

GetFSQHdr Obtain pointer to the file I/O queue header

#include <Files.h>

File Manager

QHdrPtr **GetFSQHdr();**
 returns address of a 10-byte QHdr structure

GetFSQHdr returns the address of the standard Operating System queue used to maintain the linked-list of I/O requests.

Returns: a 32-bit QHdrPtr; the address of the 10-byte QHdr structure whose qLink field points to the parameter block of the first pending file I/O request.

Notes: C programmers may prefer to get the address from the global variable FSQHdr (at 0x0360).

Given this queue header pointer, an application could use the OS Utility functions **Enqueue** and **Dequeue** to manipulate the queue elements (I/O requests), or it could walk through the queue element chain to count how many requests are pending.

The I/O queue is a series of parameter blocks, linked by the qLink field of each block.

When using Asynchronous I/O, you may discover that an early request generated an error, invalidating other subsequent requests. In that case, you could use **FinitQueue** to purge the queue, or you could fiddle with the I/O queue elements directly. Be aware that the File Manager does its own manipulation at interrupt time.