This is part of **Family API** which allow to create dual-os version of program runs under OS/2 and DOS

Note: This is legacy API call. It is recommended to use 32-bit equivalent

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DosFreeModule

This call frees the reference to a dynamic link module for a process. When the dynamic link module is no longer needed by any process, the module is freed from system memory.

Syntax

```
DosFreeModule (ModuleHandle)
```

Parameters

- ModuleHandle (HMODULE) - input : Handle returned by DosLoadModule.

Return Code

rc (USHORT) - return:Return code descriptions are:

- 0 NO_ERROR
- 6 ERROR_INVALID_HANDLE
- 12 ERROR_INVALID_ACCESS
- 95 ERROR_INTERRUPT

Remarks

The module identified by the handle must be loaded through DosLoadModule. An error is returned if the handle is invalid.

If any exit list routines were registered as a result of this module being loaded, the module may not be freed and ERROR_INVALID_ACCESS may be returned.

When DosFreeModule returns to the caller, the module handle is no longer valid and is not used to reference the dynamic link module. Procedure entry addresses returned for this module are no longer valid and cause a protection fault if they are invoked.

Bindings

C

```
#define INCL_DOSMODULEMGR

USHORT  rc = DosFreeModule(ModuleHandle);
HMODULE ModuleHandle;  /* Module handle */

USHORT  rc;            /* return code */
```

MASM

```
EXTRN  DosFreeModule:FAR
INCL_DOSMODULEMGR    EQU 1

PUSH   WORD    ModuleHandle  ;Module handle
CALL   DosFreeModule

Returns WORD
```

Example

This example tries to load module ABCD. The system searches LIBPATH. If unsuccessful, the system tries to load the module from the program's directory (in case the user forgot to update LIBPATH).

```
#define INCL_DOSMODULEMGR

#define MODULE_NAME "abcd"
#define FULL_MODULE_NAME "\\nifty\\abcd.dll"

CHAR    LoadError[100];
HMODULE ModuleHandle;
USHORT  rc;

   if (DosLoadModule(LoadError,             /* Object name buffer */
                  sizeof(LoadError),     /* Length of object name buffer
*/
                  MODULE_NAME,           /* Module name string */
                  &ModuleHandle) == 2)   /* Module handle */
     rc = DosLoadModule(LoadError,          /* Object name buffer */
                     sizeof(LoadError),  /* Length of object name buffer
*/
                     FULL_MODULE_NAME,   /* Module name string */
                     &ModuleHandle);     /* Module handle */
   rc = DosFreeModule(ModuleHandle);        /* Module handle */
```

Family API		
DOS	Process Manager	DosBeep DosExit DosSleep DosExecPgm
	File Manager	DosChDir DosChgFilePtr DosClose DosDelete DosDupHandle DosMkDir DosMove DosQCurDir DosQCurDisk DosSetFileMode DosOpen DosQFileInfo DosRead DosQFileMode DosQFSInfo DosQVerify DosRmDir DosSelectDisk DosFindClose DosFindFirst DosFindNext DosSetFileInfo DosSetVerify DosWrite DosFileLocks DosSetFHandState DosNewSize DosBufReset DosQFHandState DosSetFSinfo
	Memory Manager	DosFreeSeg DosSubAlloc DosSubFree DosSubSet DosAllocHuge DosAllocSeg DosReallocHuge DosReallocSeg DosGetHugeShift DosCreateCSAlias
	NLS	DosCaseMap DosGetCtryInfo DosGetDBCSEv DosSetCtryCode DosGetCollate DosGetMessage DosInsMessage DosPutMessage
	Date and Time	DosSetDateTime DosGetDateTime
	Devices	DosDevConfig DosDevIOCtl DosDevIOCtl2
	Signals	DosHoldSignal DosSetSigHandler
	Misc	BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec
KBD		KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek
VIO		VioGetBuf VioGetConfig VioGetCurPos VioGetCurType VioGetPhysBuf VioReadCellStr VioReadCharStr VioScrollUp VioScrollDn VioScrollLf VioScrollRt VioScrUnLock VioSetCurPos VioSetCurType VioSetMode VioGetMode VioShowBuf VioWrtCellStr VioWrtCharStr VioWrtCharStrAtt VioWrtNAttr VioWrtNCell VioWrtNChar VioWrtTTY VioScrLock VioPopUp
Tools		BIND
Modules		DOSCALLS.DLL VIOCALLS.DLL KBDCALLS.DLL MSG.DLL
Libraries		API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB

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