

GetAppParms

Get application name, resource file reference, et.al.

#include <SegLoad.h>

Segment Loader

```
void      GetAppParms(apName, resRefNum, hParms );  
Str255   apName ;           address of buffer; receives app's filename  
short    *resRefNum ;       receives file ref num of app's resource file  
Handle    *hParms ;          receives handle leading to file parameters
```

You can use **GetAppParms** to obtain your application's filename, your resource fork's file reference number, and a handle. The handle leads to the list of Finder file information about documents that were selected when your program was launched.

apName is the address of a 32-byte buffer. Upon return, it is filled with a length-prefixed pascal-style string containing the name of the currently executing application.

resRefNum is the file reference number of the application resource file(fork). You could use this to **CloseResFile**, **UseResFile**, **FSRead**, etc.

hParms is the address of a 4-byte Handle. Upon return, it will contain a Handle leading to information about the files selected in the Finder when your application was opened. The format of this data is described in the AppFile topic.

Returns: none

Notes: There are other ways to get information besides **GetAppParms**:

- You can get the fRefNum of your open resource file by calling **CurResFile** early on.
- Use **CountAppFiles** and **GetAppFiles** to index easily through the Finder information about documents you're supposed to process.

Furthermore, you can examine the global variables CurAppName (at 0x0910), CurAppRefNum (at 0x0900), and AppParmHandle (at 0x0AEC).