

**NAME**

strip – remove symbols and relocation bits

**SYNOPSIS**

**strip** name ...

**DESCRIPTION**

*Strip* removes the symbol table and relocation bits ordinarily attached to the output of the assembler and loader. This is useful to save space after a program has been debugged.

The effect of *strip* is the the same as use of the **-s** option of *ld*.

**FILES**

/tmp/stm?      temporary file

**SEE ALSO**

ld(I), as(I)

**BUGS**