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/* Source code for FNDFILE3.C */

#define      INCL_BASE
#define      INCL_ERRORS
#define      INCL_DOS
#define      INCL_DOSMISC
#define      INCL_DOSMODULEMGR

#include    <stdio.h>
#include    <stdlib.h>
#include    <os2.h>
#include    <dos.h>
#include    <string.h>

#define      FAIL_BUF_LEN      128
PSZ     mod_name[] = {"doscalls", "fnfndfile2"};
PSZ     routine_name[] = {"#64", "DO_LIST"};

USHORT      (pascal far *routine)(PSZ, PHDIR, USHORT, PFILEFINDBUF,
USHORT, PUSHORT, ULONG);

USHORT      far      _loadds pascal do_find(PSZ name_ptr, PHDIR
                                              hptr, USHORT attrb,
                                              PFILEFINDBUF buf_ptr,
                                              USHORT buf_len,
                                              PUSHORT num_ptr,
                                              ULONG reserved)
{
USHORT      stat;

if(!(stat = routine(name_ptr, hptr, attrb, buf_ptr,
                     buf_len, num_ptr, reserved)))
{
    printf("Good return. Files found = %d\n", *num_ptr);
}
else
{
    switch(stat)
    {
        case  ERROR_BUFFER_OVERFLOW:
            printf("Buffer Overflow - Increase\ Buffer
Size\n");
            break;

        case  ERROR_DRIVE_LOCKED:
            printf("Drive Locked\n");
            break;

        case  ERROR_FILE_NOT_FOUND:
            printf("File: %s not found\n", name_ptr);
            break;
    }
}

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        case ERROR_INVALID_HANDLE:
            printf("Invalid handle: %d\n", *hptr);
            break;

        case ERROR_INVALID_PARAMETER:
            printf("Invalid Parameter\n");
            break;

        case ERROR_NO_MORE_FILES:
            printf("Ran out of files\n");
            break;

        case ERROR_NO_MORE_SEARCH_HANDLES:
            printf("Can't allocate another Search\ Handle\
n");
            break;

        case ERROR_NOT_DOS_DISK:
            printf("Not a DOS Disk\n");
            break;

        case ERROR_PATH_NOT_FOUND:
            printf("I can't locate that Path\n");
            break;

        default:
            printf("Unkown error in FindFirst:\\" %d\n",
stat);
            break;
    }
}
return(stat);
}

far _loadds pascal debug(USHORT debug_flag)
{
USHORT      stat;
CHAR         fail_buf[FAIL_BUF_LEN];
static      HMODULE      handle = 0;
HMODULE      tmp_handle;
CHAR         tmp_buf[128];

printf("Debug is: %s\n", debug_flag ? "On" : "Off");

/* already a DLL loaded? */

if(handle)
{
    /* some DLL already loaded. Requested DLL? */

    stat = DosGetModHandle(mod_name[debug_flag],
                           &tmp_handle);
}

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/* if error, or a handle mismatch, then it isn't
 * the requested DLL */

if(stat || tmp_handle != handle)
{
    /* Get name of the DLL currently loaded */

    if((stat = DosGetModName(handle, 128,
                           tmp_buf)))
    {
        printf("Couldn't retrieve loaded DLL\ Name.
Error code is: %d\n", stat);
        return(FALSE);
    }
    else
        printf("Currently Loaded DLL is: %s\n",
               tmp_buf);

    /* free the already loaded module, whatever
     * it is */

    DosFreeModule(handle);
}
else
{
    /* current handle is for requested DLL.
     * Simply return */
    printf("DLL (%s) already loaded\n",
           mod_name[debug_flag]);
    return(TRUE);
}

/* wrong DLL is now freed */
/* try to load the requested DLL, and get the entry
 * points */

if(stat = DosLoadModule(fail_buf, FAIL_BUF_LEN,
                       mod_name[debug_flag],
                       &handle))
{
    printf("Couldn't load: %s (stat is :%x)\n",
           mod_name[debug_flag], stat);
    printf("DLL problem was in: %s\n", fail_buf);
    return(FALSE);
}
else
    printf("Module handle is: %d\n", handle);

/* Now get the entry point for the requested routine */

if      (stat = DosGetProcAddr(handle,

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        routine_name[debug_flag], &routine))
{
    printf("Couldn't get routine: %s (stat is :%d)\n",
           routine_name[debug_flag], stat);
    return(FALSE);
}
else
    printf("Routine address is: %lx\n", routine);

/* module loaded, entry point returned, so we return */
return(TRUE);
}
```