NAME

kldsym - look up address by symbol name in a KLD

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <sys/param.h>
#include <sys/linker.h>

int
kldsym(*int fileid*, *int cmd*, *void *data*);

DESCRIPTION

The **kldsym**() system call returns the address of the symbol specified in *data* in the module specified by *fileid*. If *fileid* is 0, all loaded modules are searched. Currently, the only *cmd* implemented is KLDSYM_LOOKUP.

The *data* argument is of the following structure:

```
struct kld_sym_lookup {
    int      version;      /* sizeof(struct kld_sym_lookup) */
    char     *symname;     /* Symbol name we are looking up */
    u_long   symvalue;
    size_t   symsize;
};
```

The *version* member is to be set by the code calling **kldsym**() to **sizeof**(*struct kld_sym_lookup*). The next two members, *version* and *symname*, are specified by the user. The last two, *symvalue* and *symsize*, are filled in by **kldsym**() and contain the address associated with *symname* and the size of the data it points to, respectively.

RETURN VALUES

The **kldsym**() function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

The **kldsym**() system call will fail if:

[EINVAL]   Invalid value in *data->version* or *cmd*.

[ENOENT]   The *fileid* argument is invalid, or the specified symbol could not be found.

SEE ALSO

kldfind(2), kldfirstmod(2), kldload(2), kldnext(2), kldunload(2), modfind(2), modnext(2), modstat(2), kld(4)

HISTORY

The **kldsym**() system call first appeared in FreeBSD 3.0.