

## FS\_FILEATTRIBUTE

### Purpose

Query/Set the attribute of the specified file.

### Calling Sequence

```
int far pascal FS_FILEATTRIBUTE(flag, pcdfsi, pcdfsd, pName, iCurDirEnd,
                                pAttr)

unsigned short flag;
struct cdfsi far * pcdfsi;
struct cdfsd far * pcdfsd;
char far * pName;
unsigned short iCurDirEnd;
unsigned short far * pAttr;
```

### Where

<b>flag</b>	<b>indicates retrieval or setting of attributes, with:</b>
<i>flag</i> == 0	indicates retrieving the attribute.
<i>flag</i> == 1	indicates setting the attribute.
<i>flag</i> == all	other values, reserved.

The value of *flag* passed to the FSD will be valid.

*pcdfsi* is a pointer to the file-system independent portion of an open file instance.

*pcdfsd* is a pointer to the file-system dependent portion of an open file instance.

*pName* is a pointer to the ASCIIZ name of the file or directory.

The FSD does not need to validate this pointer.

*iCurDirEnd* is the index of the end of the current directory in *pName*.

This is used to optimize FSD path processing. If *iCurDirEnd* == -1, there is no current directory relevant to the name text, that is, a device.

*pAttr* is a pointer to the attribute.

For <i>flag</i> == 0,	the FSD should store the attribute in the indicated location.
For <i>flag</i> == 1,	the FSD should retrieve the attribute from this location and set it in the file or directory.

The FSD does not need to validate this pointer.

### Remarks

None

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