

**NAME**

od - dump files in octal and other formats

**SYNOPSIS**

**od** [*OPTION*]... [*FILE*]...

**od** [-*abcdfilosx*]... [*FILE*] [[+]OFFSET[.][*b*]]

**od** --*traditional* [*OPTION*]... [*FILE*] [[+]OFFSET[.][*b*] [+][*LABEL*][.][*b*]]

**DESCRIPTION**

Write an unambiguous representation, octal bytes by default, of *FILE* to standard output. With more than one *FILE* argument, concatenate them in the listed order to form the input.

With no *FILE*, or when *FILE* is -, read standard input.

If first and second call formats both apply, the second format is assumed if the last operand begins with + or (if there are 2 operands) a digit. An *OFFSET* operand means -*j* *OFFSET*. *LABEL* is the pseudo-address at first byte printed, incremented when dump is progressing. For *OFFSET* and *LABEL*, a 0x or 0X prefix indicates hexadecimal; suffixes may be . for octal and b for multiply by 512.

Mandatory arguments to long options are mandatory for short options too.

**-A, --address-radix=***RADIX*

output format for file offsets; *RADIX* is one of [doxn], for Decimal, Octal, Hex or None

**--endian={big|little}**

swap input bytes according the specified order

**-j, --skip-bytes=***BYTES*

skip *BYTES* input bytes first

**-N, --read-bytes=***BYTES*

limit dump to *BYTES* input bytes

**-S** *BYTES*, **--strings[=***BYTES***]**

output strings of at least *BYTES* graphic chars; 3 is implied when *BYTES* is not specified

**-t, --format=***TYPE*

select output format or formats

**-v, --output-duplicates**

do not use \* to mark line suppression

**-w[***BYTES***], --width[=***BYTES***]**

output *BYTES* bytes per output line; 32 is implied when *BYTES* is not specified

**--traditional**

accept arguments in third form above

**--help** display this help and exit

**--version**

output version information and exit

**Traditional format specifications may be intermixed; they accumulate:**

**-a** same as **-t a**, select named characters, ignoring high-order bit

**-b** same as **-t o1**, select octal bytes

**-c** same as **-t c**, select printable characters or backslash escapes

**-d** same as **-t u2**, select unsigned decimal 2-byte units

**-f** same as **-t fF**, select floats

**-i** same as **-t dI**, select decimal ints

**-l** same as **-t dL**, select decimal longs

- o** same as **-t o2**, select octal 2-byte units
- s** same as **-t d2**, select decimal 2-byte units
- x** same as **-t x2**, select hexadecimal 2-byte units

**TYPE is made up of one or more of these specifications:**

- a** named character, ignoring high-order bit
- c** printable character or backslash escape
- d[SIZE]**  
signed decimal, SIZE bytes per integer
- f[SIZE]**  
floating point, SIZE bytes per integer
- o[SIZE]**  
octal, SIZE bytes per integer
- u[SIZE]**  
unsigned decimal, SIZE bytes per integer
- x[SIZE]**  
hexadecimal, SIZE bytes per integer

SIZE is a number. For TYPE in [doux], SIZE may also be C for sizeof(char), S for sizeof(short), I for sizeof(int) or L for sizeof(long). If TYPE is f, SIZE may also be F for sizeof(float), D for sizeof(double) or L for sizeof(long double).

Adding a z suffix to any type displays printable characters at the end of each output line.

**BYTES is hex with 0x or 0X prefix, and may have a multiplier suffix:**

- b** 512
- KB** 1000
- K** 1024
- MB** 1000\*1000
- M** 1024\*1024

and so on for G, T, P, E, Z, Y.

**EXAMPLES**

**od -A x -t x1z -v**  
Display hexdump format output

**od -A o -t oS -w16**  
The default output format used by od

**AUTHOR**

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**REPORTING BUGS**

GNU coreutils online help: <<http://www.gnu.org/software/coreutils/>>  
Report od translation bugs to <<http://translationproject.org/team/>>

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**SEE ALSO**

Full documentation at: <<http://www.gnu.org/software/coreutils/od>>  
or available locally via: info '(coreutils) od invocation'