
Subject: DLM unload

Posted by [olmeca](#) on Wed, 22 Oct 2008 16:46:56 GMT

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Hi,

I'm programming a DLM and i wan't to know if it is anyway to unload a DLM besides de ".FULL_RESET_SESSION" directive.

Cheers

Felipe

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 metion 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
>
>
