

GNU libiberty

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`void obstack_blank_fast (struct obstack *obstack_ptr, size_t size)`
Add *size* uninitialized bytes to a growing object without checking that there is enough room. See Section 2.3.1.7 [Extra Fast Growing], page 8.

`void obstack_1grow_fast (struct obstack *obstack_ptr, char data_char)`
Add one byte containing *data_char* to a growing object without checking that there is enough room. See Section 2.3.1.7 [Extra Fast Growing], page 8.

`size_t obstack_room (struct obstack *obstack_ptr)`
Get the amount of room now available for growing the current object. See Section 2.3.1.7 [Extra Fast Growing], page 8.

`size_t obstack_alignment_mask (struct obstack *obstack_ptr)`
The mask used for aligning the beginning of an object. This is an lvalue. See Section 2.3.1.9 [Obstacks Data Alignment], page 10.

`size_t obstack_chunk_size (struct obstack *obstack_ptr)`
The size for allocating chunks. This is an lvalue. See Section 2.3.1.10 [Obstack Chunks], page 11.

`void *obstack_base (struct obstack *obstack_ptr)`
Tentative starting address of the currently growing object. See Section 2.3.1.8 [Status of an Obstack], page 10.

`void *obstack_next_free (struct obstack *obstack_ptr)`
Address just after the end of the currently growing object. See Section 2.3.1.8 [Status of an Obstack], page 10.

