

Sourcecode: AllocDosObjectTags.c

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	<i>TITLE :</i> Sourcecode: AllocDosObjectTags.c		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Sourcecode: AllocDosObjectTags.c

1.1 AllocDosObjectTags.c

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

#include <dos/dos.h>
#include <utility/tagitem.h>

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

UBYTE *version = "$VER: AllocDosObjectTags 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 = AllocDosObjectTags( DOS_FIB, TAG_DONE );
    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 );
}
```