

## LINFO\$ - Return Program Library Information

The LINFO\$ system routine is used to return the details of a standard Program Library (i.e. a Program Library created and maintained using the \$LIB system utility).

### 1. Invocation

To obtain the details of a Program Library code:

```
CALL LINFO$ USING fd lx
```

Where *fd* is the FD of the Program Library which must be closed when the routine is called, and will remain closed when the routine returns control.

The parameter *lx* is the name of a control block in which the information will be returned:

```

01  LX
02  LXTIT      PIC X(30)      * LIBRARY TITLE
02  LXDATE     PIC 9(6) COMP  * DATE LAST UPDATED
02  LXSIZE     PIC 9(9) COMP  * EXTENT SIZE
02  LXSPAR     PIC 9(9) COMP  * SPARE SPACE
02  LXNOME     PIC 9(2) COMP  * NUMBER OF ENTRIES
02  LXENTRY OCCURS 100
03  LXMEM      PIC X(8)      * LIBRARY MEMBER NAME
03  LXMDAT     PIC 9(6) COMP  * MEMBER DATE
03  LXFLAG     PIC 9(2) COMP  * STUB PRESENT FLAG
03  LXMSIZ     PIC 9(6) COMP  * MEMBER SIZE
03  LXTTT      PIC X(30)      * MEMBER TITLE
02  LXTERM     PIC X          * TERMINATOR

```

### 2. STOP Codes and Exception Conditions

The following STOP codes may be generated by LINFO\$:

STOP code	Description
24401	The target Program Library was not closed.

The following EXIT codes may be returned by LINFO\$:

EXIT code	\$\$COND	Description
24401	1	The Program Library could not be opened.
24402	2	The Program Library could not be read.

24403	3	The file specified is not a valid \$LIB library (e.g. a \$LIBX library has been specified). GSM SP-27, or later.
-------	---	--

### 3. Programming Notes

LINFO\$ only correctly returns information from a traditional (\$LIB) Program Library. The results returned from an extended (\$LIBX) library will be unpredictable.

For GSM SP-27, or later, an attempt to use LINFO\$ on a \$LIBX library will result in an EXIT 24403.

### 4. Examples

[EXAMPLES REQUIRED]

### 5. Copy-Books

None.

### 6. See Also

LINF\$      Return Program Library Information (extended)