

PBDTGetIcon

Retrieve an icon definition

#include <Files.h>

Finder Interface

```

OSErr      PBDTGetIcon(paramBlock, async);
DTPBPtr    paramBlock ;    pointer to a DTPB Param Block
Boolean    async;          0 = await completion; 1 = immediate return

```

Parameter block

→	12	ioCompletion	long	completion routine
←	16	ioResult	short	result code
→	24	ioDTRefNum	short	database reference number
←	28	ioTagInfo	long	reserved; must be initialized to 0
→	32	ioDTBuffer	long	pointer to icon data
→	36	ioDTReqCount	long	requested size of icon bitmap
←	40	ioDTActCount	long	actual size of icon bitmap
→	45	ioIconType	char	icon type
→	52	ioFileCreator	long	icon's file <u>creator</u>
→	56	ioFileType	long	icon's <u>file type</u>

PBDTGetIcon returns the bitmap for an icon that represents a file of a given type and creator. You pass a pointer to the buffer for the icon bitmap in the ioDTBuffer field. The bitmap is returned in the buffer pointed to by ioDTBuffer. You specify the desktop database in ioDTRefNum, the file creator in ioFileCreator, and the file type in ioFileType. For the icon type in ioIconType, specify a constant from the following list.

Constant	Value	Corresponding resource type	Description
<u>kLargelcon</u>	1	' <u>ICN#</u> '	Large black-and-white icon with mask
<u>kLarge4Bitlcon</u>	2	' <u>icl4</u> '	Large 4-bit color icon
<u>kLarge8Bitlcon</u>	3	' <u>icl8</u> '	Large 8-bit color icon
<u>kSmalllcon</u>	4	' <u>ics#</u> '	Small black-and-white icon with mask
<u>kSmall4Bitlcon</u>	5	' <u>ics4</u> '	Small 4-bit color icon
<u>kSmall8Bitlcon</u>	6	' <u>ics8</u> '	Small 8-bit color icon

The value you supply in ioDTReqCount is the size in bytes of the buffer that you've allocated for the icon's bitmap pointed to by ioDTBuffer; this value depends on the icon type. Be sure to allocate enough storage for the icon data; 1024 bytes is the largest amount required for any icon under System 7.0. You can use a constant from the following list.

Constant	Value bytes in bitmap)	Corresponding resource type	Description
<u>kLargelconSize</u>	256	' <u>ICN#</u> '	Large black-and-white icon with mask
<u>kLarge4BitlconSize</u>	512	' <u>icl4</u> '	Large 4-bit color icon
<u>kLarge8BitlconSize</u>	1024	' <u>icl8</u> '	Large 8-bit color icon
<u>kSmalllconSize</u>	64	' <u>ics#</u> '	Small black-and-white icon with mask
<u>kSmall4BitlconSize</u>	128	' <u>ics4</u> '	Small 4-bit color icon
<u>kSmall8BitlconSize</u>	256	' <u>ics8</u> '	Small 8-bit color icon

The value in ioDTActCount reflects the size of the bitmap actually retrieved. If

ioDTActCount is larger than ioDTReqCount, only the amount of data allowed by ioDTReqCount is valid.

Returns: an Error code. It will be one of the following:

noErr	(0)	No error
ioErr	(-36)	I/O error
rfNumErr	(-51)	Reference number invalid
extFSErr	(-58)	External file system-file system identifier is nonzero
afpItemNotFound	(-5012)	Information not found

Note: There is a second, asynchronous, version of this function. It does not take a second parameter; instead, it adds the suffix "Async" to the name of the routine.

Similarly, the third (synchronous) version of the routine does not take a second parameter; instead, it adds the suffix "Sync" to the name of the routine.

Note, however, that the second and third versions of these routines do not use the glue code that the first versions use and are therefore more efficient.