

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), **modfnnext**(2), **modstat**(2), **kld**(4)

HISTORY

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

AUTHORS

The **kld_isloaded**() and **kld_load**() functions and this manual page were written by Dag-Erling Smórgrav <des@FreeBSD.org>.