

**NAME**

dmmp\_flush\_mpath – Flush specified multipath device map if unused.

**SYNOPSIS**

```
int dmmp_flush_mpath (struct dmmp_context *ctx, const char *mpath_name);
```

**ARGUMENTS**

ctx            Pointer of 'struct dmmp\_context'. If this pointer is NULL, your program will be terminated by assert.

mpath\_name    const char \*. The name of multipath device map.

**DESCRIPTION**

Flush a multipath device map specified as parameter, if unused.

**RETURN**

int. Valid error codes are:

\* DMMP\_OK

\* DMMP\_ERR\_BUG

\* DMMP\_ERR\_NO\_MEMORY

\* DMMP\_ERR\_NO\_DAEMON

\* DMMP\_ERR\_MPATH\_BUSY

\* DMMP\_ERR\_MPATH\_NOT\_FOUND

\* DMMP\_ERR\_INVALID\_ARGUMENT

\* DMMP\_ERR\_PERMISSION\_DENY

Error number could be converted to string by **dmmp\_strerror**.