

Q: I am porting my sound driver program from Release 2 to 3. But the kernel header file **snd_msgs.h** is no longer available in Release 3. What can I do to get a handle on the error codes returned by the SNDDRIVER functions?

A: You can include the following code in your program to provide for error handling:

```
#import <sound/sounderror.h>    /* for SNDSoundError() */

#ifndef SNDDRIVER_NO_ERROR
#define SNDDRIVER_NO_ERROR      100    // non-error ack.
#define SNDDRIVER_BAD_PORT     101    // message sent to wrong port
#define SNDDRIVER_BAD_MSG 102    // unknown message id
#define SNDDRIVER_BAD_PARM     103    // bad parameter list in message
#define SNDDRIVER_NO_MEMORY    104    // can't allocate memory (record)
#define SNDDRIVER_PORT_BUSY    105    // access req'd to existing excl access port
#define SNDDRIVER_NOT_OWNER    106    // must be owner to do this
#define SNDDRIVER_BAD_CHAN     107    // dsp channel hasn't been initd
#define SNDDRIVER_SEARCH 108    // couldn't find requested resource
#define SNDDRIVER_NODATA 109    // can't send data commands to dsp in this mode
#define SNDDRIVER_NOPAGER 110    // can't allocate from external pager (record).
#define SNDDRIVER_NOTALIGNED 111    // bad data alignment.
#define SNDDRIVER_BAD_HOST_PRIV 112    // bad host privilege port passed.
#define SNDDRIVER_BAD_PROTO    113    // can't do requested operation in cur protocol
#define SNDDRIVER_MAX_ERROR    113
#endif
```

```
static char *snddriver_error_list[] = {
    "sound success",
    "sound message sent to wrong port",
    "unknown sound message id",
    "bad parameter list in sound message",
    "can't allocate memory for recording",
    "sound service in use",
    "sound service requires ownership",
    "DSP channel not initialized",
    "can't find requested sound resource",
    "bad DSP mode for sending data commands",
    "external pager support not implemented",
    "sound data not properly aligned",
    "bad host privilege port passed",
    "can't do requested operation in extant DSP protocol"
```

```
};
```

```
/*
```

```
* Error code to string conversion
```

```
*/
```

```
extern char *mach_error_string();
char *snddriver_error_string(int error)
{
    if (error <= 0)
        return mach_error_string(error);
```

```
else if (error >= SNDDRIVER_NO_ERROR && error <= SNDDRIVER_MAX_ERROR)
    return snddriver_error_list[error-SNDDRIVER_NO_ERROR];
else
    return SNDSoundError(error);
}
```

```
void snddriver_error(char *msg,int error)
{
    char *errtype;
    if (error <= 0)
        errtype = "mach";
    else if (error >= SNDDRIVER_NO_ERROR && error <= SNDDRIVER_MAX_ERROR)
        errtype = "snddriver";
    else
        errtype = "sound";
    fprintf(stderr, "%s\n\t%s error:%s\n",msg,errtype,snddriver_error_string(error));
}
```

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Valid for 3.0, 3.1