NAME

pprdvi - read pattern variable information

SYNOPSIS

#include <ppsubs.h> /* pattern definitions and structs */

int pperrno; /* error type external */

int pprdvi (patfdes, viptr, maxsize, headptr)

int patfdes;
int *viptr;
int maxsize;

struct PPHEAD *headptr;

DESCRIPTION

Pprdvi and ppfrdvi read the variable argument information part from a pattern file (patfdes or patstream). The variable argument information part is read into a buffer which must start on a 16 bit word boundary which is pointed to by viptr. This buffer area is maxsize bytes in size. Maxsize should have a value greater than or equal to the value returned by the ppvisiz(3L) subroutine. If pprdvi or ppfrdvi return a NULL and pperrno == NULL, then the pattern is not a variable pattern (i.e., no variable arguments required). This is the only case where a NULL return value indicates a normal (no-error) termination.

SEE ALSO

ppopenpat(3L), ppgetpat(3L), ppvitell(3L), ppvisiz(3L),
pperrno(3L), pattern(5L)

DIAGNOSTICS

Normally this subroutine returns the number of bytes read. The subroutine returns a **NULL** when an error occurs. This subroutine will set the value of **pperrno** to one of the following values (defined in ppsubs.h>) when a problem occurs.

- PPBADPAT The size of a particular part of the pattern is smaller than indicated in the pattern header (i.e., the pattern has been scribbled or altered), or the pattern header has erroneous information in it (i.e., the pattern header is not a pattern header or the pattern file has been scribbled or altered).
- PPNOVI This error occurs when the pattern format type is not standard. Only standard format type patterns have variable argument information included in the pattern file.

PPSYSERR - A system call error occurred (usually read or seek problem). Check the value of the external variable errno. The pattern was not read in.

BUGS

If these subroutines are used to read pipes, then the seeks performed internal to the subroutines will most likely fail resulting in a PPSYSERR value in pperrno.