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/* CompareIO.c - Execute me to compile me with Lattice 5.10b
LC -b0 -cfistq -v -y -j73 CompareIO.c
Blink FROM LIB:c.o,CompareIO.o TO CompareIO LIBRARY
LIB:LC.lib,LIB:Amiga.lib,lib:debug.lib
quit ;*/

/* CompareIO.c uses packet level I/O to copy the standard input channel to the */
/* standard output channel (as set up by the standard startup code, c.o). */
/* CompareIO uses both synchronous and asynchronous I/O to perform the copy */
/* and reports the time it takes to do each. */

#include <exec/types.h>
#include <dos/dosextens.h>
#include <devices/timer.h>

#include <clib/dos_protos.h>
#include <clib/timer_protos.h>
#include <clib/exec_protos.h>
#include <clib/alib_protos.h>
#include <clib/alib_stdio_protos.h>

#ifdef LATTICE
int CXBRK(void) { return(0); } /* Disable Lattice CTRL/C handling */
void chkabort(void) { return; }
#endif

#define BUFSIZE 8192

UBYTE *vers = "\0$VER: CompareIO 37.14 Nov-12-92";

ULONG AsyncLoop(void);
ULONG SyncLoop(void);

extern struct Library *DOSBase;
struct Library *TimerBase;

struct MsgPort *myport;

struct FileHandle *in, *out;
BPTR results, in_start, out_start;

struct DosPacket *sp_read, *sp_write;

UBYTE buffer[BUFSIZE*2];

struct timeval time_start, time_finish;
struct timerequest timer_io;

ULONG vfprintfargs[2]; /* An array of pointers */

void main(void)
{
    if (DOSBase->lib_Version >= 37)
    {
        if (results = Open("...", MODE_NEWFILE)) /* This is for printing the results. */
        {
            /* Since the example is already using the */
            /* standard I/O channels for its own */
            /* purposes, there needs to be a separate */
            /* channel to output the results. */
            if (!OpenDevice(TIMERNAME, UNIT_MICROHZ, &timer_io, 0L))
            {
                TimerBase = (struct Library *)timer_io.tr_node.io_Device;

                if (myport = CreateMsgPort())
                {
                    in_start = Input(); /* Need to hold on to input and output so no one can */
                    out_start = Output(); /* change them while this example is using them. */
                    if (in = (struct FileHandle *)BADDR(in_start))
                    {
                        if (out = (struct FileHandle *)BADDR(out_start))
                        {
                            if (sp_read = AllocDosObject(DOS_STDPKT, NULL))
                            {
                                if (sp_write = AllocDosObject(DOS_STDPKT, NULL))
                                {

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/* When AllocDosObject() allocates a StandardPacket, it takes */
/* care of linking together the Message and DosPacket. */
/* AllocDosObject() points the DosPacket's dp_Link field at */
/* the StandardPacket's Message structure. It also points */
/* the Message's mn_Node.ln_Name field at the DosPacket: */
/* sp_read->dp_Link = sp_Msg; */
/* sp_Msg->mn_Node.ln_Name = (STRPTR)sp_read; */

sp_read->dp_Type = ACTION_READ; /* Fill out ACTION_READ packet. */
sp_read->dp_Arg1 = in->fh_Arg1;

sp_write->dp_Type = ACTION_WRITE; /* Fill out ACTION_WRITE packet. */
sp_write->dp_Arg1 = out->fh_Arg1;

VPrintf(results, "\n      Method      Seconds      Micros\n", NULL);
VPrintf(results, "      -----      -----      -----\n", NULL);

GetSysTime(&time_start);
if (AsyncLoop())
{
    GetSysTime(&time_finish);
    SubTime(&time_finish, &time_start);
    vfprintfargs[0] = time_finish.tv_secs;
    vfprintfargs[1] = time_finish.tv_micro;
    VPrintf(results,
        "      Asynchronous:  %3ld      %7ld\n", &vfprintfargs[0]);

    GetSysTime(&time_start);
    if (SyncLoop())
    {
        GetSysTime(&time_finish);
        SubTime(&time_finish, &time_start);
        vfprintfargs[0] = time_finish.tv_secs;
        vfprintfargs[1] = time_finish.tv_micro;
        VPrintf(results,
            "      Synchronous:  %3ld      %7ld\n", &vfprintfargs[0]);
    }
    else
        VPrintf(results, "      ***** Stop *****\n", NULL);
}
else
    VPrintf(results, "      ***** Stop *****\n", NULL);

    FreeDosObject(DOS_STDPKT, sp_write);
    FreeDosObject(DOS_STDPKT, sp_read);
}
}
DeleteMsgPort(myport);
CloseLibrary(TimerBase);
Close(results);
}

ULONG AsyncLoop()
{
    struct StandardPacket *mysp;
    UBYTE *buf;

    LONG amount_read;

    BOOL sp_read_busy = TRUE, /* Is the ACTION_READ packet busy? */
        sp_write_busy = FALSE, /* Is the ACTION_WRITE packet busy? */
        done = FALSE; /* Is the program finished? */
    ULONG ok = TRUE;

    if (!((out->fh_Arg1) && (in->fh_Arg1))) /* Don't bother if in or out uses NIL: */
        return(FALSE);
    sp_read->dp_Arg2 = (LONG)buffer; /* The buffer to fill in. */
    sp_read->dp_Arg3 = BUFSIZE; /* The size of the Arg2 buffer. */

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SendPkt(sp_read, in->fh_Type, myport); /* Send initial read request. */

sp_write->dp_Type = ACTION_WRITE; /* Fill out the ACTION_WRITE packet. */
sp_write->dp_Arg1 = out->fh_Arg1;
sp_write->dp_Arg2 = (LONG)&buffer[BUFSIZE]; /* Arg2 points to the buffer to write */
sp_write->dp_Arg3 = 0L; /* out. At first glance, it might */
sp_write->dp_Res1 = 0L; /* seem odd to bother setting Arg2 */

/* when the program hasn't read anything yet. */
/* This is to set up for the main loop. The */
/* main loop swaps the ACTION_READ buffer with */
/* the ACTION_WRITE buffer when it receives */
/* a completed read. Likewise, dp_Arg3 and */
/* dp_Res1 are set to make the ACTION_READ */
/* look like it has a valid return value so */
/* main loop won't fail the first time through */
/* the loop. */

/* main() has already taken care of sending the initial read to the */
/* handler. Because we need the data from that read before we can */
while (!done) /* do anything, the first thing to do is wait for its return. */
{
    do /* Wait for the ACTION_READ to return. */
    {
        WaitPort(myport);
        while (mysp = (struct StandardPacket *)GetMsg(myport)) /* ...empty the port. */
        {
            /* If this message is the ACTION_READ packet, mark it as */
            /* no longer busy so we can use it to start another read. */
            if (mysp->sp_Pkt.dp_Type == ACTION_READ) sp_read_busy = FALSE;

            /* If this message is instead the ACTION_WRITE packet, */
            /* mark it as not busy. We need to check for this because */
            /* the WRITE_PACKET from the previous iteration through */
            /* the loop might have come back before the ACTION_WRITE */
            /* from the previous iteration. */
            else
                if (mysp->sp_Pkt.dp_Type == ACTION_WRITE) sp_write_busy = FALSE;
        }
    } while (sp_read_busy); /* End of "wait for ACTION_READ" loop. */

    /* Get ready to send the next ACTION_READ. */
    buf = (UBYTE *) (sp_read->dp_Arg2); /* Hold on to the important stuff from the */
    amount_read = sp_read->dp_Res1; /* ACTION_READ we just got back so we can */
    /* reuse the packet to start a new read */
    /* while processing the last read's data. */

    while (sp_write_busy) /* Because this example only uses two buffers and */
    { /* the ACTION_WRITE might be using one of them, */
        /* this example has to wait for an outstanding */
        /* ACTION_WRITE to return before reusing the */
        /* ACTION_WRITE packet's buffer. */

        WaitPort(myport);
        while (mysp = (struct StandardPacket *)GetMsg(myport))
            if (mysp->sp_Pkt.dp_Type == ACTION_WRITE) sp_write_busy = FALSE;
    }

    if (SetSignal(0L, SIGBREAKF_CTRL_C) & SIGBREAKF_CTRL_C)
    {
        done = TRUE;
        ok = FALSE;
    }
    else
    {
        /* This tests the return values from the ACTION_READ and ACTION_WRITE */
        /* packets. The ACTION_READ packet returns the number of bytes it */
        /* read in dp_Res1, which was copied earlier into amount_read. If it */
        /* is 0, the read packet found the EOF. If it is negative, there was */
        /* an error. In the case of ACTION_WRITE, an error occurs if the */
        /* number of bytes that ACTION_WRITE was supposed to write (Arg3) */
        /* does not match the actual number it wrote, which ACTION_WRITE re- */
        /* turns in Res1. This test is the reason dp_Res1 and dp_Arg3 were */
        /* set to zero when the ACTION_WRITE packet was set up in main(). */
        if ((amount_read > 0) && (sp_write->dp_Res1 == sp_write->dp_Arg3))
        {
            sp_read->dp_Arg2 = sp_write->dp_Arg2; /* ACTION_WRITE is finished with its */
            /* buffer, use it in the next read. */

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SendPkt(sp_read, in->fh_Type, myport); /* Send the next ACTION_READ and mark */
sp_read_busy = TRUE; /* the ACTION_READ as busy. */

/* Process Buffer. This example doesn't do anything with the data from the */
/* last ACTION_READ, it just passes it on to the STDOUT handler. */

sp_write->dp_Arg2 = (LONG)buf; /* Set up the ACTION_WRITE packet. */
sp_write->dp_Arg3 = amount_read;
SendPkt(sp_write, out->fh_Type, myport); /* Send the next ACTION_WRITE and */
sp_write_busy = TRUE; /* mark the ACTION_WRITE as busy. */
}
else /* A packet returned with a failure, so quit. */
{
    done = TRUE;
    if ((amount_read < 0) || (sp_write->dp_Res1 != sp_write->dp_Arg3)) ok = FALSE;
}
}
return(ok);
}

ULONG SyncLoop()
{
    BOOL done = FALSE;
    ULONG ok = TRUE;
    BPTR lock;

    if (!((out->fh_Arg1) && (in->fh_Arg1))) /* Don't bother if in or out uses NIL: */
        return(FALSE);

    sp_read->dp_Arg2 = (LONG)buffer;
    sp_read->dp_Arg3 = BUFSIZE*2;
    sp_write->dp_Arg2 = (LONG)buffer;

    if (lock = DupLockFromFH(in_start))
    {
        Unlock(lock);
        Seek(in_start, 0, OFFSET_BEGINNING); /* Make sure this is a filesystem and not */
        /* a console. If this is a filesystem, */
        /* go to the beginning of the file. */
    }

    while (!done)
    {
        if (SetSignal(0L, SIGBREAKF_CTRL_C) & SIGBREAKF_CTRL_C)
        {
            done = TRUE;
            ok = FALSE;
        }
        else
        {
            SendPkt(sp_read, in->fh_Type, myport);
            WaitPort(myport);
            while (GetMsg(myport));

            if (sp_read->dp_Res1 > 0)
            {
                sp_write->dp_Arg3 = sp_read->dp_Res1;
                SendPkt(sp_write, out->fh_Type, myport);
                WaitPort(myport);
                while (GetMsg(myport));
                if (sp_write->dp_Res1 != sp_write->dp_Arg3)
                {
                    done = TRUE;
                    ok = FALSE;
                }
            }
            else
            {
                done = TRUE;
                if (sp_read->dp_Res1 < 0) ok = FALSE;
            }
        }
    }
    return(ok);
}

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/* InOutCTRL-C.c - Execute me to compile me with Lattice 5.10b
LC -b0 -cfistq -v -y -j73 InOutCTRL-C.c
Blink FROM LIB:c.o,InOutCTRL-C.o TO InOutCTRL-C LIBRARY
LIB:LC.lib,LIB:Amiga.lib,lib:debug.lib
quit ;*/

/* InOutCTRL-C.c uses packets to copy the standard input channel to the
/* standard output channel using asynchronous I/O. This example does a better
/* job checking for a user break than the accompanying example, CompareIO.c. */

#include <exec/types.h>
#include <dos/dosextens.h>

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

#ifdef LATTICE
int CXBRK(void) { return(0); } /* Disable Lattice CTRL/C handling */
void chkabort(void) { return; }
#endif

#define BUFSIZE 8192

UBYTE *vers = "\$VER: InOutCTRL-C 37.9 Nov-12-92";

void MainLoop(void);

extern struct Library *DOSBase;

struct MsgPort *myport;
ULONG portsignal, signals, sigmask;

struct FileHandle *in, *out;
struct DosPacket *sp_read, *sp_write;

UBYTE buf1[BUFSIZE], buf2[BUFSIZE];

void main(void)
{
    if (DOSBase->lib_Version >= 37) /* 2.0 only */
    {
        if (myport = CreateMsgPort())
        {
            if (in = (struct FileHandle *)BADDR(Input())) /* Need file handle to */
            { /* get to Handler process */
                if (out = (struct FileHandle *)BADDR(Output()))
                {
                    if (sp_read = AllocDosObject(DOS_STDPKT, NULL)) /* Allocate two */
                    { /* StandardPackets: one */
                        if (sp_write = AllocDosObject(DOS_STDPKT, NULL)) /* for reading, and one */
                        { /* for writing. */

                            sp_read->dp_Type = ACTION_READ; /* Fill out the ACTION_READ packet. */
                            sp_read->dp_Arg1 = in->fh_Arg1;
                            sp_read->dp_Arg2 = (LONG)buf1; /* The buffer to fill in. */
                            sp_read->dp_Arg3 = BUFSIZE; /* The size of the Arg2 buffer. */

                            /* When AllocDosObject() allocates a StandardPacket, it takes */
                            /* care of linking together the Message and DosPacket. */
                            /* AllocDosObject() points the DosPacket's dp_Link field at */
                            /* the StandardPacket's Message structure. It also points */
                            /* the Message's mn_Node.ln_Name field at the DosPacket: */
                            /* sp_read->dp_Link = sp_Msg; */
                            /* sp_Msg->mn_Node.ln_Name = (STRPTR)sp_read; */

                            if (!((out->fh_Arg1) && (in->fh_Arg1))) /* Don't bother if in or */
                            { /* out uses NIL: */
                                SendPkt(sp_read, in->fh_Type, myport); /* Send initial read request. */

                                portsignal = 1L<<myport->mp_SigBit; /* Record the signal bits */
                                sigmask = SIGBREAKF_CTRL_C | portsignal; /* for later use. */
                            }
                        }
                    }
                }
            }
        }
    }
}

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sp_write->dp_Type = ACTION_WRITE; /* Fill out the ACTION_WRITE packet. */
sp_write->dp_Arg1 = out->fh_Arg1;
sp_write->dp_Arg2 = (LONG)buf2; /* Arg2 points to the buffer to write */
sp_write->dp_Arg3 = 0L; /* out. At first glance, it might */
sp_write->dp_Res1 = 0L; /* seem odd to bother setting Arg2 */

/* when the program hasn't read anything yet. */
/* This is to set up for the main loop. The */
/* main loop swaps the ACTION_READ buffer with */
/* the ACTION_WRITE buffer when it receives */
/* a completed read. Likewise, dp_Arg3 and */
/* dp_Res1 are set to make the ACTION_READ */
/* look like it has a valid return value so */
/* main loop won't fail the first time through */
/* the loop.

MainLoop();
FreeDosObject(DOS_STDPKT, sp_write);
}
}
FreeDosObject(DOS_STDPKT, sp_read);
}
}
DeleteMsgPort(myport);
}

void MainLoop()
{
    struct StandardPacket *mysp;
    UBYTE *buf;

    LONG amount_read;

    BOOL sp_read_busy = TRUE, /* Is the ACTION_READ packet busy? */
        sp_write_busy = FALSE, /* Is the ACTION_WRITE packet busy? */
        done = FALSE; /* Is the program finished? */

    /* main() has already taken care of sending the initial read to the */
    /* handler. Because we need the data from that read before we can */
    while (!done) /* do anything, the first thing to do is wait for its return. */
    {
        do /* Wait for the ACTION_READ to return. */
        {
            signals = Wait(sigmask); /* Wait for port signal or CTRL-C. */

            if (signals & portsignal) /* If a message arrived at the port, ... */
            {
                while (mysp = (struct StandardPacket *)GetMsg(myport)) /* ...empty the port. */
                {
                    /* If this message is the ACTION_READ packet, mark it as */
                    /* no longer busy so we can use it to start another read. */
                    if (mysp->sp_Pkt.dp_Type == ACTION_READ) sp_read_busy = FALSE;

                    /* If this message is instead the ACTION_WRITE packet, */
                    /* mark it as not busy. We need to check for this because */
                    /* the WRITE_PACKET from the previous iteration through */
                    /* the loop might have come back before the ACTION_WRITE */
                    /* from the previous iteration. */
                    else if (mysp->sp_Pkt.dp_Type == ACTION_WRITE) sp_write_busy = FALSE;
                }
            }

            if (signals & SIGBREAKF_CTRL_C) /* If someone hit CTRL-C, start to quit. */
            {
                done = TRUE; /* If the ACTION_READ is still out, try to */
                if (sp_read_busy) /* abort it. As of V39, AbortPkt() does */
                {
                    AbortPkt(in->fh_Type, sp_read); /* not do anything, so this function has */
                } /* no effect. Maybe a later release of the */
                /* OS will support packet aborting. */
            }
        } while (sp_read_busy); /* End of "wait for ACTION_READ" loop. */

        buf = (UBYTE *) (sp_read->dp_Arg2); /* Get ready to send the next ACTION_READ. */
        /* Hold on to the important stuff from the */

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amount_read = sp_read->dp_Res1;      /* ACTION_READ we just got back so we can */
/* reuse the packet to start a new read */
/* while processing the last read's data. */

while (sp_write_busy)                /* Because this example only uses two buffers and */
{                                     /* the ACTION_WRITE might be using one of them, */
/* this example has to wait for an outstanding */
/* ACTION_WRITE to return before reusing the */
/* ACTION_WRITE packet's buffer. */
    signals = Wait(sigmask);

    if (signals & portsignal)          /* If a message arrived at the port, ... */
    {                                  /* ... empty the port. */
        while (mysp = (struct StandardPacket *)GetMsg(myport))
            if (mysp->sp_Pkt.dp_Type == ACTION_WRITE) sp_write_busy = FALSE;
    }

    if (signals & SIGBREAKF_CTRL_C)    /* If someone hit CTRL-C, start to quit. */
    {
        done = TRUE;                  /* If the ACTION_READ is still out, try to */
        if (sp_write_busy) AbortPkt(out->fh_Type, sp_write); /* abort it. */
    }
}

/* Make sure the user didn't hit CTRL-C. If the user hit CTRL-C dur- */
if (!done) /* ing one of the "wait for packet" loops, done == TRUE. Notice that */
{          /* this example does not actually break for the CTRL-C until after it */
/* gets back both packets. */

    /* This tests the return values from the ACTION_READ and ACTION_WRITE */
    /* packets. The ACTION_READ packet returns the number of bytes it */
    /* read in dp_Res1, which was copied earlier into amount_read. If it */
    /* is 0, the read packet found the EOF. If it is negative, there was */
    /* an error. In the case of ACTION_WRITE, an error occurs if the */
    /* number of bytes that ACTION_WRITE was supposed to write (Arg3) */
    /* does not match the actual number it wrote, which ACTION_WRITE re- */
    /* turns in Res1. This test is the reason dp_Res1 and dp_Arg3 were */
    /* set to zero when the ACTION_WRITE packet was set up in main(). */
    if ((amount_read > 0) && (sp_write->dp_Res1 == sp_write->dp_Arg3))
    {
        sp_read->dp_Arg2 = sp_write->dp_Arg2; /* ACTION_WRITE is finished with its */
        /* buffer, use it in the next read. */

        SendPkt(sp_read, in->fh_Type, myport); /* Send the next ACTION_READ and mark */
        sp_read_busy = TRUE; /* the ACTION_READ as busy. */

        /* Process Buffer. This example doesn't do anything with the data from the */
        /* last ACTION_READ, it just passes it on to the STDOUT handler. */

        sp_write->dp_Arg2 = (LONG)buf; /* Set up the ACTION_WRITE packet. */
        sp_write->dp_Arg3 = amount_read;
        SendPkt(sp_write, out->fh_Type, myport); /* Send the next ACTION_WRITE and */
        sp_write_busy = TRUE; /* mark the ACTION_WRITE as busy. */
    }
    else /* A packet returned with a failure, so quit. */
        done = TRUE;
}
}
}

```

