

NAME

reloc – relocate object files

SYNOPSIS

reloc file octal [–]

DESCRIPTION

Reloc modifies the named object program file so that it will operate correctly at a different core origin than the one for which it was assembled or loaded.

The new core origin is the old origin increased by the given *octal* number (or decreased if the number has a ‘–’ sign).

If the object file was generated by *ld*, the **–r** and **–d** options must have been given to preserve the relocation information and define any common symbols in the file.

If the optional last argument is given, then any *setd* instruction at the start of the file will be replaced by a no-op.

The purpose of this command is to simplify the preparation of object programs for systems which have no relocation hardware. It is hard to imagine a situation in which it would be useful to attempt directly to execute a program treated by *reloc*.

SEE ALSO

as(I), ld(I), a.out(V)

BUGS