

**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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