

**NAME**

**strip** - discard information from ELF objects

**SYNOPSIS**

```
strip [-d | -g | -S | --strip-debug] [-h | --help] [--only-keep-debug] [-o outputfile | --output-file=outputfile]
      [-p | --preserve-dates] [-s | --strip-all] [--strip-unneeded] [-w | --wildcard] [-x | --discard-all]
      [-I format | --input-target=format] [-K symbol | --keep-symbol=symbol]
      [-N symbol | --strip-symbol=symbol] [-O format | --output-target=format]
      [-R sectionname | --remove-section=sectionname] [-V | --version] [-X | --discard-locals] file ...
```

**DESCRIPTION**

The **strip** utility is used to discard information from the ELF objects specified by the arguments *file* ....

If an explicit output file name is not specified using the **-o** option, the **strip** utility will modify its input arguments in-place.

The **strip** utility supports the following options:

**-d | -g | -S | --strip-debug**

Remove debugging symbols only.

**-h | --help**

Print a help message and exit.

**--only-keep-debug**

Remove all content except that which would be used for debugging.

**-o *outputfile* | --output-file=*outputfile***

Write the stripped object to file *outputfile* instead of modifying the input in-place. Only a single input object should be specified if this option is used.

**-p | --preserve-dates**

Preserve the object's access and modification times.

**-s | --strip-all**

Remove all symbols.

**--strip-unneeded**

Remove all symbols not needed for further relocation processing.

**-w | --wildcard**

Use shell-style patterns to name symbols. The following meta-characters are recognized in patterns:

- ! If this is the first character of the pattern, invert the sense of the pattern match.
- \* Matches any string of characters in a symbol name.
- ? Matches zero or one character in a symbol name.
- [ Mark the start of a character class.
- \ Remove the special meaning of the next character in the pattern.
- ] Mark the end of a character class.

**-x | --discard-all**

Discard all non-global symbols.

**-I *format* | --input-target=*format***

These options are accepted, but are ignored.

**-K *symbol* | --keep-symbol=*symbol***

Keep the symbol *symbol* even if it would otherwise be stripped. This option may be specified multiple times.

**-N *symbol* | --strip-symbol=*symbol***

Remove the symbol *symbol* even if it would otherwise have been kept. This option may be specified multiple times.

**-O *format* | --output-target=*format***

Set the output file format to *format*. For the full list of supported formats, please see the documentation for function `elftc_bfd_find_target(3)`.

**-R *sectionname* | --remove-section=*sectionname***

Remove the section named by the argument *sectionname*. This option may be specified multiple times.

**-V | --version**

Print a version identifier and exit.

**-X | --discard-locals**

Remove compiler-generated local symbols.

**DIAGNOSTICS**

The **strip** utility exits 0 on success, and >0 if an error occurs.

**SEE ALSO**

ar(1), elfcopy(1), ld(1), mcs(1), elf(3), elftc\_bfd\_find\_target(3), fnmatch(3)