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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

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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:  
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> CALL\_EXTERNAL(Image,/UNLOAD) then it should do what you want.  
>  
> Cheers,  
>  
> Robbie

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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 different.

>

> 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:

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>