

PBSetVol

Set default volume or directory

#include <Files.h>

File Manager (PBxxx)

OSErr **PBSetVol**(*pb*, *async*);
ParmBlkPtr *pb* ; address of a 64-byte VolumeParam structure
Boolean *async* ; 0=await completion; 1=immediate return
returns Error Code; 0=no error

Use **PBSetVol** to select a default volume. The File Manager will use this volume in future calls in which you specify no volume name and a volume reference number of 0.

pb is the address of a 64-byte VolumeParam structure or any of the variants which contain all the relevant fields:

<u>Out-In Name</u>	<u>Type</u>	<u>Size</u>	<u>Offset</u>	<u>Description</u>
-> ioCompletion	<u>ProcPtr</u>	4	12	Completion routine address (if <i>async</i> =TRUE)
<- ioResult	<u>OSErr</u>	2	16	Error Code (0=no error, 1=not done yet)
-> ioNamePtr	<u>StringPtr</u>	4	18	Address of full or partial pathname (Pascal-style)
-> ioVRefNum	<u>short</u>	2	22	Volume reference of desired default

async is a Boolean value. Use FALSE for normal (synchronous) operation or TRUE to enqueue the request and resume control immediately. See Async I/O.

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

noErr	(0)	No error
bdNamErr	(-37)	Bad name (use NIL, not an empty string)
nsvErr	(-35)	No such volume
paramErr	(-50)	No default volume

Notes: **PBSetVol** selects ioNamePtr or ioVRefNum as the new default volume. It is legal to use a working directory number as the 'volume' number (see **PBOpenWD**). In that case, a subsequent call to **PBGetVol** will return that directory reference, rather than a volume reference.

It's probably just as (or more) efficient to use **PBHSetVol** to select both a default volume and default working directory. Or better yet, forget the idea of a default and always use volume or directory numbers in the File Manager calls.

If you are using a string in the ioNamePtr field to specify a volume name, the string must be in the following form

```
myVolParam.ioNamePtr = "\pMy HardDisk:"
```

The trailing colon on the string indicates that we are referring to a directory, not a file.