

NAME

`elf_getident` – return the ELF identification bytes

SYNOPSIS

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

```
char * elf_getident("Elf *elf", size_t *nbytes);
```

DESCRIPTION

The **elf_getident()** function returns a pointer to the 16-byte ELF identification array from the ELF header of the given descriptor *elf*.

This identification data begins with the magic number ‘**\177ELF**’ and includes the class, data encoding, ELF version, OS ABI, and ABI version fields. It corresponds to the first **EI_NIDENT** bytes of the ELF header and can be accessed via the **e_ident** field of either **Elf32_Ehdr** or **Elf64_Ehdr**.

If *elf* is a valid descriptor for an ELF object, the function returns a pointer to the internal buffer containing the header's identification bytes. The buffer is owned by the library and must not be modified or freed by the caller.

If *nbytes* is not NULL, the function sets to **EI_NIDENT** (16), the length in bytes of the returned identifier.

PARAMETERS

elf Pointer to an **Elf** descriptor referring to a valid ELF object. If the descriptor does not represent an ELF object file (is NULL or **elf_kind()** is not **ELF_K_ELF**), NULL is returned.

nbytes Optional pointer to a **size_t** variable. If non-NULL, it will be set to the length of the returned buffer (always **EI_NIDENT** on success, 0 on failure).

RETURN VALUE

Returns a pointer to the internal 16-byte **e_ident** buffer on success and NULL on failure. Does not set `elf_errno`.

This buffer is indexed using the **EI_CLASS**, **EI_DATA**, **EI_VERSION**, **EI_OSABI**, and **EI_ABIVERSION** macros found in `elf.h`. Also see `elf(5)`.

SEE ALSO

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

ATTRIBUTES

Interface	Attribute	Value
elf_getident()	Thread safety	MT-Safe

REPORTING BUGS

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