

NAME

elf32_newehdr, **elf64_newehdr**, **gelf_newehdr** - retrieve or allocate the object file header

LIBRARY

ELF Access Library (libelf, -lelf)

SYNOPSIS

```
#include <libelf.h>
```

```
Elf32_Ehdr *
```

```
elf32_newehdr(Elf *elf);
```

```
Elf64_Ehdr *
```

```
elf64_newehdr(Elf *elf);
```

```
#include <gelf.h>
```

```
void *
```

```
gelf_newehdr(Elf *elf, int elfclass);
```

DESCRIPTION

These functions retrieve the ELF header from the ELF descriptor *elf*, allocating a new header if needed. File data structures are translated to their in-memory representations as described in elf(3).

Function **elf32_newehdr**() returns a pointer to a 32 bit *Elf32_Ehdr* structure. Function **elf64_newehdr**() returns a pointer to a 64 bit *Elf64_Ehdr* structure.

When argument *elfclass* has value ELFCLASS32, function **gelf_newehdr**() returns the value returned by **elf32_newehdr**(*elf*). When argument *elfclass* has value ELFCLASS64 it returns the value returned by **elf64_newehdr**(*elf*).

If a fresh header structure is allocated, the members of the structure are initialized as follows:

```
e_ident[EI_MAG0..EI_MAG3]
```

Identification bytes at offsets *EI_MAG0*, *EI_MAG1*, *EI_MAG2* and *EI_MAG3* are set to the ELF signature.

```
e_ident[EI_CLASS]
```

The identification byte at offset *EI_CLASS* is set to the ELF class associated with the function being called or to argument *elfclass* for function **gelf_newehdr**()).

e_ident[EI_DATA]

The identification byte at offset EI_DATA is set to ELFDATANONE.

e_ident[EI_VERSION]

The identification byte at offset EI_VERSION is set to the ELF library's operating version set by a prior call to `elf_version(3)`.

e_machine

is set to EM_NONE.

e_type

is set to ELF_K_NONE.

e_version

is set to the ELF library's operating version set by a prior call to `elf_version(3)`.

Other members of the header are set to zero. The application is responsible for changing these values as needed before calling **elf_update()**.

If successful, these three functions set the ELF_F_DIRTY flag on ELF descriptor *elf*.

RETURN VALUES

These functions return a pointer to a translated header descriptor if successful, or NULL on failure.

COMPATIBILITY

The **gelf_newehdr()** function uses a type of *void ** for its returned value. This differs from some other implementations of the `elf(3)` API, which use an *unsigned long* return type.

ERRORS

These functions can fail with the following errors:

[ELF_E_ARGUMENT]

The argument *elf* was null.

[ELF_E_ARGUMENT]

Argument *elf* was not a descriptor for an ELF object.

[ELF_E_ARGUMENT]

Argument *elfclass* had an unsupported value.

[ELF_E_ARGUMENT]

The class of the ELF descriptor *elf* did not match that of the requested operation.

[ELF_E_ARGUMENT]

For function ***gelf_newehdr()***, the class of argument *elf* was not ELFCLASSNONE and did not match the argument *elfclass*.

[ELF_E_CLASS]

The ELF class of descriptor *elf* did not match that of the API function being called.

[ELF_E_HEADER]

A malformed ELF header was detected.

[ELF_E_RESOURCE]

An out of memory condition was detected during execution.

[ELF_E_SECTION]

The ELF descriptor in argument *elf* did not adhere to the conventions used for extended numbering.

[ELF_E_VERSION]

The ELF descriptor *elf* had an unsupported ELF version number.

SEE ALSO

elf(3), *elf32_getehdr*(3), *elf64_getehdr*(3), *elf_flagdata*(3), *elf_getident*(3), *elf_update*(3), *elf_version*(3), *gelf*(3), *gelf_getehdr*(3), *elf*(5)