

NAME

dwarf_add_AT_flag - create and attach a flag attribute

LIBRARY

DWARF Access Library (libdwarf, -ldwarf)

SYNOPSIS

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

Dwarf_P_Attribute

```
dwarf_add_AT_flag(Dwarf_P_Debug dbg, Dwarf_P_Die die, Dwarf_Half attr, Dwarf_Small flag,  
    Dwarf_Error *err);
```

DESCRIPTION

Function **dwarf_add_AT_flag()** creates an attribute descriptor belonging to the ‘flag’ class, and attaches it to the debugging information entry referenced by argument *die*. The created attribute descriptor will have DWARF form DW_FORM_flag.

Argument *dbg* should reference a DWARF producer instance allocated using `dwarf_producer_init(3)` or `dwarf_producer_init_b(3)`.

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

Argument *attr* should specify the attribute code for the new attribute descriptor.

Argument *flag* should specify the value of the new attribute descriptor. A zero value is treated as ‘false’ and a non-zero value as ‘true’.

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

RETURN VALUES

On success, function **dwarf_add_AT_flag()** returns the created attribute descriptor. In case of an error, function **dwarf_add_AT_flag()** returns DW_DLV_BADADDR and sets the argument *err*.

ERRORS

Function **dwarf_add_AT_flag()** can fail with:

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

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

function.

SEE ALSO

dwarf(3), dwarf_add_AT_signed_const(3), dwarf_add_AT_unsigned_const(3), dwarf_new_die(3), dwarf_producer_init(3), dwarf_producer_init_b(3)