

**NAME****dwarf\_new\_fde** - allocate a DWARF frame descriptor**LIBRARY**

DWARF Access Library (libdwarf, -ldwarf)

**SYNOPSIS**

#include &lt;libdwarf.h&gt;

*Dwarf\_P\_Fde***dwarf\_new\_fde**(*Dwarf\_P\_Debug* *dbg*, *Dwarf\_Error* \**err*);**DESCRIPTION**Function **dwarf\_new\_fde()** allocates a new DWARF frame descriptor.Argument *dbg* should reference a DWARF producer instance allocated using *dwarf\_producer\_init(3)* or *dwarf\_producer\_init\_b(3)*.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\_new\_fde()** returns the newly created frame descriptor. In case of an error, function **dwarf\_new\_fde()** returns DW\_DLV\_BADADDR and sets the argument *err*.**ERRORS**Function **dwarf\_new\_fde()** can fail with:[DW\_DLE\_ARGUMENT] Argument *dbg* was NULL.

[DW\_DLE\_MEMORY] An out of memory condition was encountered during the execution of the function.

**SEE ALSO***dwarf(3)*, *dwarf\_add\_fde\_inst(3)*, *dwarf\_add\_frame\_cie(3)*, *dwarf\_add\_frame\_fde(3)*, *dwarf\_add\_frame\_fde\_b(3)*, *dwarf\_fde\_cfa\_offset(3)*