

NAME

`ares_destroy` – Destroy a resolver channel

SYNOPSIS

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

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

DESCRIPTION

The **ares_destroy(3)** function destroys the name service channel identified by *channel*, freeing all memory and closing all sockets used by the channel.

ares_destroy(3) 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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