File Dialog Utilities

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/*File dialog utilities
 * File dialog functions for use with C file i/o
 * ChooseFileDialog() and ChooseNewFileDialog()

/* ChooseFileDialog and ChooseNewFileDialog each return an error code of 1
 * if the user hits cancel. Otherwise they set the default volume to the
 * volume of the file and return the filename in filename.  This filename
 * can then be used in any C file i/o calls.
 * NOTE: You must pass a string to these routines that is large enough to
 * hold the filename (this is 31 characters + a null character maximum) */

/* IMPORTANT:  If you intend to build standalone applications, you MUST
 * call the standard stream once  or initialize the Mac toolbox before
 * calling these functions (see sample main() below) */

// Assumes inclusion of <MacHeaders>
#include <stdlib.h>
#include <string.h>
#include <pascal.h>
#include <console.h>


short ChooseFileDialog (char *fileName);
short ChooseNewFileDialog (char *newFileName);

short ChooseFileDialog (char *fileName)
{
    SFReply      reply;
    static Point  where;
    SFTypeList    typeList;

    SFGetFile ( where, "\p", nil, -1, typeList, nil, &reply );
    if (reply.good) {
            SetVol (nil, reply.vRefNum);
            strcpy (fileName, PtoCstr (reply.fName));
            return noErr;
    }
    else
            return 1;
}

short ChooseNewFileDialog (char *fileName)
{
    SFReply      reply;
    static Point  where;
    SFTypeList    typeList;

    SFPutFile ( where, "\p", "\p", nil, &reply );
    if (reply.good) {
            SetVol (nil, reply.vRefNum);
            strcpy (fileName, PtoCstr (reply.fName));
            return noErr;
    }
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        else
                return 1;
}


/*Here is a very short test program which demonstrates
 * how these functions should be called
 */

#include <stdio.h>
#define MaxFileNameLen   32
main ()
{
     char fileName[MaxFileNameLen], newFileName[MaxFileNameLen];
     short err;

     cshow(stdout);          /* call standard stream to initialize the mac toolbox*/

     err = ChooseFileDialog (fileName);
     if (!err)
             printf ("%s\n", fileName);
     err = ChooseNewFileDialog (newFileName);
     if (!err)
             printf ("%s\n", newFileName);
}
```