

NAME

elf32_fsize, elf64_fsize – calculate the file size of an ELF data structure

SYNOPSIS

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

```
size_t elf32_fsize(Elf_Type type, size_t count, unsigned int version);
```

```
size_t elf64_fsize(Elf_Type type, size_t count, unsigned int version);
```

DESCRIPTION

Given an **Elf_Type** representation of a core ELF structure as well as the number of items, return the number of bytes needed for the on-disk representation in a 32-bit or 64-bit ELF file. The on-disk and in-memory representations of **Elf_Type** are assumed to be the same. See **libelf(3)** for more information regarding **Elf_Type**.

PARAMETERS

type The ELF data structure type for which the file size is to be calculated.

count The number of elements of the specified type.

version The ELF version. This should be set to **EV_CURRENT**, which is the only valid value.

RETURN VALUE

The size in bytes of the specified count and type of data structure. If version is not set to **EV_CURRENT** or *type* is not a valid **Elf_Type**, return 0 and set a libelf error code. Integer overflow can occur if the size of *type* multiplied by *count* is greater than **SIZE_MAX**.

SEE ALSO

elf_errno(3), **libelf(3)**, **elf(5)**

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes(7)**.

Interface	Attribute	Value
elf32_fsize(), elf64_fsize()	Thread safety	MT-Safe

REPORTING BUGS

Report bugs to <elfutils-devel@sourceware.org> or <https://sourceware.org/bugzilla/>.