.

If *input\_file* is an archive, you can process all files, or a subset of files, in that archive. To process a subset of files in the archive, specify a filter after the archive name as follows:

```
archive.a(filter_pattern)
```

where *filter\_pattern* specifies a member file. To specify a subset of files use the following wildcard characters:

- \* to match zero or more characters
- ? to match any single character.

#### ———— Note ————

On Unix systems your shell typically requires the parentheses and these characters to be escaped with backslashes. Alternatively, enclose the archive name and filter in single quotes, for example:

```
'archive.a(??str*)'
```

Any files in the archive that are not processed are included in the output archive together with the processed files.

### 4.41.2 Example

To strip debug information from all files in the archive beginning with `s`, and creates a new archive, `my_archive.a`, containing the processed and unprocessed files, enter:

```
fromelf --elf --strip=debug archive.a(s*.o) --output=my_archive.a
```

### 4.41.3 See also

#### Tasks

- [Processing ELF files in an archive on page 3-8](#)

#### Reference

- [--bin on page 4-5](#)
- [--cad on page 4-9](#)
- [--cadcombined on page 4-11](#)

- *--compare=option[,option,...]* on page 4-12
- *--elf* on page 4-29
- *--i32* on page 4-42
- *--i32combined* on page 4-43
- *--in\_place* on page 4-46
- *--m32* on page 4-54
- *--m32combined* on page 4-55
- *--output=destination* on page 4-57
- *--text* on page 4-73
- *--vbx* on page 4-76.

## 4.42 --interleave=*option*

This option inserts the original source code as comments into the disassembly if debug information is present.

Use this option with `--emit=code`, `--text -c`, or `--disassemble`.

Use this option with `--source_directory` if you want to specify additional paths to search for source code.

### 4.42.1 Syntax

`--interleave=option`

Where *option* can be one of the following:

`line_directives`

interleaves `#line` directives containing filenames and line numbers of the disassembled instructions.

`line_numbers` interleaves comments containing filenames and line numbers of the disassembled instructions.

`none` interleaving is disabled. This is useful if you have a generated makefile where the `fromelf` command has multiple options in addition to `--interleave`. You can then specify `--interleave=none` as the last option to ensure that interleaving is disabled without having to reproduce the complete `fromelf` command.

`source` interleaves comments containing source code. If the source code is no longer available then `fromelf` interleaves in the same way as `line_numbers`.

`source_only` interleaves comments containing source code. If the source code is no longer available then `fromelf` does not interleave that code.

### 4.42.2 Default

The default is `--interleave=none`.

### 4.42.3 See also

#### Reference

- [--disassemble](#) on page 4-27
- [--emit=option\[,option,...\]](#) on page 4-30
- [--source\\_directory=path](#) on page 4-69
- [--text](#) on page 4-73.

## 4.43 --licretry

If you are using floating licenses, this option makes up to 10 attempts to obtain a license when you invoke fromelf.

### 4.43.1 Usage

Use this option if your builds are failing to obtain a license from your license server, and only after you have ruled out any other problems with the network or the license server setup.

It is recommended that you place this option in the ARMCCnn\_FROMELFOPT environment variable. In this way, you do not have to modify your build files.

### 4.43.2 See also

#### Reference

*Introducing the ARM Compiler toolchain:*

- [Toolchain environment variables on page 2-14](#)

*Compiler Reference:*

- [--licretry on page 3-130.](#)

*Linker Reference:*

- [--licretry on page 2-99.](#)

*Assembler Reference:*

- [--licretry on page 2-17.](#)

#### Other information

- *ARM® DS-5™ License Management Guide*,  
<http://infocenter.arm.com/help/topic/com.arm.doc.dui0577-/index.html>

## 4.44 --linkview, --no\_linkview

This option is deprecated.

This option controls the section-level view from the ELF image.

--no\_linkview discards the section-level view and retains only the segment-level view (load time view). Discarding the section-level view eliminates:

- the section header table
- the section header string table
- the string table
- the symbol table
- all debug sections.

All that is left in the output is the program header table and the program segments. According to the *System V Application Binary Interface* specification, these are all that a program loader can rely on being present in an ELF file.

### 4.44.1 Restrictions

The following restrictions apply:

- you must use --elf with --linkview and --no\_linkview
- do not use the --no\_linkview option with SysV images.

### 4.44.2 Example

To get ELF format output for image.axf, enter:

```
fromelf --no_linkview --elf image.axf --output=image_nlk.axf
```

### 4.44.3 See also

#### Reference

- [--elf](#) on page 4-29
- [--privacy](#) on page 4-58
- [--strip=option\[,option,...\]](#) on page 4-70.

*Linker Reference:*

- [--privacy](#) on page 2-126.

#### Other information

- *System V Application Binary Interface – DRAFT – 17 December 2003* specification.



## 4.45 --localize=*option*[,*option*,...]

This option converts the selected symbols to local symbols.

### 4.45.1 Restrictions

You must use `--elf` with this option.

### 4.45.2 Syntax

`--localize=option[,option,...]`

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name* are converted to local symbols.

*object\_name*::*symbol\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbol name matching *symbol\_name* are converted to local symbols.

*symbol\_name* All symbols with a symbol name matching *symbol\_name* are converted to local symbols.

You can:

- use wildcard characters `?` and `*` for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one `--localize` option followed by a comma-separated list of arguments.

### 4.45.3 See also

#### Reference

- [--elf](#) on page 4-29
- [--hide=\*option\*\[,\*option\*,...\]](#) on page 4-40.

## 4.46 --m32

This option produces Motorola 32-bit format (32-bit S-records) output. It generates one output file for each load region in the image. You can specify the base address of the output with the --base option.

### 4.46.1 Restrictions

You cannot use this option with object files.

You must use --output with this option.

### 4.46.2 See also

#### Concepts

- [Considerations when using fromelf](#) on page 2-4.

#### Reference

- [--base \[\[object\\_file::\]load\\_region\\_ID=num](#) on page 4-4
- [--m32combined](#) on page 4-55
- [--output=destination](#) on page 4-57.

## 4.47 --m32combined

This option produces Motorola 32-bit format (32-bit S-records) output. This option generates one output file for an image containing multiple load regions. You can specify the base address of the output with the `--base` option.

### 4.47.1 Restrictions

You cannot use this option with object files.

You must use `--output` with this option.

### 4.47.2 See also

#### Concepts

- [Considerations when using fromelf](#) on page 2-4.

#### Reference

- [--base \[\[object\\_file:\]load\\_region\\_ID=\]num](#) on page 4-4
- [--m32](#) on page 4-54
- [--output=destination](#) on page 4-57.

## 4.48 --only=section\_name

This option forces the output to display only the named section.

### 4.48.1 Syntax

```
--only=section_name
```

Where *section\_name* is the name of the section to be displayed.

You can:

- use wildcard characters ? and \* for a section name
- use multiple --only options to specify additional sections to display.

### 4.48.2 Example

The following examples show how to use --only:

- To display only the symbol table, .symtab, enter:  
**fromelf --only=.symtab --text -s test.axf**
- To display all ER*n* sections, enter:  
**fromelf --only=ER? test.axf**
- To display the HEAP section and all symbol and string table sections, enter:  
**fromelf --only=HEAP --only=.\*tab --text -s -t test.axf**

### 4.48.3 See also

#### Reference

- [--text on page 4-73](#).

## 4.49 --output=*destination*

This option specifies the name of the output file, or the name of the output directory if multiple output files are created.

### 4.49.1 Syntax

`--output=destination`

Where *destination* can be either a file or a directory. For example:

`--output=foo` is the name of an output file

`--output=foo/`  
is the name of an output directory.

### 4.49.2 Usage

Usage with `--bin` or `--elf`:

- You can specify a single input file and a single output filename.
- If you specify many input files and use `--elf`, you can use `--in_place` to write the output of processing each file over the top of the input file.
- If you specify many input filenames and specify an output directory, then the output from processing each file is written into the output directory. Each output filename is derived from the corresponding input file. Therefore, specifying an output directory in this way is the only method of converting many ELF files to a binary or hexadecimal format in a single run of `fromelf`.
- If you specify an archive file as the input, then the output file is also an archive. For example, the following command creates an archive file called `output.o`:  
**`fromelf --elf --strip=debug mylib.a --output=output.o`**
- If you specify a pattern in parentheses to select a subset of objects from an archive, `fromelf` only converts the subset. All the other objects are passed through to the output archive unchanged.

### 4.49.3 See also

#### Reference

- [--bin](#) on page 4-5
- [--elf](#) on page 4-29
- [--text](#) on page 4-73.

## 4.50 --privacy

The effect of this option is different for images and object files.

For images, this option:

- changes section names to a default value, for example, changes code section names to `.text`
- removes the complete symbol table in the same way as `--strip symbols`
- removes the `.comment` section name, and is marked as `[Anonymous Section]` in the `fromelf --text` output.

For object files, this option:

- Changes section names to a default value, for example, changes code section names to `.text`.
- Keeps mapping symbols and build attributes in the symbol table.
- Removes those local symbols that can be removed without loss of functionality. Symbols that cannot be removed, such as the targets for relocations, are kept. For these symbols, the names are removed. These are marked as `[Anonymous Symbol]` in the `fromelf --text` output.

Use this option to help protect your code in images and objects that are delivered to third parties.

### 4.50.1 See also

#### Tasks

- [Protecting code in images and objects with fromelf](#) on page 3-9

#### Reference

- [--strip=option\[,option,...\]](#) on page 4-70

*Linker Reference:*

- [--locals, --no\\_locals](#) on page 2-105
- [--privacy](#) on page 2-126.

## 4.51 --project=*filename*, --no\_project

Controls the loading of the specified project template file.

———— **Note** —————

This option is deprecated.

### 4.51.1 Syntax

--project=*filename*

Where *filename* is the name of a project template file.

———— **Note** —————

To use *filename* as a default project file, set the RVDS\_PROJECT environment variable to *filename*.

--no\_project prevents the default project template file specified by the environment variable RVDS\_PROJECT from being used.

### 4.51.2 Restrictions

Options from a project template file are only set when they do not conflict with options already set on the command-line. If an option from a project template file conflicts with an existing command-line option, the command-line option takes precedence.

### 4.51.3 Example

Consider the following project template file:

```
<!-- suiteconf.cfg -->
<suiteconf name="Platform Baseboard for ARM926EJ-S">
  <tool name="fromelf">
    <cmdline>
      --cpu=ARM926EJ-S
      --fpu=vfpv2
    </cmdline>
  </tool>
</suiteconf>
```

When the RVDS\_PROJECT environment variable is set to point to this file, the command:

```
fromelf foo.o
```

results in an actual command line of:

```
fromelf --cpu=ARM926EJ-S --fpu=vfpv2 foo.o
```

### 4.51.4 See also

#### Reference

- [--reinitialize\\_workdir](#) on page 4-61
- [--workdir=directory](#) on page 4-82.

## 4.52 --qualify

This option modifies the effect of the `--fieldoffsets` option so that the name of each output symbol includes an indication of the source file containing the relevant structure. This enables the `--fieldoffsets` option to produce functional output even if two source files define different structures with the same name.

### 4.52.1 Example

A structure called `foo` is defined in two headers for example, `one.h` and `two.h`.

Using `fromelf --fieldoffsets`, the linker might define the following symbols:

- `foo.a`, `foo.b`, and `foo.c`
- `foo.x`, `foo.y`, and `foo.z`

Using `fromelf --qualify --fieldoffsets`, the linker defines the following symbols:

- `oneh_foo.a`, `oneh_foo.b` and `oneh_foo.c`
- `twoh_foo.x`, `twoh_foo.y` and `twoh_foo.z`

### 4.52.2 See also

#### Reference

- [--fieldoffsets](#) on page 4-34.



## 4.53 --reinitialize\_workdir

This option enables you to reinitialize the project template working directory set using `--workdir`.

When the directory set using `--workdir` refers to an existing working directory containing modified project template files, specifying this option causes the working directory to be deleted and recreated with new copies of the original project template files.

———— **Note** —————

This option is deprecated.

---

### 4.53.1 Restrictions

You must use `--workdir` with this option.

### 4.53.2 See also

#### Reference

- [--project=filename, --no\\_project](#) on page 4-59
- [--workdir=directory](#) on page 4-82.

## 4.54 --relax\_section=*option*[,*option*,...]

This option changes the severity of a compare report for the specified sections to warnings rather than errors.

### 4.54.1 Restrictions

You must use --compare with this option.

### 4.54.2 Syntax

--relax\_section=*option*[,*option*,...]

Where *option* is one of:

*object\_name*::

All sections in ELF objects with a name matching *object\_name*.

*object\_name*::*section\_name*

All sections in ELF objects with a name matching *object\_name* and also a section name matching *section\_name*.

*section\_name* All sections with a name matching *section\_name*.

You can:

- use wildcard characters ? and \* for symbolic names in *section\_name* and *object\_name* arguments
- specify multiple options in one --relax\_section option followed by a comma-separated list of arguments.

### 4.54.3 See also

#### Reference

- [--compare=\*option\*\[,\*option\*,...\]](#) on page 4-12
- [--ignore\\_section=\*option\*\[,\*option\*,...\]](#) on page 4-44
- [--relax\\_symbol=\*option\*\[,\*option\*,...\]](#) on page 4-63.

## 4.55 --relax\_symbol=*option*[,*option*,...]

This option changes the severity of a compare report for the specified symbols to warnings rather than errors.

### 4.55.1 Restrictions

You must use --compare with this option.

### 4.55.2 Syntax

```
--relax_symbol=option[,option,...]
```

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name*.

*object\_name*::*section\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbol name matching *symbol\_name*.

*symbol\_name* All symbols with a name matching *symbol\_name*.

You can:

- use wildcard characters ? and \* for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one --relax\_symbol option followed by a comma-separated list of arguments.

### 4.55.3 See also

#### Reference

- [--compare=\*option\*\[,\*option\*,...\]](#) on page 4-12
- [--ignore\\_symbol=\*option\*\[,\*option\*,...\]](#) on page 4-45
- [--relax\\_section=\*option\*\[,\*option\*,...\]](#) on page 4-62.

## 4.56 --rename=*option*[,*option*,...]

This option renames the specified symbol in an output ELF object.

### 4.56.1 Restrictions

You must use --elf and --output with this option.

### 4.56.2 Syntax

```
--rename=option[,option,...]
```

Where *option* is one of:

```
object_name::old_symbol_name=new_symbol_name
```

This replaces all symbols in the ELF object *object\_name* that have a symbol name matching *old\_symbol\_name*.

```
old_symbol_name=new_symbol_name
```

This replaces all symbols that have a symbol name matching *old\_symbol\_name*.

You can:

- use wildcard characters ? and \* for symbolic names in *old\_symbol\_name*, *new\_symbol\_name* and *object\_name* arguments
- specify multiple options in one --rename option followed by a comma-separated list of arguments.

### 4.56.3 Example

This example renames the clock symbol in the timer.axf image to myclock, and creates a new file called mytimer.axf:

```
fromelf --elf --rename=clock=myclock --output=mytimer.axf timer.axf
```

### 4.56.4 See also

#### Reference

- [--elf on page 4-29](#)
- [--output=destination on page 4-57](#).

## 4.57 --select=*select\_options*

This option selects only those fields that match a specified pattern list.

Use this option with either --fieldoffsets or --text -a.

### 4.57.1 Syntax

--select=*select\_options*

Where *select\_options* is a list of patterns to match. Use special characters to select multiple fields:

- Use a comma-separated list to specify multiple fields, for example:  
a\*,b\*,c\*
- Use the wildcard character \* to match any name.
- Use the wildcard character ? to match any single letter.
- Prefix the *select\_options* string with + to specify the fields to include. This is the default behavior.
- Prefix the *select\_options* string with ~ to specify the fields to exclude.

If you are using a special character on Unix platforms, you must enclose the options in quotes to prevent the shell expanding the selection.

### 4.57.2 See also

#### Reference

- [--fieldoffsets](#) on page 4-34
- [--text](#) on page 4-73.

## 4.58 --show=*option*[,*option*,...]

This option changes the symbol visibility property of the selected symbols, to mark them with default visibility.

### 4.58.1 Restrictions

You must use `--elf` with this option.

### 4.58.2 Syntax

`--show=option[,option,...]`

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name* are marked as having default visibility.

*object\_name*::*symbol\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbol name matching *symbol\_name* are marked as having default visibility.

*symbol\_name* All symbols with a symbol name matching *symbol\_name* are marked as having default visibility.

You can:

- use wildcard characters `?` and `*` for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one `--show` option followed by a comma-separated list of arguments.

### 4.58.3 See also

#### Reference

- [--elf](#) on page 4-29
- [--hide=\*option\*\[,\*option\*,...\]](#) on page 4-40.

## 4.59 --show\_and\_globalize=*option*[,*option*,...]

This option changes the symbol visibility property of the selected symbols, to mark them with default visibility, and converts the selected symbols to global symbols.

### 4.59.1 Restrictions

You must use `--elf` with this option.

### 4.59.2 Syntax

```
--show_and_globalize=option[,option,...]
```

Where *option* is one of:

*object\_name*::

All symbols in ELF objects with a name matching *object\_name*.

*object\_name*::*symbol\_name*

All symbols in ELF objects with a name matching *object\_name* and also a symbol name matching *symbol\_name*.

*symbol\_name* All symbols with a symbol name matching *symbol\_name*.

You can:

- use wildcard characters `?` and `*` for symbolic names in *symbol\_name* and *object\_name* arguments
- specify multiple options in one `--show_and_globalize` option followed by a comma-separated list of arguments.

### 4.59.3 See also

#### Reference

- [--elf](#) on page 4-29.

## 4.60 --show\_cmdline

This option shows how fromelf has processed the command line. It shows the command-line after processing by fromelf, and can be useful to check:

- the command-line a build system is using
- how fromelf is interpreting the supplied command-line, for example, the ordering of command line options.

The commands are shown in their preferred form, and the contents of any via files are expanded.

### 4.60.1 See also

#### Reference

- [--via=file on page 4-77](#)
- [Chapter 4 fromelf command reference.](#)



## 4.61 --source\_directory=path

This option explicitly specifies the directory of the source code. By default, the source code is assumed to be located in a directory relative to the ELF input file. You can use this option multiple times to specify a search path involving multiple directories.

You can use this option with --interleave.

### 4.61.1 See also

#### Reference

- [--interleave=option](#) on page 4-50.

## 4.62 --strip=*option*[,*option*,...]

This option helps to protect your code in images and objects that are delivered to third parties. You can also use it to help reduce the size of the output image.

### 4.62.1 Restrictions

You must use --elf and --output with this option.

### 4.62.2 Syntax

--strip=*option*[,*option*,...]

Where *option* is one of:

**all** For object modules, this option removes all debug, comments, notes and symbols from the ELF file. For executables, this option works the same as --no\_linkview.

———— **Note** —————

Do not use the --strip=all option with SysV images.

**debug** Removes all debug sections from the ELF file.

**comment** Removes the **.comment** section from the ELF file.

**filesymbols** The STT\_FILE symbols are removed from the ELF file.

**localsymbols** The effect of this option is different for images and object files.

For images, this option removes all local symbols, including mapping symbols, from the output symbol table.

For object files, this option:

- Keeps mapping symbols and build attributes in the symbol table.
- Removes those local symbols that can be removed without loss of functionality.

Symbols that cannot be removed, such as the targets for relocations, are kept. For these symbols, the names are removed. These are marked as [Anonymous Symbol] in the fromelf --text output.

**notes** Removes the **.notes** section from the ELF file.

**pathnames** Removes the path information from all symbols with type STT\_FILE. For example, an STT\_FILE symbol with the name C:\work\myobject.o is renamed to myobject.o.

———— **Note** —————

This option does not strip path names that are in the debug information.

**symbols** The effect of this option is different for images and object files.

For images, this option removes the complete symbol table, and all static symbols. If any of these static symbols are used as a static relocation target, then these relocations are also removed. In all cases, STT\_FILE symbols are removed.

For object files, this option:

- Keeps mapping symbols and build attributes in the symbol table.
- Removes those local symbols that can be removed without loss of functionality.

Symbols that cannot be removed, such as the targets for relocations, are kept. For these symbols, the names are removed. These are marked as [Anonymous Symbol] in the fromelf --text output.

---

**Note**

Stripping the symbols, path names, or file symbols might make the file harder to debug.

---

### 4.62.3 Example

To produce an output .axf file without debug from the ELF file infile.axf originally produced with debug, enter:

```
fromelf --strip=debug,symbols --elf --output=outfile.axf infile.axf
```

### 4.62.4 See also

#### Concepts

*Using the Linker:*

- [About mapping symbols on page 7-3.](#)

#### Reference

- [--elf on page 4-29](#)
- [--linkview, --no\\_linkview on page 4-52](#)
- [--privacy on page 4-58.](#)

*Linker Reference:*

- [--locals, --no\\_locals on page 2-105](#)
- [--privacy on page 2-126.](#)

## 4.63 --symbolversions, --no\_symbolversions

This option turns off the decoding of symbol version tables.

### 4.63.1 Restrictions

If you use --elf with this option, you must also use --output.

### 4.63.2 See also

#### Reference

*Linker Reference:*

- [About symbol versioning on page 10-27.](#)

#### Other information

- *Base Platform ABI for the ARM Architecture*,  
<http://infocenter.arm.com/help/topic/com.arm.doc.ih0037-/index.html>.

## 4.64 --text

This option prints image information in text format. You can decode an ELF image or ELF object file using this option.

If you do not specify a code output format, `--text` is assumed. That is, you can specify one or more options without having to specify `--text`. For example, `fromelf -a` is the same as `fromelf --text -a`.

If you specify a code output format, such as `--bin`, then any `--text` options are ignored.

If *destination* is not specified with the `--output` option, or `--output` is not specified, the information is displayed on `stdout`.

### 4.64.1 Syntax

`--text [options]`

Where *options* specifies what is displayed, and can be one or more of the following:

- a            Prints the global and static data addresses (including addresses for structure and union contents).  
               This option can only be used on files containing debug information. If no debug information is present, a warning is displayed.  
               Use the `--select` option to output a subset of the data addresses.  
               If you want to view the data addresses of arrays, expanded both inside and outside structures, use the `--expandarrays` option with this text category.
- c            This option disassembles code, alongside a dump of the original binary data being disassembled and the addresses of the instructions.  
               ————— **Note** —————  
               Unlike `--disassemble`, the disassembly cannot be input to the assembler.
- d            Prints contents of the data sections.
- e            Decodes exception table information for objects. Use with `-c` when disassembling images.
- g            Prints debug information.
- r            Prints relocation information.
- s            Prints the symbol and versioning tables.
- t            Prints the string tables.
- v            Prints detailed information on each segment and section header of the image.
- w            Eliminates line wrapping.
- y            Prints dynamic segment contents.
- z            Prints the code and data sizes.

These options are only recognized in text mode.

## 4.64.2 Example

The following examples show how to use `--text`:

- To produce a plain text output file that contains the disassembled version of an ELF image and the symbol table, enter:  

```
fromelf --text -c -s --output=outfile.lst infile.axf
```
- To list to stdout all the global and static data variables and all the structure field addresses, enter:  

```
fromelf -a --select=* infile.axf
```
- To produce a text file containing all of the structure addresses in `infile.axf` but none of the global or static data variable information, enter:  

```
fromelf --text -a --select=*. * --output=structaddress.txt infile.axf
```
- To produce a text file containing addresses of the nested structures only, enter:  

```
fromelf --text -a --select=*. *. * --output=structaddress.txt infile.axf
```
- To produce a text file containing all of the global or static data variable information in `infile.axf` but none of the structure addresses, enter:  

```
fromelf --text -a --select=*,~*. * --output=structaddress.txt infile.axf
```

## 4.64.3 See also

### Tasks

- [Using fromelf to find where a symbol is placed in an executable ELF image on page 3-12.](#)

*Using the Linker:*

- [Linker options for getting information about images on page 6-2.](#)

### Reference

- [--cpu=name on page 4-16](#)
- [--disassemble on page 4-27](#)
- [--emit=option\[,option,...\] on page 4-30](#)
- [--expandarrays on page 4-32](#)
- [--info=topic\[,topic,...\] on page 4-47](#)
- [--interleave=option on page 4-50](#)
- [--only=section\\_name on page 4-56](#)
- [--output=destination on page 4-57](#)
- [--select=select\\_options on page 4-65](#)
- [-w on page 4-79.](#)

## 4.65 --version\_number

This option displays the version of fromelf you are using.

### 4.65.1 Syntax

```
fromelf --version_number
```

fromelf displays the version number in the format nnnbbb, where:

- nnn is the version number
- bbb is the build number.

### 4.65.2 Example

Version 5.0.0 build 697 is displayed as 500697.

### 4.65.3 See also

#### Reference

- [--help](#) on page 4-39
- [--vsn](#) on page 4-78

## 4.66 --vhx

This option produces Byte oriented (Verilog Memory Model) hexadecimal format output. This format is suitable for loading into the memory models of *Hardware Description Language* (HDL) simulators. You can split output from this option into multiple files with the `--widthxbanks` option.

### 4.66.1 Restrictions

You cannot use this option with object files.

You must use `--output` with this option.

### 4.66.2 See also

#### Concepts

- [Considerations when using fromelf on page 2-4.](#)

#### Reference

- [--output=destination on page 4-57](#)
- [--widthxbanks on page 4-80](#)



## 4.67 --via=*file*

Instructs fromelf to use options specified in *file*.

### 4.67.1 See also

#### Reference

*Compiler Reference:*

- [Appendix B Via File Syntax.](#)

## 4.68 --vsn

This option displays fromelf version information, including the type of license being used. For example:

```
>fromelf --vsn
ARM FromELF, N.n [Build num]
license_type
Software supplied by: ARM Limited
```

### 4.68.1 See also

#### Reference

- [--help](#) on page 4-39
- [--version\\_number](#) on page 4-75.

**4.69** -w

This option causes some text output information that usually appears on multiple lines to be displayed on a single line.

This makes the output easier to parse with text processing utilities such as Perl.

For example:

```
> fromelf --text -w -c test.axf
```

```
=====
** ELF Header Information
.
.
.
=====

** Section #1 '.text' (SHT_PROGBITS) [SHF_ALLOC + SHF_EXECINSTR]   Size   : 36 bytes (alignment 4)   Address:
0x00000000   $a
   .text
.
.
.
** Section #7 '.rel.text' (SHT_REL)   Size   : 8 bytes (alignment 4)   Symbol table #6 '.symtab'   1
relocations applied to section #1 '.text'
** Section #2 '.ARM.exidx' (SHT_ARM_EXIDX) [SHF_ALLOC + SHF_LINK_ORDER]   Size   : 8 bytes (alignment 4)
Address: 0x
00000000   Link to section #1 '.text'
** Section #8 '.rel.ARM.exidx' (SHT_REL)   Size   : 8 bytes (alignment 4)   Symbol table #6 '.symtab'   1
relocations applied to section #2 '.ARM.exidx'
** Section #3 '.arm_vfe_header' (SHT_PROGBITS)   Size   : 4 bytes (alignment 4)
** Section #4 '.comment' (SHT_PROGBITS)   Size   : 74 bytes
** Section #5 '.debug_frame' (SHT_PROGBITS)   Size   : 140 bytes
** Section #9 '.rel.debug_frame' (SHT_REL)   Size   : 32 bytes (alignment 4)   Symbol table #6 '.symtab'   4
relocations applied to section #5 '.debug_frame'
** Section #6 '.symtab' (SHT_SYMTAB)   Size   : 176 bytes (alignment 4)   String table #11 '.strtab'   Last
local symbol no. 5
** Section #10 '.shstrtab' (SHT_STRTAB)   Size   : 110 bytes
** Section #11 '.strtab' (SHT_STRTAB)   Size   : 223 bytes
** Section #12 '.ARM.attributes' (SHT_ARM_ATTRIBUTES)   Size   : 69 bytes
```

**4.69.1 See also****Reference**

- [--text on page 4-73.](#)

## 4.70 --widthxbanks

This option outputs multiple files for multiple memory banks.

fromelf uses the last specified configuration if more than one configuration is specified.

### 4.70.1 Restrictions

You must use --output with this option.

### 4.70.2 Syntax

--widthxbanks

Where:

*banks* specifies the number of memory banks in the target memory system. It determines the number of output files that are generated for each load region.

*width* is the width of memory in the target memory system (8-bit, 16-bit, 32-bit, or 64-bit).

Valid configurations are:

```
--8x1
--8x2
--8x4
--16x1
--16x2
--32x1
--32x2
--64x1
```

### 4.70.3 Usage

If the image has one load region, fromelf generates the same number of files as the number of *banks* specified. The filenames are derived from the --output=*destination* argument, using the following naming conventions:

- If there is one memory bank (*banks*=1) the output file is named *destination*.
- If there are multiple memory banks (*banks*>1), fromelf generates *banks* number of files named *destinationN* where *N* is in the range 0 to *banks*-1. If you specify a file extension for the output filename, then the number *N* is placed before the file extension. For example:

```
fromelf --vbx --8x2 test.axf --output=test.txt
```

This generates two files named test0.txt and test1.txt.

If the image has multiple load regions, fromelf creates a directory named *destination* and generates *banks* files for each load region in that directory. The files for each load region are named *load\_regionN* where *load\_region* is the name of the load region, and *N* is in the range 0 to *banks*-1. For example:

```
fromelf --vbx --8x2 multiload.axf --output=regions/
```

This might produce the following files in the regions directory:

```
EXEC_ROM0
EXEC_ROM1
RAM0
RAM1
```

The memory width specified by *width* controls the amount of memory that is stored in a single line of each output file. The size of each output file is the size of memory to be read divided by the number of files created. For example:

- `fromelf --vhx --8x4 test.axf --output=file` produces four files (`file0`, `file1`, `file2`, and `file3`). Each file contains lines of single bytes, for example:

```
00
00
2D
00
2C
8F
...
```

- `fromelf --vhx --16x2 test.axf --output=file` produces two files (`file0` and `file1`). Each file contains lines of two bytes, for example:

```
0000
002D
002C
...
```

#### 4.70.4 See also

##### Reference

- [--bin](#) on page 4-5
- [--output=destination](#) on page 4-57
- [--vhx](#) on page 4-76.

## 4.71 --workdir=*directory*

This option enables you to provide a working directory for a project template.

———— **Note** —————

Project templates only require working directories if they include files such as debugger configuration files.

———— **Note** —————

This option is deprecated.

### 4.71.1 Syntax

--workdir=*directory*

Where *directory* is the name of the project directory.

### 4.71.2 Restrictions

If you specify a project working directory using --workdir, then you must specify a project file using --project.

### 4.71.3 Errors

An error message is produced if you try to use --project without --workdir and --workdir is required.

### 4.71.4 See also

#### Reference

- [--project=filename, --no\\_project](#) on page 4-59
- [--reinitialize\\_workdir](#) on page 4-61.

# Appendix A

## Revisions for Using the fromelf Image Converter

The following technical changes have been made to *Using the fromelf Image Converter*:

**Table A-1 Differences between Issue C and Issue D**

Change	Topics affected
Corrected the topic title for <code>--project=filename</code> , <code>--no_project</code> .	<ul style="list-style-type: none"> <li><a href="#">--project=filename, --no_project on page 4-59</a></li> </ul>
Added notes to the descriptions of the <code>--project</code> , <code>--reinitialize_workdir</code> , and <code>--workdir</code> options.	<ul style="list-style-type: none"> <li><a href="#">--reinitialize_workdir on page 4-61</a></li> <li><a href="#">--workdir=directory on page 4-82.</a></li> </ul>

**Table A-2 Differences between Issue A and Issue B**

Change	Topics affected
Added list item stating that fromelf can now process all files in an archive.	<a href="#">About the fromelf image converter on page 2-2</a>
Added new topic to describe how to process ELF files in an archive	<a href="#">Processing ELF files in an archive on page 3-8</a>
Clarified the description of protecting code in images and objects with fromelf, and the use of <code>--privacy</code> and <code>--strip</code> command-line options	<a href="#">Protecting code in images and objects with fromelf on page 3-9</a>
Added an example for <code>--decode_build_attributes</code> command-line option	<a href="#">--decode_build_attributes on page 4-19</a>
Added an example for <code>--dump_build_attributes</code> command-line option	<a href="#">--dump_build_attributes on page 4-28</a>

Table A-2 Differences between Issue A and Issue B (continued)

Change	Topics affected
Modified description of <code>build_attributes</code> option to the <code>--emit</code> command-line option	<code>--emit=option[,option,...]</code> on page 4-30
Added an example for <code>--extract_build_attributes</code> command-line option	<code>--extract_build_attributes</code> on page 4-33
Modified the description of <code>input_file</code> to describe the processing of ELF files in an archive.	<code>input_file</code> on page 4-48
Noted that the <code>--[no_]linkview</code> command-line option is deprecated	<code>--linkview</code> , <code>--no_linkview</code> on page 4-52
Added additional information about using input archive files with the <code>--output</code> command-line option	<code>--output=destination</code> on page 4-57
Clarified the description of the <code>--privacy</code> command-line option	<code>--privacy</code> on page 4-58
Clarified the description of the <code>localsymbols</code> and <code>symbols</code> options for the <code>--strip</code> command-line option	<code>--strip=option[,option,...]</code> on page 4-70
Added the restriction that the following command-line options cannot be used with object files: <code>--bin</code> , <code>--bincombined</code> , <code>--cad</code> , <code>--cadcombined</code> , <code>--i32</code> , <code>--i32combined</code> , <code>--m32</code> , <code>--m32combined</code> , and <code>--vhx</code> .	<ul style="list-style-type: none"> <li>• <code>--bin</code> on page 4-5</li> <li>• <code>--bincombined</code> on page 4-6</li> <li>• <code>--cad</code> on page 4-9</li> <li>• <code>--cadcombined</code> on page 4-11</li> <li>• <code>--i32</code> on page 4-42</li> <li>• <code>--i32combined</code> on page 4-43</li> <li>• <code>--m32</code> on page 4-54</li> <li>• <code>--m32combined</code> on page 4-55</li> <li>• <code>--vhx</code> on page 4-76.</li> </ul>