



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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# DosLoadModule

This call loads a dynamic link module and returns a handle for the module.

## Syntax

```
DosLoadModule (ObjNameBuf, ObjNameBufL, ModuleName, ModuleHandle)
```

## Parameters

- ObjNameBuf ([PSZ](#)) - output: Address of the name of an object that contributed to the failure of DosLoadModule.
- ObjNameBufL ([USHORT](#)) - input: Length, in bytes, of the buffer described by ObjNameBuf.
- ModuleName ([PSZ](#)) - input: Address of the ASCIIZ name string containing the dynamic link module name or the pathname string. The filename extension used for dynamic link libraries is .DLL. When a pathname is provided, the module name may have any extension. The internal module name (the name given in the LIBRARY statement in the .DEF file) must be the same as the filename without the extension.
- ModuleHandle ([PHMODULE](#)) - output: Address of the handle for the dynamic link module.

## Return Code

rc ([USHORT](#)) - return:Return code descriptions are:

- 0 NO\_ERROR
- 2 ERROR\_FILE\_NOT\_FOUND
- 3 ERROR\_PATH\_NOT\_FOUND
- 4 ERROR\_TOO\_MANY\_OPEN\_FILES
- 5 ERROR\_ACCESS\_DENIED
- 8 ERROR\_NOT\_ENOUGH\_MEMORY
- 11 ERROR\_BAD\_FORMAT
- 26 ERROR\_NOT\_DOS\_DISK
- 32 ERROR\_SHARING\_VIOLATION
- 33 ERROR\_LOCK\_VIOLATION

- 36 ERROR\_SHARING\_BUFFER\_EXCEEDED
- 95 ERROR\_INTERRUPT
- 108 ERROR\_DRIVE\_LOCKED
- 123 ERROR\_INVALID\_NAME
- 127 ERROR\_PROC\_NOT\_FOUND
- 180 ERROR\_INVALID\_SEGMENT\_NUMBER
- 182 ERROR\_INVALID\_ORDINAL
- 190 ERROR\_INVALID\_MODULETYPE
- 191 ERROR\_INVALID\_EXE\_SIGNATURE
- 192 ERROR\_EXE\_MARKED\_INVALID
- 194 ERROR\_ITERATED\_DATA\_EXCEEDS\_64k
- 195 ERROR\_INVALID\_MINALLOCSIZE
- 196 ERROR\_DYNLINK\_FROM\_INVALID\_RING
- 198 ERROR\_INVALID\_SEGDPL
- 199 ERROR\_AUTODATASEG\_EXCEEDS\_64k
- 201 ERROR\_RELOC\_CHAIN\_XEEDS\_SEGLIM
- 206 ERROR\_FILENAME\_EXCED\_RANGE

## Remarks

If the file is an OS/2 dynamic link module, it is loaded, and a handle is returned. This handle is used for freeing the dynamic link module with a [DosFreeModule](#) request, getting procedure addresses with [DosGetProcAddr](#) requests, and getting the fully qualified file name with a [DosGetModName](#) request.

DosLoadModule may not be called from a dynamic library initialization routine if the module to be loaded or any module referenced by it contains a dynamic link library initialization routing.

## Bindings

### C

```
#define INCL_DOSMODULEMGR

USHORT rc = DosLoadModule(ObjNameBuf, ObjNameBufL, ModuleName,
ModuleHandle);

PSZ      ObjNameBuf;      /* Address of object name buffer */
USHORT   ObjNameBufL;    /* Length of object name buffer */
PSZ      ModuleName;     /* Address of module name string */
PHMODULE ModuleHandle;   /* Address of module handle (returned) */

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

### MASM

```
EXTRN DosLoadModule:FAR
```

```
INCL_DOSMODULEMGR EQU 1

PUSH@ OTHER ObjNameBuf ;Object name buffer (returned)
PUSH WORD ObjNameBufL ;Length of object name buffer
PUSH@ ASCIIZ ModuleName ;Module name string
PUSH@ WORD ModuleHandle ;Module handle (returned)
CALL DosLoadModule
```

Returns **WORD**

## Example

This example loads a module.

```
#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 */
```

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 DosShutdown
	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 DosDevIOct1 DosDevIOct2
	Signals	DosHoldSignal DosSetSigHandler
	Misc	BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec
KBD	KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek	

<b>Family API</b>	
VIO	<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>
Tools	<a href="#">BIND</a>
Modules	<a href="#">DOSCALLS.DLL</a> <a href="#">VIOCALLS.DLL</a> <a href="#">KBDCALLS.DLL</a> <a href="#">MSG.DLL</a>
Libraries	<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAPI.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>

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