

**NAME**

**dwarf\_add\_fde\_inst** - add a call frame instruction to a DWARF frame descriptor

**LIBRARY**

DWARF Access Library (libdwarf, -ldwarf)

**SYNOPSIS**

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

```
Dwarf_P_Fde
```

```
dwarf_add_fde_inst(Dwarf_P_Fde fde, Dwarf_Small op, Dwarf_Unsigned val1, Dwarf_Unsigned val2,
    Dwarf_Error *err);
```

**DESCRIPTION**

Function **dwarf\_add\_fde\_inst**() adds a call frame instruction to the DWARF frame descriptor referenced by argument *fde*.

Argument *fde* should reference a frame descriptor allocated using `dwarf_new_fde(3)`.

Argument *op* specifies the operator for the frame instruction. The DWARF standard defines the set of legal values for this argument.

Argument *val1* specifies the first operand of the frame instruction.

Argument *val2* specifies the second operand of the frame instruction.

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\_fde\_inst**() returns the frame descriptor given in argument *fde*. In case of an error, function **dwarf\_add\_fde\_inst**() returns DW\_DLV\_BADADDR and sets the argument *err*.

**ERRORS**

Function **dwarf\_add\_fde\_inst**() can fail with:

[DW\_DLE\_ARGUMENT] Argument *fde* was NULL.

[DW\_DLE\_FRAME\_INSTR\_EXEC\_ERROR] The frame instruction operator specified in argument *op* was invalid.

[DW\_DLE\_MEMORY]

An out of memory condition was encountered during the execution of the function.

**SEE ALSO**

dwarf(3), dwarf\_add\_frame\_cie(3), dwarf\_add\_frame\_fde(3), dwarf\_add\_frame\_fde\_b(3), dwarf\_fde\_cfa\_offset(3), dwarf\_new\_fde(3)

*The DWARF Debugging Information Format, Version 4*, <http://www.dwarfstd.org/>.