

**NAME**

**elf\_version** - retrieve or set ELF library operating version

**LIBRARY**

ELF Access Library (libelf, -lelf)

**SYNOPSIS**

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

*unsigned int*

```
elf_version(unsigned int version);
```

**DESCRIPTION**

The **elf\_version()** function is used to query the current operating version of the ELF library, and to inform the ELF library about the application's desired operating version.

If the argument *version* is `EV_NONE`, the **elf\_version()** function returns the currently configured operating version for the ELF library.

If the argument *version* is not `EV_NONE`, and if argument *version* is supported by the ELF library, function **elf\_version()** sets the library's operating version to *version*, and returns the previous value of the operating version. If argument *version* cannot be supported, then the **elf\_version()** function returns `EV_NONE`.

**RETURN VALUES**

The **elf\_version()** function returns the currently configured ELF library version, or `EV_NONE` if an unsupported version is requested.

**EXAMPLES**

An application program would inform the ELF library about its desired operating version and check for an error using the following code snippet:

```
if (elf_version(EV_CURRENT) == EV_NONE)
    err(EXIT_FAILURE, "ELF library too old");
```

**ERRORS**

Function **elf\_version()** may fail with the following error:

[ELF\_E\_VERSION] An unsupported library version number was requested.

**SEE ALSO**

elf(3), gelf(3)