

**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 same as use of the *-s* option of *ld*.

If *name* is an archive file, *strip* will remove the local symbols from any a.out format members it finds in the archive.

**FILES**

/tmp/stm\*      temporary file

**SEE ALSO**

ld(1)