

NAME

dwarf_add_AT_const_value_signedint, **dwarf_add_AT_const_value_string**,
dwarf_add_AT_const_value_unsignedint - create and attach a DW_AT_const_value attribute

LIBRARY

DWARF Access Library (libdwarf, -ldwarf)

SYNOPSIS

```
#include <libdwarf.h>
```

Dwarf_P_Attribute

```
dwarf_add_AT_const_value_signedint(Dwarf_P_Die die, Dwarf_Signed value, Dwarf_Error *err);
```

Dwarf_P_Attribute

```
dwarf_add_AT_const_value_string(Dwarf_P_Die die, char *str, Dwarf_Error *err);
```

Dwarf_P_Attribute

```
dwarf_add_AT_const_value_unsignedint(Dwarf_P_Die die, Dwarf_Unsigned value, Dwarf_Error *err);
```

DESCRIPTION

These functions create a DW_AT_const_value attribute descriptor and attach it to the debugging information entry referenced by argument *die*.

Argument *die* should reference a debugging information entry allocated using `dwarf_new_die(3)`.

Function **dwarf_add_AT_const_value_signedint()** creates a DW_AT_const_value attribute descriptor containing the signed value specified by argument *value*. The created attribute descriptor will have DWARF form DW_FORM_sdata.

Function **dwarf_add_AT_const_value_unsignedint()** creates a DW_AT_const_value attribute descriptor containing the unsigned value specified by argument *value*. The created attribute descriptor will have DWARF form DW_FORM_adata.

Function **dwarf_add_AT_const_value_string()** creates a DW_AT_const_value attribute descriptor containing the string pointed to by the NUL-terminated argument *str*. The created attribute descriptor will have DWARF form DW_FORM_strp.

If argument *err* is not NULL, it will be used by these functions to store error information in case of an error.

RETURN VALUES

On success, these functions return the created attribute descriptor. In case of an error, these functions return `DW_DLV_BADADDR` and set the argument *err*.

ERRORS

These functions can fail with:

[`DW_DLE_ARGUMENT`] Either of the arguments *die* or *str* was `NULL`.

[`DW_DLE_MEMORY`] An out of memory condition was encountered during execution.

SEE ALSO

`dwarf(3)`, `dwarf_add_AT_name(3)`, `dwarf_add_AT_signed_const(3)`, `dwarf_add_AT_string(3)`,
`dwarf_add_AT_unsigned_const(3)`, `dwarf_new_die(3)`