

**NAME**

**elf\_end** - release an ELF descriptor

**LIBRARY**

ELF Access Library (libelf, -lelf)

**SYNOPSIS**

```
#include <libelf.h>
```

*int*

```
elf_end(Elf *elf);
```

**DESCRIPTION**

Function **elf\_end()** is used to release the resources associated with an ELF descriptor pointed to by argument *elf*. This descriptor must have been allocated by a previous call to **elf\_begin(3)** or **elf\_memory(3)**. For programming convenience, a NULL value is permitted for argument *elf*.

A call to **elf\_end()** decrements the activation count for descriptor *elf* by one. The resources associated with the descriptor are only released with its activation count goes to zero.

Once function **elf\_end()** returns zero, the ELF descriptor *elf* will no longer be valid and should not be used further.

**RETURN VALUES**

Function **elf\_end()** returns the current value of the ELF descriptor *elf*'s activation count, or zero if argument *elf* was NULL.

**SEE ALSO**

**elf(3)**, **elf\_begin(3)**, **elf\_memory(3)**, **gelf(3)**