SameProcess Compare two process serial numbers

#include <Processes.h> **Process Manager**

```
OSErr           SameProcess(PSN1,PSN2, result);
ProcessSerialNumber   *PSN1 ;     pointer to first process serial number
ProcessSerialNumber   *PSN 2 ;    pointer to second process serial number
Boolean               *result  ;  TRUE=same process
                returns  Error Code; 0=no error
```

You use **SameProcess** to compare two process serial numbers and to determine whether they refer to the same process.

PSN1 is a pointer to a valid process serial number returned from **LaunchApplication** , **GetNextProcess** , **GetFrontProcess** , or **GetCurrentProcess** , or a high level event. You can also use the constant kCurrentProcess to return to the current process.

PSN2 is a valid process serial number returned from **LaunchApplication** , **GetNextProcess** , **GetFrontProcess** , or **GetCurrentProcess** , or a high level event. You can also use the constant kCurrentProcess to return to the current process.

result is a pointer to a Boolean value. If the process serial numbers specified in the PSN1 and PSN2 parameters refer to the same process, the SameProcess function returns TRUE in the result parameter; otherwise, it returns FALSE in the result parameter.

Returns: an operating system Error Code.

noErr	(0)	No error
paramErr	(-50)	Process serial number is invalid

Notes: When you compare two process serial numbers, use the **SameProcess** function rather than any other means, because the interpretation of the bits in a process serial number is internal to the **Process Manager**.