

**GetProcessSerialNumberFromPortName** Get the serial number of a process.

```
#include <EPPC.h>
```

```
OSErr      GetProcessSerialNumberFromPortName(portName, PSN);  
const PPCPortPtr    portName ;    port name for which PSN is wanted  
ProcessSerialNumberPtr    PSN ;    Process Serial Number
```

*portName* specifies the name registered to a process whose PSN you want.

*PSN* is a pointer to the Serial Number of a process. You can use the returned process serial number to send a high-level event to that process. Do not interpret the value of the serial number.

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

noErr	(0)	No error
noPortErr	(-903)	Invalid port name

The **Event Manager** provides two utility functions to convert between Process Serial Number (PSNs) and port names. Both functions are intended to map serial numbers to port names (or vice versa) for applications open on the local machine. They do not return useful results for applications on remote machines.