

VolumeParam structure

#include <Files.h>

typedef struct VolumeParam {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>ParamBlockHeader</u>	24	0	common fields of ParamBlock types
<u>long</u> filler2;	4	24	(reserved)
<u>short</u> ioVollIndex;	2	28	(>0: index, <0: use name/num, 0: use num)
<u>unsigned long</u> ioVCrDate;	4	30	Date/time volume created
<u>unsigned long</u> ioVLsBkUp;	4	34	Date/time volume information was modified
<u>unsigned short</u> ioVAtrb;	2	38	<u>Volume Attributes</u>
<u>unsigned short</u> ioVNmFls;	2	40	Count of files in the root directory
<u>unsigned short</u> ioVDirSt;	2	42	First allocation block of directory
<u>short</u> ioVBILn;	2	44	Length of directory in blocks
<u>unsigned short</u> ioVNmAIBlks;	2	46	Count of all allocation blocks
<u>long</u> ioVAIBlkSiz;	4	48	Allocation block size, in bytes
<u>long</u> ioVCIpSiz;	4	52	Number of bytes to allocate
<u>unsigned short</u> ioAIBlSt;	2	56	First block in volume block map
<u>unsigned long</u> ioVNxtFNum;	4	58	Next unused file number
<u>unsigned short</u> ioVFrBlk;	2	62	Count of free allocation blocks
} VolumeParam ;	64		

Notes: This structure is used in **PBxxx** calls which operate on entire volumes:

<u>PBEject</u>	<u>PBGetVol</u>	<u>PBSetVInfo</u>
<u>PBFlushVol</u>	<u>PBMountVol</u>	<u>PBSetVol</u>
<u>PBGetVInfo</u>	<u>PBOffLine</u>	<u>PBUnmountVol</u>

Functions vary as to which fields are required on entry and which fields are defined upon return. Some fields take on different meanings or even data types in certain cases. Refer to the function in question for additional information on fields.

The ioVLsBkUp field is misnamed. It contains the date/time when the file was last modified (Note: data may have actually been flushed to disk somewhat later).

The ioVAtrb field is a set of bit flags. See Volume Attributes.

The ioVCIpSiz field is the default allocation "clump" size for files on this volume. If the file's clump size is 0 (see CInfoPBRec), then when a file is extended, ioVCIpSiz bytes are appended to the file's physical length.

The most common way to use this structure is to allocate a union which is an aggregate and create and initialize a pointer to the desired data type. See ParamBlockRec for examples.