

NAME

nm – print name list (nmm for cross-support)

SYNOPSIS

nm [**-aghlmnopru**] [*file* ...]

nmm [**-aghlmnopru**] [*file* ...]

DESCRIPTION

Nm prints the name list (symbol table) of each object *file* in the argument list. If an argument is an archive, a listing for each object file in the archive will be produced. If no *file* is given, the symbols in *a.out* are listed.

Each symbol name is preceded by its value (blanks if undefined) and one of the letters **U** (undefined), **A** (absolute), **T** (text segment symbol), **D** (data segment symbol), **B** (bss segment symbol), **C** (common symbol), **f** (file name), or **-** for full symbol table entries (see **-a** below). If the symbol is local (non-external) the type letter is in lower case. The output is sorted alphabetically.

Options are:

-a Include all symbol table entries as candidates for printing; normally symbols destined for *ddt*(1) are excluded. This option uses a different format from the other options so combining it with **-u** or **-q** is prohibited. The format has six parts:

```

value
name
type
symbol name
type information
addressing mode
```

The first three parts are hexadecimal numbers which represent the three long words of the symbol table entries *n_value*, *n_name*, and *n_type* (see *stab*(5)). *Value* specifies the displacement for the addressing mode. The lower 5 bits of *n_name* tell the addressing mode and the higher 26 bits give the offset into the string table. *N_type* is broken into several groups of bits which give type information for this symbol table entry. The fourth part is the name of the symbol. This is followed by type information that explains the type word. Finally, *nm* prints the addressing mode for the symbol. Displacements in the addressing mode are in decimal.

-g Print only global (external) symbols.

-h Print the *a.out* file header.

-l Print the link table.

-m Print the Module Table.

-n Sort numerically rather than alphabetically.

-o Prepend file or archive element name to each output line rather than only once.

-p Don't sort; print in symbol-table order.

-r Sort in reverse order.

-u Print only undefined symbols.

SEE ALSO

ar(1), *a.out*(5), *stab*(5)

CROSS-SUPPORT

In a cross-support environment *nm* is called *nmm* and the default name of the object file is *a16.out*.