

NAME

`elf_fill` – Set fill byte used when constructing or editing ELF object files.

SYNOPSIS

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

```
void elf_fill(int fill);
```

DESCRIPTION

The **elf_fill** function sets the fill byte used by libelf to pad new gaps between ELF sections or data elements when an ELF object file is resized or realigned using **elf_update**. The default fill byte used by libelf is zero.

PARAMETERS

fill The value used to fill gaps in future writes to ELF objects. This value should be between 0 and 255 (inclusive). Only the least significant 8 bits are used.

RETURN VALUE

elf_fill returns no value.

SEE ALSO

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

ATTRIBUTES

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

Interface	Attribute	Value
elf_fill()	Thread safety	MT-Unsafe race

REPORTING BUGS

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