

AppFile structure

#include <SegLoad.h>

typedef struct AppFile {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> vRefNum;		2	0	Volume or working directory refNum
<u>OSType</u> fType;		4	2	File type, eg, 'TEXT' or 'MSWD', etc.
<u>short</u> versNum		2	6	Version number (usually 0)
<u>Str255</u> fName;		256	8	length-prefixed p-string of file name
} AppFile ;		264		(data will probably be shorter)

Notes: The AppFile structure is used in calls to **GetAppFiles**. Or, if you want, you can parse the Finder information independently: The global variable AppParmHandle (at 0x0AEC) leads to a block of information as follows:

File Action (word)	0= <u>appOpen</u> , 1= <u>appPrint</u>
Count (word)	Number of AppFile structures to follow
AppFile 1	Information about first file (variable length)
.	
.	
AppFile <i>n</i>	Information about last file

Note that the data is packed. Each structure starting on the first even-numbered byte directly after the last character of the filename of the previous structure.