

**NAME**

**dwarf\_finish**, **dwarf\_object\_finish** - free resources associated with a debug descriptor

**LIBRARY**

DWARF Access Library (libdwarf, -ldwarf)

**SYNOPSIS**

```
#include <libdwarf.h>
```

*int*

```
dwarf_finish(Dwarf_Debug dbg, Dwarf_Error *err);
```

*int*

```
dwarf_object_finish(Dwarf_Debug dbg, Dwarf_Error *err);
```

**DESCRIPTION**

The **dwarf\_finish**() and **dwarf\_object\_finish**() functions are used to release the resources associated with a debug descriptor allocated by a prior call to **dwarf\_init**(3) and **dwarf\_object\_init**(3) respectively.

Argument *dbg* denotes a valid *Dwarf\_Debug* instance. Argument *err* will be used to record error information in case of an error.

After a call to **dwarf\_finish**() or **dwarf\_object\_finish**(), the argument *dbg* will be invalid and should not be used further.

For *Dwarf\_Debug* descriptors opened using **dwarf\_init**(3), the application would need to explicitly release the *Elf* instance associated with the descriptor by first retrieving the instance using **dwarf\_get\_elf**(3) and closing it using **elf\_end**(3).

**RETURN VALUES**

These functions return DW\_DLV\_OK if successful. In case of an error, the functions return DW\_DLV\_ERROR and record additional information in argument *err*.

**EXAMPLES**

To deallocate a *Dwarf\_Debug* instance allocated using **dwarf\_elf\_init**(3) use:

```
Dwarf_Debug dbg;  
Dwarf_Error de;  
  
if (dwarf_finish(dbg, &de) != DW_DLV_OK)
```

```
errx(EXIT_FAILURE, "dwarf_finish: %s", dwarf_errmsg(de));
```

To deallocate a *Dwarf\_Debug* instance allocated using `dwarf_object_init(3)` use:

```
Dwarf_Debug dbg;
Dwarf_Error de;

if (dwarf_object_finish(dbg, &de) != DW_DLV_OK)
    errx(EXIT_FAILURE, "dwarf_object_finish: %s",
        dwarf_errmsg(de));
```

To deallocate a *Dwarf\_Debug* instance allocated using `dwarf_init(3)` use:

```
Dwarf_Debug dbg;
Dwarf_Error de;
Elf *e;

if (dwarf_get_elf(dbg, &e, &de) != DW_DLV_OK)
    errx(EXIT_FAILURE, "dwarf_get_elf: %s", dwarf_errmsg(&de));

if (dwarf_finish(dbg, &de) != DW_DLV_OK)
    errx(EXIT_FAILURE, "dwarf_finish: %s", dwarf_errmsg(de));

(void) elf_end(e);
```

## SEE ALSO

`dwarf_elf_init(3)`, `dwarf_get_elf(3)`, `dwarf_init(3)`, `dwarf_object_init(3)`, `elf_end(3)`