

**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 Smørgrav <des@FreeBSD.org>.