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GetAppFiles Get information about files selected in the Finder

#include <<u>SegLoad.h</u>> <u>Segment Loader</u>

void GetAppFiles(index, fileStuff);

<u>short</u> index; specifies which file to query

<u>AppFile</u> *fileStuff; address of a 264-byte <u>AppFile</u> structure

GetAppFiles obtains the filename, type, and volume of one of the files selected by the user when the Finder started your application.

index specifies which file you want to query. It should range from 1 to the *fileCnt* value obtained through a previous call to **CountAppFiles**.

fileStuff is the address of a 264-byte <u>AppFile</u> structure. Upon return, it contains information about the *index*-th file selected when the Finder started your application.

Returns: none

Notes: When a user double-clicks a document whose FInfo.fdCreator field (see GetFInfo) contains your signature, your application will begin executing. At that time, you should call CountAppFiles and use GetAppFiles to obtain the information needed to open that document.

In the event that the user selected two or more of your documents, and then selected Open from the Finder's File menu, you should call ${\bf GetAppFiles}$ several times and open each of the selected documents. See ${\bf CountAppFiles}$ for an example.

Note: The files are indexed in the order the user selected them.

See <u>AppFile</u> for a description of the information returned by this call. <u>GetAppParms</u> returns a handle to a block of data that contains this same application file information - in a slightly different form.