

## 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

Originally written by Malcolm Beattie <mbeattie@sable.ox.ac.uk> and modified by Benjamin Stuhl <sho\_pi@hotmail.com>.

Rewritten by Enache Adrian <enache@rdslink.ro>, 2003 a.d.