

Volume Manipulation/Information

The Volume Manipulation and Information actions are used to allow access to the underlying volume currently being manipulated by the file system.

```
ACTION_CURRENT_VOLUME      7      <sendpkt only>
RES1:  BPTR      Pointer to volume node of current volume
```

This action returns a pointer to the volume node (from the DOS device list) associated with the file system. As the volume node may be removed from the device list when the file system mounts a different volume (such as when directed to by an ACTION_INHIBIT) there is no guarantee that this pointer will remain valid for any amount of time. This action is generally used by AmigaDOS to provide the volume line of a requester.

```
ACTION_DISK_INFO          25      Info(...)
ARG1:  BPTR      Pointer to an InfoData structure to fill in

RES1:  BOOL      Success/Failure (DOSTRUE/DOSFALSE)
```

```
ACTION_INFO              26      <sendpkt only>
ARG1:  LOCK      Lock
ARG2:  BPTR      Pointer to a InfoData Structure to fill in

RES1:  BOOL      Success/Failure (DOSTRUE/DOSFALSE)
```

These actions are used to get information about the device and status of the file handler. ACTION_DISK_INFO is used by the *info* command to report the status of the volume currently in the drive. It fills in an InfoData structure about the volume the file system currently controls. This structure should be longword aligned. ACTION_INFO fills in an InfoData structure for the volume the lock (ARG1) is on instead of the volume currently in the drive. These actions are generally expected to return DOSTRUE.

The ACTION_DISK_INFO packet has a special meaning for console style handlers. When presented with this packet, a console style handler should return a pointer to the window associated with the open handle.

```
ACTION_RENAME_DISK       9      Relabel(...) in 2.0
ARG1:  BSTR      New disk name

RES1:  BOOL      Success/Failure (DOSTRUE/DOSFALSE)
```

This action allows an application to change the name of the current volume. A file system implementing this function must also change the name stored in the volume node of the DOS device list.

2.0 only

ACTION_FORMAT		1020	Format(fs,vol,type)
ARG1:	BSTR	Name for volume (if supported)	
ARG2:	LONG	Type of format (file system specific)	
RES1:	BOOL	Success/Failure (DOSTRUE/DOSFALSE)	
RES2:	CODE	Failure code if RES1 is DOSFALSE	

This packet tells a file system to perform any device or file system specific formatting on any newly initialized media. Upon receiving this action, a file system can assume that the media has already been low level formatted and should proceed to write out any high level disk structure necessary to create an empty volume.