Subject: Re: DLM unload

Posted by Robbie on Wed, 22 Oct 2008 20:42:35 GMT

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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

Subject: Re: DLM unload

Posted by olmeca on Mon, 27 Oct 2008 20:14:42 GMT

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Unfortunately that's doesn't work because dlms are loaded diffrent.

I think that there must be a way to unload a dlm, 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

Subject: Re: DLM unload

Posted by olmeca on Wed, 29 Oct 2008 02:16:57 GMT

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Finally i've found a solution, it isn't clean nor portable but for my objectives works.

I've made a "dlm_wrapper" DLM, so that dlm (that it's loaded 1 time) load the method of the dlm

that i wan't 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 diffrent.

> I think that there must be a way to unload a dlm, 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.

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> Robbie
```