

NAME

debugedit – Debuginfo editing helper

SYNOPSIS

debugedit [*options*] *files...*

DESCRIPTION

This manual page documents briefly the **debugedit** command, which can be used to edit debuginfo section of object files (either binaries or separate debug info files).

It is useful for producing consistent information in binaries for debugging regardless build location.

OPTIONS

These programs follow the usual GNU command line syntax, with long options starting with two dashes ('-'). A summary of options is included below. For a complete description, see the Info files.

-, --help

Show summary of options.

-b, --base-dir=STRING

base build directory of objects

-d, --dest-dir=STRING

directory to rewrite base-dir into

-l, --list-file=STRING

file where to put list of source and header file names

-i, --build-id

recompute build ID note and print ID on stdout

EXAMPLES

debugedit -b 'pwd' -d /usr/lib/debug

Rewrites path compiled into binary from current directory to /usr/lib/debug.

SEE ALSO

rpm(8)