NAME

llvm−nm − list LLVM bitcode file's symbol table

SYNOPSIS

llvm-nm [*options*] [*filenames...*]

DESCRIPTION

The **llvm-nm** utility lists the names of symbols from the LLVM bitcode files, or **ar** archives containing LLVM bitcode files, named on the command line. Each symbol is listed along with some simple information about its provenance. If no file name is specified, or − is used as a file name, **llvm-nm** will process a bitcode file on its standard input stream.

llvm-nm's default output format is the traditional BSD **nm** output format. Each such output record consists of an (optional) 8−digit hexadecimal address, followed by a type code character, followed by a name, for each symbol. One record is printed per line; fields are separated by spaces. When the address is omitted, it is replaced by 8 spaces.

Type code characters currently supported, and their meanings, are as follows:

U Named object is referenced but undefined in this bitcode file

C Common (multiple definitions link together into one def)

W Weak reference (multiple definitions link together into zero or one definitions)

t Local function (text) object

T Global function (text) object

d Local data object

D Global data object

? Something unrecognizable

Because LLVM bitcode files typically contain objects that are not considered to have addresses until they are linked into an executable image or dynamically compiled ''just−in−time'', **llvm-nm** does not print an address for any symbol, even symbols which are defined in the bitcode file.

OPTIONS

−P Use POSIX.2 output format. Alias for **−−format=posix**.

−B (default)
Use BSD output format. Alias for **−−format=bsd**.

−help
Print a summary of command-line options and their meanings.

−−defined−only
Print only symbols defined in this bitcode file (as opposed to symbols which may be referenced by objects in this file, but not defined in this file.)

−−extern−only, **−g**
Print only symbols whose definitions are external; that is, accessible from other bitcode files.

−−undefined−only, **−u**
Print only symbols referenced but not defined in this bitcode file.

−−format=*fmt*, **−f**
Select an output format; *fmt* may be *sysv*, *posix*, or *bsd*. The default is *bsd*.

BUGS

llvm-nm cannot demangle C++ mangled names, like GNU **nm** can.

EXIT STATUS

llvm-nm exits with an exit code of zero.

SEE ALSO

llvm-dis, *ar*(1), *nm*(1)

AUTHOR

Maintained by the LLVM Team (<http://llvm.org/>).