



# DosChgFilePtr

This call moves the read/write pointer in accordance with the type of move specified.

## Syntax

```
DosChgFilePtr (FileHandle, Distance, MoveType, NewPointer)
```

## Parameters

- FileHandle (HFILE) - input : Handle returned by a previous DosOpen call.
- Distance (LONG) - input : The offset to move, in bytes.
- MoveType (USHORT) - input : Method of moving. Specifies a location in the file from where Distance to move the read/write pointer starts. Values and their meanings are:

^ Value ^ Definition ^ | 0 | Beginning of the file. || 1 | Current location of the read/write pointer. || 2 | End of the file. Use this method to determine a file's size. |

- NewPointer (PULONG) - output : Address of the new pointer location.

## Return Code

```
rc (USHORT) - return
```

Return code descriptions are:

- 0 NO\_ERROR
- 1 ERROR\_INVALID\_FUNCTION
- 6 ERROR\_INVALID\_HANDLE

## Remarks

The read/write pointer in a file is a signed 32-bit number. A negative value moves the pointer backward in the file. A positive value moves the pointer forward. DosChgFilePtr cannot be used to seek to a negative position in the file.

This call may not be used for a character device or pipe.

## Example Code

## C Binding

```
#define INCL_DOSFILEMGR

USHORT rc = DosChgFilePtr(FileHandle, Distance, MoveType, NewPointer);

HFILE FileHandle; /* File handle */
LONG Distance; /* Distance to move in bytes */
USHORT MoveType; /* Method of moving (0, 1, 2) */
PULONG NewPointer; /* New Pointer Location */

USHORT rc; /* return code */
```

This example opens file test.dat, writes some data, and resets the file pointer to the beginning of the file.

```
#define INCL_DOSFILEMGR

#define OPEN_FILE 0x01
#define CREATE_FILE 0x10
#define FILE_ARCHIVE 0x20
#define FILE_EXISTS OPEN_FILE
#define FILE_NOEXISTS CREATE_FILE
#define DASD_FLAG 0
#define INHERIT 0x80
#define WRITE_THRU 0
#define FAIL_FLAG 0
#define SHARE_FLAG 0x10
#define ACCESS_FLAG 0x02

#define FILE_NAME "test.dat"
#define FILE_SIZE 800L
#define FILE_ATTRIBUTE FILE_ARCHIVE
#define RESERVED 0L

HFILE FileHandle;
USHORT Wrote;
USHORT Action;
PUSHORT Local;
PSZ FileData[100];
USHORT rc;

Action = 2;
strcpy(FileData, "Data...");
if(!DosOpen(FILE_NAME, /* File path name */
            &FileHandle, /* File handle */
            &Action, /* Action taken */
            FILE_SIZE, /* File primary allocation */
            FILE_ATTRIBUTE, /* File attribute */
            FILE_EXISTS | FILE_NOEXISTS, /* Open function type */
```

```

DASD_FLAG | INHERIT |           /* Open mode of the file */
WRITE_THRU | FAIL_FLAG | 
SHARE_FLAG | ACCESS_FLAG,
RESERVED))           /* Reserved (must be zero) */
if(!DosWrite(FileHandle,      /* File handle */
            (PVOID) FileData,    /* User buffer */
            sizeof(FileData),   /* Buffer length */
            &Wrote))
rc = DosChgFilePtr(FileHandle, /* File handle */
                    MOVE_DIST,   /* Distance to move in bytes */
                    FILE_BEG,    /* Method of moving */
                    &Local);     /* New pointer location */

```

## MASM Binding

```

EXTRN DosChgFilePtr:FAR
INCL_DOSFILEMGR EQU 1

PUSH WORD FileHandle ;File handle
PUSH DWORD Distance ;Distance to move in bytes
PUSH WORD MoveType ;Method of moving (0, 1, 2)
PUSH@ DWORD NewPointer ;New Pointer Location (returned)
CALL DosChgFilePtr

```

Returns WORD

### Note

Text based on <http://www.edm2.com/index.php/DosChgFilePtr>

Family API	
DOS	Process Manager <a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager <a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSet FileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQ FileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmDir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSet FileInfo</a> <a href="#">DosSet Verify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSInfo</a>
	Memory Manager <a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGet Huge Shift</a> <a href="#">DosCreateCSAlias</a>
	NLS <a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time <a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices <a href="#">DosDevConfig</a> <a href="#">DosDevIOCtl</a> <a href="#">DosDevIOCtl2</a>
	Signals <a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc <a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>

## Family API

KBD	<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>
VIO	<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>
Tools	<a href="#">BIND</a>
Modules	<a href="#">DOSCALLS.DLL</a> <a href="#">VIOCALLS.DLL</a> <a href="#">KBDCALLS.DLL</a> <a href="#">MSG.DLL</a>
Libraries	<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAPI.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>

2018/08/25 15:05 · prokushev · [0 Comments](#)

From:  
<https://ftp.osfree.org/doku/> - osFree wiki



Permanent link:

<https://ftp.osfree.org/doku/doku.php?id=en:docs:fapi:doschgfileptr&rev=1535899915>

Last update: **2018/09/02 14:51**