

GetVol Obtain name and reference number of default volume

#include <Files.h>

File Manager

<u>OSErr</u>	GetVol (<i>volName</i> , <i>vRefNum</i>);	
<u>StringPtr</u>	<i>volName</i> ;	address of buffer to receive name; 0= <i>vRefNum</i> only
<u>short</u>	* <i>vRefNum</i> ;	receives volume reference number
	returns	<u>Error Code</u> ; 0=no error

GetVol returns the name and volume reference number of the current default volume or working directory.

volName is either the address of a 28-byte buffer or NIL (0). Upon return, one of the following will be true:

address: The buffer at *volName* will contain the name of the root directory of the default volume (as a length-prefixed pascal-style string) and *vRefNum* will contain its volume reference number.

NIL (0) The word at *vRefNum* will contain the correct directory number of the current working directory.

Note: This does NOT return multiple-name pathnames.

vRefNum is the address of an unsigned short. Upon return it will contain the default volume's reference number (or if a previous call to **SetVol** used a working directory reference, *vRefNum* will receive that same value).

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

noErr	(0)	No error
nsvErr	(-35)	No such volume

Notes: Initially, the root of the startup disk is the default volume (or working directory) for an application. After you set the default, you can use NIL for a file name and 0 for a volume reference - this will imply the default volume (or directory).

The lower-level **PBGetVol** returns the same information. Use **PBGetVol** to obtain a few snippets of additional data.

Use **PBHSetVol** to select both a default volume and directory. Use **PBOpenWD** to open a working directory and use **SetVol** to select the root of a volume (or a previously-opened working directory) as the default.

Example

#include <Files.h>

```
Str255  volName;
short  vRef;
short  rc;
```

```
rc = GetVol( volName, &vRef );
if ( rc ) { /* . . . process the error . . . */ }
PtoCstr( volName );      /* prepare for printf() */
printf( "Default volume - Reference number: %d; Name: '%s'\n",
        vRef, volName );
```