

FSH_CHECKEANAME

Purpose

Check extended attribute name validity.

Calling Sequence

```
int far pascal FSH_CHECKEANAME(iLevel, cbEAName, szEAName)

unsigned short iLevel;
unsigned long cbEAName;
char far * szEAName;
```

Where

iLevel is the extended attributes name checking level.

iLevel = 0x0001 indicates OS/2 Version 2.0 name checking.

cbEAName is the length of the extended attribute name, not including terminating NUL.

szEAName is the extended attribute name to check for validity.

Returns

If no error is detected, a zero error code is returned. If an error is detected, one of the following error codes is returned:

- ERROR_INVALID_NAME - pathname contains invalid or wildcard characters, or is too long.
- ERROR_INVALID_PARAMETER - invalid level.

Remarks

This routine processes DBCS characters properly.

The set of invalid characters for EA names is the same as that for filenames. In OS/2 Version 2.0, the maximum length of an EA name, not including the terminating NUL, is 255 bytes. The minimum length is 1 byte.

The FSD is responsible for verifying the string pointers and checking for segment boundaries.

FSH_CHECKEANAME should be called for extended attribute names passed to the FSD.

Note: OS/2 does not validate input parameters. Therefore, an FSD should call *FSH_PROBEBUF* where appropriate.

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