

**NAME**

pcap\_freecode – free a BPF program

**SYNOPSIS**

```
#include <pcap/pcap.h>
```

```
void pcap_freecode(struct bpf_program *);
```

**DESCRIPTION**

**pcap\_freecode()** is used to free up allocated memory pointed to by a *bpf\_program* struct generated by **pcap\_compile(3PCAP)** when that BPF program is no longer needed, for example after it has been made the filter program for a pcap structure by a call to **pcap\_setfilter(3PCAP)**.

**SEE ALSO**

**pcap(3PCAP)**