

**OpenDriver**                      Open the device driver specified by name

#include <Devices.h>

**Device Manager**

<u>OSErr</u>	<b>OpenDriver</b> ( <i>driverName</i> , <i>refNum</i> );
<u>Str255</u>	<i>driverName</i> ;     address of device driver name
<u>short</u>	<i>*refNum</i> ;        receives device driver reference number
	<b>returns</b> <u>Error Code</u> ; 0=no error

**OpenDriver** opens the device driver specified by name for reading and writing. It returns the driver's reference number.

*driverName* is the address of a pascal-style string containing the name of the device driver to be opened.

*refNum* is the address of a 16-bit short. Upon return, it will contain the device driver reference number. This value is used in all subsequent operations on the open driver.

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

noErr	(0)	No error
badUnitErr	(-21)	<i>refNum</i> doesn't match unit table
unitEmptyErr	(-22)	<i>refNum</i> specifies NIL handle in unit table
openErr	(-23)	Requested Read/Write permission and the driver's Open permissions don't match
dInstErr	(-26)	Couldn't find driver in resource file

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Notes: While the Sound Driver and Disk Driver open at system startup time, the rest of the drivers are opened at the specific request of an application. Before a driver is opened, you refer to it by name. After opening, it is henceforth known by its reference number.