

Amigados

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/* Listdir.c - Amiga Mail simple EXALL() example.
   lc -cfls -v -d0 -b0 -f73 listdir.c
   blink from Listdir.o to Listdir.lib lib:amiga.lib ;if you don't have pragmas
   quit
   * Pure code if pragmas are used.
   * Tuesday, 15-Jul-91 16:21:14, Ewout
   * Compiled with SAS/C 5.10a
   */

#include <exec/memory.h>
#include <dos/dosexterns.h>
#include <dos/rargs.h>
#include <dos/exall.h>

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

/* undef PRAGMAS if you don't have them */
#define PRAGMAS
#undef PRAGMAS
#include <pragmas/exec_pragmas.h>
#include <pragmas/dos_pragmas.h>
#else
struct ExecBase *SysBase;
struct DosLibary *DOSBase;

#endif

/* Bufferize to receive filenames in */
#define BUFFER_SIZE 512

VOID
main(VOID)
{
#define PRAGMAS
struct DosLibary *DOSBase;

#endif
    struct RDArgs *readargs;
    LONG rargs[2];
    struct EXALLcontrol *excontrol;
    struct EXALLdata *ead, *buffer;
    UBYTE *source;
    BPTR sourceLock;
    BOOL exmore;
    LONG error;

#define PRAGMAS
/* set up SysBase */
SysBase = *((struct Library **) 4);
#endif

/* Fail silently if < 37 */
if (DOSBase = (struct DosLibary *) OpenLibrary("dos.library", 37))
{
    if (readargs = ReadArgs("DIRECTORY/A", rargs, NULL))
    {
        source = (UBYTE *) rargs[0];
        if (buffer = AllocMem(BUFFER_SIZE, MEMF_CLEAR))
        {
            if (sourceLock = Lock(source, SHARED_LOCK))
            {
                if (excontrol = AllocDosObject(DOS_EXALLCONTROL, NULL))
                {
                    excontrol->eac_LastKey = 0;

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                do
                {
                    exmore = EXALL(sourceLock,
                        buffer,
                        BUFFER_SIZE,
                        ED_NAME,
                        excontrol);
                    error = IoErr();
                    if ((error != NULL &&
                        (error != ERROR_NO_MORE_ENTRIES)))
                        break;
                    if (excontrol->eac_Entries == 0)
                        continue;
                    ead = buffer;
                    do
                    {
                        /* Check for CTRL-C */
                        if (SetSignal(0L, SIGBREAKF_CTRL_C) &
                            SIGBRKAF_CTRL_C)
                        {
                            error = ERROR_BREAK;
                            exmore = FALSE;
                            break;
                        }
                    } while (1);
                    rargs[0] = (LONG) ead->ed_Name;
                    VPrintf(Output(), "%s\n", rargs);
                    ead = ead->ed_Next;
                } while (exmore);
                if (error != ERROR_NO_MORE_ENTRIES)
                    PrintFault(error, NULL);
                FreeDosObject(DOS_EXALLCONTROL, excontrol);
            }
            else
                PrintFault(ERROR_NO_FREE_STORE, NULL);
            FreeMem(readargs);
        }
        else
            PrintFault(IoErr(), NULL);
        CloseLibrary(struct Library *) DOSBase);
    }
}

```

Directory Scanning

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/* ListDir2.c AmigaMail seconds ExAll() example.
lc -cfis -v -d0 -b0 -j73 ListDir2.c
blink from ListDir2.o to ListDir2 lib lib:amiga.lib ;if you don't have pragmas
quit
*
* Pure code if pragmas are used.
* Tuesday, 16-Jul-91 16:21:14, Ewout
*
* Compiled with SAS/C 5.10a
*/
#include <exec/memory.h>
#include <dos/dosextns.h>
#include <dos/rdargs.h>
#include <dos/exall.h>
#include <utility/hooks.h>

#include <clib/exec_protos.h>
#include <clib/dos_protos.h>
#include <clib/utility_protos.h>

/* undef PRAGMAS if you don't have them */
#define PRAGMAS
#undef PRAGMAS
#ifdef PRAGMAS
#include <pragmas/exec_pragmas.h>
#include <pragmas/dos_pragmas.h>
#include <pragmas/utility_pragmas.h>
#else
struct ExecBase *SysBase;
struct DosLibrary *DOSBase;
struct Library *UtilityBase;

#endif

/* Bufferize to receive filenames in */
#define BUFFERSIZE 512

VOID          main(VOID);
UWORD        StrLen(UBYTE *);

/* SAS/C specific, use asm stub otherwise */
#define ASM __asm
#define REG(x) register __## x
BOOL ASM ExAllHook(REG(a0) struct Hook * hook,
                  REG(a1) struct EXAllData * data,
                  REG(a2) LONG * datatype);

VOID
main(VOID)
{
#ifdef PRAGMAS
    struct DosLibrary *DOSBase;
    struct Library *UtilityBase;
#endif

    struct RDArgs *readargs;
    LONG          rargs[4];
    struct EXAllControl *excontrol;
    struct EXAllData *ead, *buffer;
    struct Hook      exallhook;
    UBYTE           *pattern, *parsebuffer;
    BPTR           sourcelock;
    BOOL            exmore;
    COUNT          i;
    LONG           parselength, type, error;

#ifdef PRAGMAS
    /* set up SysBase */
    SysBase = *((struct Library **) 4);
#endif

    /* Fail silently if < 37 */
    if (DOSBase = (struct DosLibrary *) OpenLibrary("dos.library", 37))
    {

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UtilityBase = DOSBase->dl_UtilityBase;

rargs[1] = 0L;
rargs[2] = 0L;
if (readargs = ReadArgs("PATTERN/A,DIRS/S,FILES/S", rargs, NULL))
{
    pattern = (UBYTE *) rargs[0];

    /*
    * If DIRS or files not specified or both, accept
    * both files and directories
    */
    if (rargs[1] == rargs[2])
        type = 0;
    else
    {
        /* Accept only directories */
        if (rargs[1])
            type = 1;
        /* Accept only files */
        else
            type = -1;
    }

    parselength = StrLen(pattern) * 3;
    if (parsebuffer = AllocMem(parselength, MEMF_CLEAR))
    {

        /* Make pattern uppercase for possible character classes */
        i = 0;
        while (pattern[i])
            pattern[i] = ToUpper(pattern[i++]);

        if ((ParsePatternNoCase(pattern, parsebuffer, parselength)) != -1)
        {
            if (buffer = AllocMem(BUFFERSIZE, MEMF_CLEAR))
            {
                sourcelock =
                    ((struct Process *) FindTask(NULL))->pr_CurrentDir;

                if (excontrol = AllocDosObject(DOS_EXALLCONTROL, NULL))
                {
                    exallhook.h_Entry = ExAllHook;
                    exallhook.h_Data = (VOID *) type;

                    excontrol->eac_MatchString = parsebuffer;
                    excontrol->eac_MatchFunc = &exallhook;

                    do
                    {
                        exmore = ExAll(sourcelock,
                                      buffer,
                                      BUFFERSIZE,
                                      ED_TYPE,
                                      excontrol);

                        error = IoErr();
                        if ((exmore == NULL &&
                            (error != ERROR_NO_MORE_ENTRIES)))
                            break;

                        if (excontrol->eac_Entries == 0)
                            continue;

                        ead = buffer;
                        do
                        {
                            /* Check for CTRL-C */
                            if (SetSignal(0L, SIGBREAKF_CTRL_C) &
                                SIGBREAKF_CTRL_C)

```



```

#ifndef PRAGMAS
/* set up SysBase */
SysBase = (*(struct Library **) 4);
#endif

/* Fail silently if < 37 */
if (DOSBase = (struct DosLibrary *) OpenLibrary("dos.library", 37))
{
    UtilityBase = DOSBase->dl_UtilityBase;

    rargs[0] = 0L;
    rargs[1] = 0L;
    rargs[2] = 0L;
    rargs[3] = 0L;
    rargs[4] = 0L;
    rargs[5] = 0L;

    if (readargs =
        ReadArgs("PATTERN/A,DIRECTORY/A/M,FILES/S,DIRS/S,ALL/S,BUFFER/K/N",
            rargs,
            NULL))
    {
        if (fc = AllocMem(sizeof(struct FindControl), MEMF_CLEAR))
        {
#ifndef PRAGMAS
            fc->fc_DOSBase = DOSBase;
#endif

            pattern = (UBYTE *) rargs[0];

            fc->fc_ParseLength = StrLen(pattern) * 3;
            if (fc->fc_Parsebuffer = AllocMem(fc->fc_ParseLength, MEMF_CLEAR))
            {
                /* Make pattern uppercase for possible character classes */
                i = 0;
                while (pattern[i])
                    pattern[i] = ToUpper(pattern[i++]);

                if ((ParsePatternNoCase(pattern,
                    fc->fc_Parsebuffer,
                    fc->fc_ParseLength)) != -1)
                {
                    directories = (UBYTE **) rargs[1];

                    fc->fc_Files = (BOOL) rargs[2];
                    fc->fc_Dirs = (BOOL) rargs[3];
                    fc->fc_All = (BOOL) rargs[4];

                    /*
                     * Both set or cleared, clear both anyway. Easier checking later on.
                     */
                    if (fc->fc_Files == fc->fc_Dirs)
                        fc->fc_Files = fc->fc_Dirs = FALSE;

                    if (rargs[5])
                        fc->fc_NameLength = *((LONG *) rargs[5]);

                    if (fc->fc_NameLength < NAMEBUFFERSIZE || fc->fc_NameLength > 4096)
                        fc->fc_NameLength = NAMEBUFFERSIZE;

                    if (fc->fc_Namebuffer = AllocMem(fc->fc_NameLength, MEMF_CLEAR))
                    {
                        process = (struct Process *) FindTask(NULL);
                        windowptr = process->pr_WindowPtr;
                        process->pr_WindowPtr = (APTR) - 1L;

                        while (*directories)
                        {
                            /*

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                     * Check if this is a standalone assign which appears in the assign
                     * list?
                     */
                    if (IsAssign(fc, *directories))
                        error = MultiScanDirectory(fc, *directories++);
                    else
                        error = ScanDirectory(fc, *directories++);

                    if (error != 0)
                        break;
                }

                process->pr_WindowPtr = windowptr;

                FreeMem(fc->fc_Namebuffer, fc->fc_NameLength);
            }
            else
                fatalError = ERROR_NO_FREE_STORE;
        }
        else
            fatalError = ERROR_BAD_TEMPLATE;

        FreeMem(fc->fc_Parsebuffer, fc->fc_ParseLength);
    }
    else
        fatalError = ERROR_NO_FREE_STORE;
        FreeMem(fc, sizeof(struct FindControl));
    }
    else
        fatalError = ERROR_NO_FREE_STORE;

    FreeArgs(readargs);
}
else
    fatalError = IoErr();

/*
 * Error handling: To be informative, errors are shown while scanning, so the
 * file name which caused the error can be displayed. Other errors are shown
 * here. Errors which occurred in the main loop are considered fatal, others
 * (except BREAK) just error.
 */

if (fatalerror)
{
    error = fatalError;
    PrintFault(fatalerror, NULL);
}

SetIoErr(error);
if (error != 0)
{
    if (fatalerror)
        rc = RETURN_FAIL;
    else if (error == ERROR_BREAK)
        rc = RETURN_WARN;
    else
        rc = RETURN_ERROR;
}

CloseLibrary((struct Library *) DOSBase);
}
else
    rc = RETURN_FAIL;
return (rc);
}

LONG
ScanDirectory(struct FindControl * fc, UBYTE * source)
{
#ifndef PRAGMAS
    struct DosLibrary *DOSBase = fc->fc_DOSBase;

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    * DosList locked as briefly as possible. This shouldn't take long.
    */
    if (doslist = AttemptLockDosList(LDF_ASSIGNS | LDF_READ))
    {
        while (doslist = NextDosEntry(doslist, LDF_ASSIGNS))
        {
            /* It's a BPTR */
            assignname = (UBYTE *) BADDR(doslist->dol_Name);
            assignlength = assignname[0];

            if ((Strnicmp(assignname + 1, fc->fc_Namebuffer, assignlength)) == 0)
            {
                /* Yup, it is. */
                result = TRUE;
                break;
            }
        }
        UnlockDosList(LDF_ASSIGNS | LDF_READ);
        /* Can't lock DosList, don't bother */
    }
}
return (result);
}

LONG
MultiScanDirectory(struct FindControl * fc, UBYTE * source)
{
#ifdef PRAGMAS
    struct DosLibrary *DOSBase = fc->fc_DOSBase;
#endif
    struct DevProc *cproc = NULL;
    struct MsgPort *filesystemtask;
    LONG    error;

    filesystemtask = GetFileSysTask();

    do
    {
        /* Find handler */
        if (cproc = GetDeviceProc(source, cproc))
        {
            SetFileSysTask(cproc->dvp_Port);
            if ((NameFromLock(cproc->dvp_Lock,
                fc->fc_Namebuffer,
                fc->fc_NameLength)) == DOSTRUE)
            {
                error = ScanDirectory(fc, fc->fc_Namebuffer);
            }
            else
            {
                error = IoErr();
                PrintFault(error, source);
            }

            if (error != 0)
                break;
        }
        else
        {
            error = IoErr();
            PrintFault(error, source);
        }

        /* Handle multi-assign */
    } while (cproc && (cproc->dvp_Flags & DVPF_ASSIGN));

    SetFileSysTask(filesystemtask);
    if (cproc)
        FreeDeviceProc(cproc);

    return (error);
}

```

```

UWORD
StrLen(UBYTE * string)
{
    UBYTE    *length = string + 1;

    while (*string++ != '\0');
    return ((UWORD) (string - length));
}

```

AmigaDOS

```

/* ListPattern.c - AmigaMail MatchFirst()/MatchNext() example.
   lc -cifs -v -g0 -b0 -f73 ListPattern.c
   blink from ListPattern.o to ListPattern.lib lib:amiga.lib ; if you don't have pragmas
   quit
 */
#include <exec/memory.h>
#include <dos/dosexterns.h>
#include <dos/rdargs.h>
#include <clib/exec_protos.h>
#include <clib/dos_protos.h>

/* undef PRAGMAS if you don't have them */
#define PRAGMAS
#undef PRAGMAS
#include PRAGMAS
#include <pragmas/exec_pragmas.h>
#include <pragmas/dos_pragmas.h>
else

struct ExecBase *SysBase;
struct DosLib *DOSBase;
#endif

VOID
main(VOID);
UWORD
StrLen(UBYTE *);
VOID
main(VOID)
{
    #ifdef PRAGMAS
        struct DosLib *DOSBase;
    #endif

    struct RDArgs *rdargs;
    LONG
        rargs[1];
    LONG
        vargs[4];
    UBYTE
        *pattern;
    struct AnchorPath *anchopath;
    error;

    #ifdef PRAGMAS
        #ifndef set up SysBase */
        SysBase = (*(struct Library **) 4));
    #endif

    /* Fail silently if < 37 */
    if (DOSBase = (struct DosLib *) OpenLibrary("dos.library", 37))
    {
        /* See the DOS Autodocs for more information about ReadArgs() */
        if (rdargs = ReadArgs("PATTERN/A", rargs, NULL))
        {
            pattern = (UBYTE *) rargs[0];
            if (anchopath = AllocMem(sizeof(struct AnchorPath) + 512, MEMF_CLEAR))
            {
                anchopath->ap_StrLen = 512;
                anchopath->ap_BreakBits = SIGBREAKF_CTRL_C;
                if ((error = MatchFirst(pattern, anchopath)) == 0)
                {
                    do
                    {
                        vargs[0] = (LONG) anchopath->ap_Buf;
                        VPrintf(Output(), "%s\n", vargs);
                    } while ((error = MatchNext(anchopath)) == 0);
                }
                MatchEnd(anchopath);
            }
            if (error != ERROR_NO_MORE_ENTRIES)
                PrintFault(error, NULL);
            FreeMem(anchopath, sizeof(struct AnchorPath) + 512);
        }
    }
}

```

```

FreeArgs(rdargs);
}
else
    PrintFault(IOErr(), NULL);
CloseLibrary((struct Library *) DOSBase);
}
}
}

```

Directory Scanning

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/* DirComp.c - AmigaMail Directory Compare example using MatchFirst()/Next().
lc -cfis -v -g0 -b0 -j73 DirComp.c
blink from DirComp.o to DirComp lib lib:amiga.lib ; if you don't have pragmas
quit
*
* Pure code if pragmas are used.
* Monday, 15-Jul-91 16:07:31, Ewout
*
* Compiled with SAS/C 5.10a
*/
#include <exec/memory.h>
#include <dos/dosexten.h>
#include <dos/rdargs.h>

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

/* undef PRAGMAS if you don't have them */
#undef PRAGMAS
#ifdef PRAGMAS
#include <pragmas/exec_pragmas.h>
#include <pragmas/dos_pragmas.h>
#else
struct ExecBase *SysBase;
struct DosLibrary *DOSBase;

#endif

/* Default size of buffer to build full targetpaths in */
#define BUFFERSIZE 256

static UBYTE *VersTag = "\$VER: DirComp 37.1 (15.07.91)";

LONG main(VOID);
LONG GetPath(UBYTE * path, UBYTE * buffer, LONG buffersize);
UBYTE *ItsWild(UBYTE * string);
UWORD StrLen(UBYTE *);

LONG main(VOID)
{
#ifdef PRAGMAS
struct DosLibrary *DOSBase;

#endif
struct RDArgs *readargs;
LONG rargs[5], vargs[5];
UBYTE *source, *target;
ULONG buffersize = 0;
UBYTE *sourcedir, *targetdir;
UBYTE *textbuffer, *tmp, *tmp1, *tmp2;
struct AnchorPath *anchorpath;
struct FileInfoBlock *fib, *targetfib;
struct Process *process;
APTR wptr;
BPTR dirlock, filelock;
BOOL checkdatestamp, all;
LONG date, error, rc = 0;

#endif PRAGMAS
/* set up SysBase */
SysBase = (*(struct Library **) 4);
#endif

/* Fail silently if < 37 */
if (DOSBase = (struct DosLibrary *) OpenLibrary("dos.library", 37))
{
rargs[0] = 0L;
rargs[1] = 0L;
rargs[2] = 0L;
rargs[3] = 0L;
rargs[4] = 0L;

if (readargs = ReadArgs("SOURCE/A,TARGET/A,DATE/S,ALL/S,BUFFER/K/N", rargs, NULL))
{

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source = (UBYTE *) rargs[0];
target = (UBYTE *) rargs[1];
checkdatestamp = (BOOL) rargs[2];
all = (BOOL) rargs[3];

if (!(sourcedir = AllocMem(StrLen(source) + 129, MEMF_CLEAR)))
error = ERROR_NO_FREE_STORE;
else
{
/* 128 bytes to print informative text */
textbuffer = sourcedir + StrLen(source) + 1;

/* use user specified buffersize if indicated */
if (rargs[4])
buffersize = *((LONG *) rargs[4]);
if (buffersize < BUFFERSIZE || buffersize > 4096)
buffersize = BUFFERSIZE;

if (!(targetdir = AllocMem(buffersize, MEMF_CLEAR)))
error = ERROR_NO_FREE_STORE;
else
{
if (!(targetfib = AllocDosObject(DOS_FIB, NULL)))
error = ERROR_NO_FREE_STORE;
else
{
/*
* Check if source and target are valid.
*
* Separate source path from pattern (if any). Use the source path figure
* out what to append to the target.
*/

/* No requesters */
process = (struct Process *) FindTask(NULL);
wptr = process->pr_WindowPtr;
process->pr_WindowPtr = (APTR) - 1L;

if ((error = GetPath(source, sourcedir, StrLen(source) + 1) == 0))
{
if (!(dirlock = Lock(sourcedir, SHARED_LOCK)))
error = IoErr();
else
{
Unlock(dirlock);
if (!(dirlock = Lock(target, SHARED_LOCK)))
error = IoErr();
else
{
Unlock(dirlock);

if (anchorpath = AllocMem(sizeof(struct AnchorPath) + buffersize,
MEMF_CLEAR))
{
anchorpath->ap_Strlen = buffersize;

/* Allow to break on CTRL-C */
anchorpath->ap_BreakBits = SIGBREAKF_CTRL_C;

if ((error = MatchFirst(source, anchorpath)) == 0)
{
do
{
fib = &(amp;anchorpath->ap_Info);

/*
* APF_DIDDIR indicates that we used returned from a
* directory. In that case we clear both APF_DIDDIR and
* APF_DODIR, so we can start afresh with the next one.
*/

```



```

LONG
GetPath(UBYTE * path, UBYTE * buffer, LONG buffersize)
{
    UBYTE      *pathpart, *filepart;
    UBYTE      *tmp1, *tmp2;
    BPTR       lock;
    struct FileInfoBlock *fib;
    LONG       error = 0;

    /* Open own copy of dos.library if pragmas are used so it's standalone */
#ifdef PRAGMAS
    struct Library *DOSBase;

    if (!(DOSBase = OpenLibrary("dos.library", 36)))
        return (1);
#endif

    /*
     * If there seems to be no path, the pathpart will point to the filepart too, so we
     * need to check for that.
     */
    filepart = FilePart(path);
    pathpart = PathPart(path);

    /*
     * This also handles cases where there is only a volume/device name, only a
     * directory name or a combo of those.
     */
    if (pathpart == path)
    {
        /*
         * There seems to be only one component. Copy it if it is not wild. Caller will
         * have to check whether if it exists and if it is a file or directory.
         */
        if (!(ItsWild(pathpart)))
            pathpart = NULL;
    }

    if (pathpart != path)
    {
        /*
         * If pathpart equals filepart (pointer wise) then there is only one component
         * (possible preceeded by a volume name).
         */
        if (pathpart == filepart)
        {
            if (!(ItsWild(pathpart)))
                pathpart = NULL;
        }
        else
        {
            /* Try to lock it to determine if the last component is a directory. */
            if (lock = Lock(path, SHARED_LOCK))
            {
                if (fib = AllocMem(sizeof(struct FileInfoBlock), MEMF_CLEAR))
                {
                    if ((Examine(lock, fib)) == DOSTRUE)
                    {
                        /* Hey it's a directory after all */
                        if (fib->fib_DirEntryType > 0)
                            pathpart = NULL;
                    }
                    FreeMem(fib, sizeof(struct FileInfoBlock));
                }
                Unlock(lock);
            }
            /* else treat it as a filename */
        }
    }

    /* Copy the pathpart in the buffer */
    tmp1 = buffer;
    tmp2 = path;
    while ((*tmp1++ = *tmp2++) && (tmp2 != pathpart))
    {

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        if (tmp1 == (buffer + buffersize))
        {
            error = ERROR_NO_FREE_STORE;
            break;
        }
    }
    *tmp1 = '\0';
}
/* NULL terminate. */

#ifdef PRAGMAS
    CloseLibrary(DOSBase);
#endif
return (error);
}

UBYTE      *
ItsWild(UBYTE * string)
{
    static UBYTE *special = "#?*%{[|";
    UBYTE      *tmp = string;
    COUNT      i;

    do
    {
        for (i = 0; special[i] != '\0'; i++)
        {
            if (*tmp == special[i])
                return (tmp);
        }
        tmp++;
    } while (*tmp);

    return (NULL);
}

UWORD
StrLen(UBYTE * string)
{
    UBYTE      *length = string + 1;

    while (*string++ != '\0');
    return ((UWORD) (string - length));
}

```

