

Using FSWrite to Write to a File

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// Using FSWrite to Write to a File
// A simple demos showing how to write to a file using FSWrite. This
// demo creates a new file and fills it with the alphabet. This is
// intended for use as an example code and so contains a minimum of
// error checking

#define ARRAY_SIZE 26

// Assumes inclusion of <MacHeaders>
#include <stdio.h>
void ToolBoxInit (void);

void ToolBoxInit ()
{
    InitGraf (&thePort);
    InitFonts ();
    InitWindows ();
    InitMenus ();
    TEInit ();
    InitDialogs (nil);
    InitCursor ();
}

main()
{
    char    anArray[ARRAY_SIZE];    // here 's the array that we will write
                                     // out to the file

    Point        where = {0, 0};
    SFReply       reply;
    SFTypeList    typeList;
    OSErr         err;
    short         fRefNum;
    long          count;
    short         i;

    ToolBoxInit();
    // Fill the array with the letters of the alphabet
    for (i = 0; i < ARRAY_SIZE; i++)
        anArray[i] = i + 'a';
    SFPutFile(where, "\p", "\pUntitled", nil, &reply);
    if (reply.good)
    {
        err = Create(reply.fName, reply.vRefNum, '????', 'TEXT');
        err = FSOpen(reply.fName, reply.vRefNum, &fRefNum);
        if (!err) {
            count = ARRAY_SIZE;
            err = FSWrite(fRefNum, &count, &anArray);
            if ((err) || (count != ARRAY_SIZE) )
                printf ("Write to file unsuccessful\n");
            err = FSClose(fRefNum);
        }
    }
}

```

}