#### **NAME**

dwarf\_add\_AT\_producer - create and attach a DW\_AT\_producer attribute

#### **LIBRARY**

DWARF Access Library (libdwarf, -ldwarf)

#### **SYNOPSIS**

#include <libdwarf.h>

Dwarf\_P\_Attribute

**dwarf\_add\_AT\_producer**(Dwarf\_P\_Die die, char \*producer, Dwarf\_Error \*err);

## **DESCRIPTION**

Function **dwarf\_add\_AT\_producer**() creates a DW\_AT\_producer attribute descriptor and attaches it to the debugging information entry referenced by argument *die*. The created attribute will have DWARF form DW\_FORM\_strp.

Argument die should reference a debugging information entry allocated using dwarf\_new\_die(3).

Argument *producer* should point to a NUL-terminated string which will become the value of the created attribute.

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\_producer**() returns the created attribute descriptor. In case of an error, function **dwarf\_add\_AT\_producer**() returns DW\_DLV\_BADADDR and sets the argument *err*.

# **ERRORS**

Function **dwarf\_add\_AT\_producer**() can fail with:

[DW\_DLE\_ARGUMENT] Either of the arguments die or producer 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_comp_dir(3), dwarf_add_AT_const_value_string(3), dwarf_add_AT_name(3), dwarf_add_AT_string(3), dwarf_new_die(3)
```