

Sourcecode: AllocDosObject.c

COLLABORATORS

	<i>TITLE :</i> Sourcecode: AllocDosObject.c		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Sourcecode: AllocDosObject.c	1
1.1	AllocDosObject.c	1

Chapter 1

Sourcecode: AllocDosObject.c

1.1 AllocDosObject.c

```
/* AllocDosObject.c  V1.0   93-09-27                */
/* ROM library: "dos.library/AllocDosObject", (V36+) */
/* Copyright 1993, Anders Bjerin, Amiga C Club      */

#include <dos/dos.h>

#include <clib/dos_protos.h>
#include <stdio.h>
#include <stdlib.h>

UBYTE *version = "$VER: AllocDosObject 1.0";

int main( int argc, char *argv[] );
int main( int argc, char *argv[] )
{
    /* Pointer to our dos object (FileInfoBlock) which we will allocate: */
    struct FileInfoBlock *my_fib;

    /* Create a dos object (FileInfoBlock structure): */
    my_fib = AllocDosObject( DOS_FIB, NULL );
    if( !my_fib )
    {
        printf( "Could not allocate the FileInfoBlock!\n" );
        exit( 20 );
    };

    /* Use the allocated object... */

    /* Deallocate the dos object: */
    FreeDosObject( DOS_FIB, my_fib );

    exit( 0 );
}
```