

**GetPortNameFromProcessSerialNumber** Get the port name of a process.

#include <EPPC.h>

OSErr      **GetPortNameFrom ProcessSerialNumber**(*portName*, *PSN*);  
PPCPortPtr      *portName* ;      port name returned for a given PSN  
ProcessSerialNumberPtr      *PSN* ;      Process Serial Number

*portName* points to the port name of a process with the given PSN.

*PSN* is the Process Serial Number that you want to map to a port name.

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

noErr (0) No error  
procNotFound (-600) No eligible process with PSN given.