NAME

dwarf_def_macro - add a macro definition to a DWARF producer instance

LIBRARY

DWARF Access Library (libdwarf, -ldwarf)

SYNOPSIS

#include <libdwarf.h>

int

dwarf_def_macro(Dwarf_P_Debug dbg, Dwarf_Unsigned lineno, char *name, char *value, Dwarf_Error *err);

DESCRIPTION

Function dwarf_def_macro() adds a macro definition to a DWARF producer instance.

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

Argument *lineno* specifies the line number of the source line where the macro is defined. A line number of zero is used for macros that are defined before any source file is read.

Argument *name* should point to a NUL-terminated string containing the name of the macro. For function-like macros this parameter should also include parentheses and parameter names if any.

Argument *value* should point to a NUL-terminated string containing the value of the macro. If the macro does not have a value, argument *value* should be set to NULL.

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_def_macro**() returns DW_DLV_OK. In case of an error, function **dwarf_def_macro**() returns DW_DLV_ERROR and sets the argument *err*.

EXAMPLES

To record the fact that a macro named _STDIO_H_ was defined at line 20 of the current macro file, use:

Dwarf_P_Debug dbg; Dwarf_Error de;

```
/* ... Assume 'dbg' refers to a DWARF producer instance... */
if (dwarf_def_macro(dbg, 20, "_STDIO_H_", NULL, &de) != DW_DLV_OK)
    errx(EXIT_FAILURE, "dwarf_def_macro failed: %s",
        dwarf_errmsg(-1));
```

ERRORS

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

[DW_DLE_ARGUMENT] Either arguments dbg or name was NULL.

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

SEE ALSO

```
dwarf(3), dwarf_end_macro_file(3), dwarf_producer_init(3), dwarf_producer_init_b(3), dwarf_start_macro_file(3), dwarf_undef_macro(3), dwarf_vendor_ext(3)
```