

BLDWF\$ - Build Windows File Name from Global File Name

The BLDWF\$ routine builds a Windows path name from a Global Filename and extension field.

1. Invocation

To build a Windows filename from a Global filename and file extension field code:

```
CALL BLDWF$ USING unit extn folder
```

where *unit* is a PIC X(3) variable, or literal, *extn* is a variable length variable containing a zero-terminated file extension string and *folder* is a PIC X(256) variable into which the folder name is returned.

2. STOP Codes and Exception Conditions

No STOP codes are generated by BLDWF\$.

The following exception conditions may be returned by BLDWF\$:

EXIT code	\$\$COND	Description
1 (sic)	1	Unexpected error from SVC 27.

3. Programming Notes

BLDWF\$ is only available with GSM SP-29, or later. BLDWF\$ is reserved for internal Global System Manager and Speedbase use only.

Because GSM filenames are case-sensitive and may contain characters that are illegal in Windows filenames (e.g. “:”, “/” etc.) some character modification may be necessary:

- All upper-case letters (A to Z) are unchanged;
- All numeric characters (0 to 9) are unchanged;
- All lower-case characters (a to z) are converted to the 2-character string ^X (where X is the upper-case equivalent of the lower-case letter);
- All other characters are converted to #hh (where hh is the hexadecimal equivalent of the ASCII code for the character).

The precise character-conversion algorithm may change in future versions of SVC 27.

Unlike the related NORML\$ where the *type* field determines the extension of the Windows file (i.e. either .EXES or .DLM) BLDWF\$ allows the extension of the Windows file to be specified by the calling program in the *extn* parameter.

4. Examples

None.

5. Copy-Books

None.

6. See Also

GETWF\$ Get Windows Folder equivalent to Global Unit-ID
MAKWF\$ Make Windows Folder equivalent to Global Unit-ID
NORML\$ Normalise Window Manager-3 Filename