

GetPortNameFromProcessSerialNumber Get the port name of a process.

#include <EPPC.h>

OSErr **GetPortNameFrom ProcessSerialNumber**(*portName*, *PSN*);
PPCPortPtr *portName* ; port name returned for a given PSN
ProcessSerialNumberPtr *PSN* ; Process Serial Number

portName points to the port name of a process with the given PSN.

PSN is the Process Serial Number that you want to map to a port name.

Returns: an operating system Error Code. It will be one of:

noErr (0) No error
procNotFound (-600) No eligible process with PSN given.