

NAME

`ares_destroy` – Destroy a resolver channel

SYNOPSIS

```
#include <ares.h>
```

```
void ares_destroy(ares_channel channel)
```

DESCRIPTION

The `ares_destroy` function destroys the name service channel identified by *channel*, freeing all memory and closing all sockets used by the channel. `ares_destroy` invokes the callbacks for each pending query on the channel, passing a status of `ARES_EDESTRUCTION`. These calls give the callbacks a chance to clean up any state which might have been stored in their arguments. A callback must not add new requests to a channel being destroyed.

SEE ALSO

`ares_init(3)`, `ares_cancel(3)`

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