

**AllocContig**

Allocate contiguous space on disk

#include <Files.h>**File Manager**

<u>OSErr</u>	<b>AllocContig</b> ( <i>refNum</i> , <i>count</i> );
<u>short</u>	<i>refNum</i> ;            file reference, as obtained via <b><u>FSOpen</u></b>
<u>long</u>	<i>*count</i> ;            bytes to add; receives actual bytes added
	<b><u>returns</u></b> <u>Error Code</u> ; 0=no error

**AllocContig** works the same way as the **Allocate** routine except that it allocates contiguous space on the disk for the specified file. If the required space cannot be allocated, a `dskFullErr` (-35) is returned.

*refNum* is the reference number of an open file. See **FSOpen** and **OpenRF**.

*count* is the address of a positive long integer. On entry, it specifies how much space, in bytes, you wish to add to the file's physical allocation. Upon return, it contains the actual number of bytes added (it will be a multiple of the disk block size).

**Returns:** an operating system Error Code. It will be one of:

<code>noErr</code>	(0)	No error
<code>dskFullErr</code>	(-34)	Disk full
<code>fLckdErr</code>	(-45)	File is locked
<code>fnOpnErr</code>	(-38)	File not open
<code>ioErr</code>	(-36)	I/O error
<code>rfNumErr</code>	(-51)	Bad <code>fRefNum</code>
<code>vLckdErr</code>	(-46)	Volume is locked
<code>wPrErr</code>	(-44)	Diskette is write-protected
<code>wrPermErr</code>	(-61)	Write permission error