NAME

kld_isloaded, **kld_load** - kld utility functions

LIBRARY

System Utilities Library (libutil, -lutil)

SYNOPSIS

#include <libutil.h>

int
kld_isloaded(*const char *name*);

int
kld_load(*const char *name*);

DESCRIPTION

These functions facilitate loading kernel modules from userland applications.

The **kld_isloaded**() function takes a name and returns a non-zero value if a module of that name is currently loaded. The name can be either the name of a module file (*cpufreq.ko*), the same name without the *.ko* extension (*cpufreq*), or the name of a module contained within that file (*cpu/ichss*). Only the latter will return correct results if the module is compiled into the kernel.

The **kld_load**() function is a simple wrapper around the kldload(2) function. It returns zero if and only if the corresponding **kldload**() call succeeded or returned EEXIST (signifying that the requested module was already loaded).

SEE ALSO

kldfirstmod(2), kldload(2), kldnext(2), kldstat(2), modfnext(2), modstat(2), kld(4)

HISTORY

The **kld_isloaded**() and **kld_load**() functions first appeared in FreeBSD 6.3.

AUTHORS

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