

NAME

B::Bytecode - Perl compiler's bytecode backend

SYNOPSIS

```
perl -MO=Bytecode[,-H][,-oscript.plc] script.pl
```

DESCRIPTION

Compiles a Perl script into a bytecode format that could be loaded later by the ByteLoader module and executed as a regular Perl script.

EXAMPLE

```
$ perl -MO=Bytecode,-H,-ohi -e 'print "hi!\n"'
$ perl hi
hi!
```

OPTIONS

-b

Save all the BEGIN blocks. Normally only BEGIN blocks that `require` other files (ex. `use Foo;`) are saved.

-H

prepend a `use ByteLoader VERSION;` line to the produced bytecode.

-k

keep the syntax tree - it is stripped by default.

-o*outfile*

put the bytecode in *<outfile>* instead of dumping it to STDOUT.

-s

scan the script for `# line ..` directives and for `<goto LABEL>` expressions. When gotos are found keep the syntax tree.

KNOWN BUGS

- `BEGIN { goto A: while 1; A: }` won't even compile.
- `?...?` and `reset` do not work as expected.
- variables in `(?{ ... })` constructs are not properly scoped.
- scripts that use source filters will fail miserably.

NOTICE

There are also undocumented bugs and options.

THIS CODE IS HIGHLY EXPERIMENTAL. USE AT YOUR OWN RISK.

AUTHORS

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