
Subject: Re: DLM unload

Posted by [olmeca](#) on Wed, 29 Oct 2008 02:19:59 GMT

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This is the continuation of the post..

It's worth mention that this dlm effectively reloads the dlm when i recompile it.

I hope that will be useful for someone (at least it's for me ;)

```
/* dlm_wrapper.c */
/* Standard Libraries */
#include <stdio.h>
#include <stdlib.h>
#include <dlfcn.h>
```

```
/* IDL Libraries */
#include "idl_export.h"
```

```
IDL_VPTR dlm_wrapper(int argc, IDL_VPTR *argv) {
```

```
void *lib_handle;
IDL_VPTR (*fn)(int, IDL_VPTR *);
char *func_name;
char *lib_file;
IDL_VPTR result;
```

```
/* The parameters are the shared object (dll) and the function */
func_name = IDL_VarGetString(argv[0]);
lib_file = IDL_VarGetString(argv[1]);
```

```
/* Call dyanmically the library as usual */
lib_handle = dlopen(lib_file, RTLD_LAZY);
```

```
if(!lib_handle) {
    printf("%s\n", dlerror());
    return IDL_StrToSTRING("Error on lib_name\n") ;
}
```

```
fn = dlsym(lib_handle, func_name);
if((dlerror() != NULL)) {
    printf("%s\n", dlerror());
    dlclose(lib_handle);
    return IDL_StrToSTRING("Error on func_name\n");
}
```

```
/* Call the method with the rest of the arguments from IDL */
```

```

result = (*fn)(argc-2, (argv+2));
dlclose(lib_handle);

return result;

}

static IDL_SYSFUN_DEF2 main_def[] = {
  {(IDL_SYSRTN_UNION)dln_wrapper, "DLM_WRAPPER", 0, 100, 0, 0}
};

int IDL_Load(void) {
  return IDL_SysRtnAdd(main_def, TRUE, IDL_CARRAYELTS(main_def));
}

```

On Oct 28, 11:16 pm, olm...@gmail.com wrote:

> Finally i've found a solution, it isn't clean nor portable but for my
 > objectives works.
 >
 > I've made a "dln_wrapper" DLM, so that dln (that it's loaded 1 time)
 > load the method of the dln
 > that i want to debug. Here's the code it works on OSX (and should
 > work on linux) and loads functions.

> On Oct 27, 5:14 pm, olm...@gmail.com wrote:

>> Unfortunately that's doesn't work because dlms are loaded different.
 >> I think that there must be a way to unload a dln, if not debugging
 >> it's way too painful.

>> Thanks anyway.
 >> Felipe

>> On Oct 22, 5:42 pm, Robbie <ret...@iinet.net.au> wrote:

>>> I don't know about DLMs, but if you manually load the library using
 >>> CALL_EXTERNAL(Image,/UNLOAD) then it should do what you want.

>>> Cheers,

>>> Robbie