

Sourcecode: Info.c

COLLABORATORS

	<i>TITLE :</i> Sourcecode: Info.c		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Sourcecode: Info.c

1.1 Info.c

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

#include <dos/dos.h>
#include <exec/memory.h>

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

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

int main( int argc, char *argv[] );
int main( int argc, char *argv[] )
{
    BPTR my_lock;
    struct InfoData *my_info_data;
    LONG ok;

    /* Allocate an InfoData structure: */
    my_info_data = (struct InfoData *)
        AllocMem( sizeof( struct InfoData ), MEMF_ANY );
    if( !my_info_data )
    {
        printf( "Could not allocate enough memory!\n" );
        exit( 20 );
    }

    /* Lock the disk: */
    my_lock = Lock( "df0:", SHARED_LOCK );
    if( !my_lock )
    {
        printf( "Could not lock the disk!\n" );
        FreeMem( my_info_data, sizeof( struct InfoData ) );
        exit( 21 );
    }
}
```

```
}

/* Examine the disk: */
ok = Info( my_lock, my_info_data );
if( !ok )
{
    printf( "Could not examine the disk!\n" );
    UnLock( my_lock );
    FreeMem( (APTR) my_info_data, sizeof( struct InfoData ) );
    exit( 22 );
}

/* The unit number: */
printf( "Disk unit number: %d\n", my_info_data->id_UnitNumber );

/* Print some info about the disk: */
if( my_info_data->id_DiskState == ID_WRITE_PROTECTED )
    printf( "The disk is Write Protected!\n" );
if( my_info_data->id_DiskState == ID_VALIDATING )
    printf( "The disk is being validated!\n" );
if( my_info_data->id_DiskState == ID_VALIDATED )
    printf( "The disk is Not (Write) Protected!\n" );

UnLock( my_lock );
FreeMem( my_info_data, sizeof( struct InfoData ) );
exit( 0 );
}
```
