GEN LIST(3L)

NAME

gen list - extract next generic-issue message from issue file

SYNOPSIS

#include <issfil.h>

char *gen_list(fd)
int fd;

DESCRIPTION

<u>Gen list</u> should be used by those routines that need to generate a list of supported generics for a particular office type. This subroutine extracts the next generic record and its associated issue records (generic-issue message) from the indicated <u>issue</u> file and returns the starting address of the generic record to the calling routine. If the next generic-issue message can not be found or an EOF is detected, then the value **GLR_NME** is returned to the calling routine. If an error is detected, a negative value is returned as discussed below.

The user should note that the generic record is first copied to a static global character buffer and terminated with a null. The address of this static global character buffer is then returned to the calling routine. Data should be extracted from the record via the structure members defined in the header file <u>issfil.h</u>, however, prior to making a call to <u>gen name(3L)</u>, <u>get gen(3L)</u>, <u>get iss(3L)</u>, or <u>iss list(3L)</u>. These subroutines also use the same static global character buffer and a call to one of them would probably destroy the generic record extracted by this subroutine.

The argument \underline{fd} is a file descriptor associated with an opened \underline{issue} file.

FILES

/<u>usr/include/issfil.h</u> which specifies the structure of a generic record and an issue record and defines valid function codes and return codes for this subroutine.

LIBRARY

/lib/lib1.a

SEE ALSO

get_gen(3L), get_iss(3L), gen_name(3L), iss_list(3L), e output(3L)

DIAGNOSTICS

If this subroutine detects an error, an Output Message (OM) is generated by one of the standard OM generation subroutines, but not printed. The value **GLR_ERR** is returned to the calling routine. If the calling routine wishes to print the stored OM, it may call one of the standard OM outputting subroutines, such as <u>e output(3L)</u>.