Sourcecode: Example5.c

COLLABORATORS

	TITLE : Sourcecode: Example5.c		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Sourcecode: Example5.c

1.1 Example5.c

```
/**********************************************************/
/*                                                        */
/* Amiga C Encyclopedia (ACE)         Amiga C Club (ACC) */
/* -------------------------          ----------------- */
/*                                                        */
/* Manual:  AmigaDOS                  Amiga C Club       */
/* Chapter: File Functions            Tulevagen 22       */
/* File:    Example5.c                181 41  LIDINGO    */
/* Author:  Anders Bjerin             SWEDEN             */
/* Date:    93-03-15                                     */
/* Version: 1.0                                          */
/*                                                        */
/*   Copyright 1993, Anders Bjerin – Amiga C Club (ACC)  */
/*                                                        */
/* Registered members may use this program freely in their */
/*     own commercial/noncommercial programs/articles.    */
/*                                                        */
/**********************************************************/

/* This example demonstrates how to alter the protection flags */
/* on a file. The file we used in the previous example        */
/* "HighScore.dat" will be protected and we will then try to   */
/* delete it (unsuccessfully). We will then unprotect the file */
/* and try to delete it again (this time successfully).        */



/* Include the dos library definitions: */
#include <dos/dos.h>

/* Now we include the necessary function prototype files:        */
#include <clib/dos_protos.h>        /* General dos functions...    */
#include <stdio.h>                  /* Std functions [printf()...] */
#include <stdlib.h>                 /* Std functions [exit()...]   */



/* Set name and version number: */
```

```c
UBYTE *version = "$VER: AmigaDOS/FileFunctions/Example5 1.0";




/* Declared our own function(s): */

/* Our main function: */
int main( int argc, char *argv[] );




/* Main function: */

int main( int argc, char *argv[] )
{
  /* A simple boolean variable: */
  BOOL ok;



  /* Protect the file: (We set the FIBF_DELETE flag which */
  /* will remove the "d" bit. Note that the "e", "w" and  */
  /* "r" bits will be set and "s", "a" and "p" bits       */
  /* removed!)                                            */
  ok = SetProtection( "RAM:HighScore.dat", FIBF_DELETE );

  /* Check if the file was successfully protected or not: */
  if( ok )
    printf( "File protected!\n" );
  else
    printf( "Error! Could not protect the file!\n" );



  /* Try to delete the file: (Sould hopefully not work!) */
  ok = DeleteFile( "RAM:HighScore.dat" );

  /* Check if the file was deleted or not: */
  if( ok )
    printf( "File deleted!\n" );
  else
    printf( "Error! Could not delete the file!\n" );



  /* Unprotect the file: (We set do not set the FIBF_DELETE */
  /* flag and consequently the "d" bit will be added. Note  */
  /* that the "e", "w" and "r" bits will be set and "s",    */
  /* "a" and "p" bits removed!)                             */
  ok = SetProtection( "RAM:HighScore.dat", NULL );

  /* Check if the file was successfully unprotected or not: */
  if( ok )
    printf( "File unprotected!\n" );
  else
    printf( "Error! Could not unprotect the file!\n" );
```

```
  /* Try to delete the file: (Sould hopefully work this time!) */
  ok = DeleteFile( "RAM:HighScore.dat" );

  /* Check if the file was deleted or not: */
  if( ok )
    printf( "File deleted!\n" );
  else
    printf( "Error! Could not delete the file!\n" );



  /* The End! */
  exit( 0 );
}
```