NAME

ppopenpat - open pattern disk file

SYNOPSIS

```
#include <stdio.h>  /* only needed for ppfopenpat */
#include <ppsubs.h>

    int pperrno;    /* error type external */
    char *ppathname;    /* full path name of openned file */

FILE *ppfopenpat(patname,pattype,dirso)
    char *patname;
    int pattype;
    PPATDIR dirso[];

int ppopenpat(patname,pattype,dirso)
    char *patname;
    int pattype;
    PPATDIR dirso[];
```

DESCRIPTION

Ppopenpat and ppfopenpat provides an easy method for openning a
pattern file on the disk for reading. They are equivalent except
that ppfopenpat is a <stdio.h> version of ppopenpat.

Ppopenpat and ppfopenpat first look at the string pointed to by
patname. Ppopenpat and ppfopenpat use the string to form the
disk file name for the pattern. To be valid, the string must be
null terminated and no longer than 256 characters. If patname
points to a valid string, then the string is copied into a
buffer.   If patname points to a \0 (null string) or if patname =
NULL, then PPDFLTNAM is copied into the buffer.

If pattype is PPOBJFRMT, then a .o is appended to the name in the
buffer. If pattype is PPSTDFRMT, then a .p is appended. If pat·
type is PPMODFRMT, then nothing is appended. The address of the
buffer is put into the external ppathname. This buffer is used
for the filename.

If filename starts with a /, then ppopenpat and ppfopenpat will
try to open filename. If filename does not start with a /, then
ppopenpat and ppfopenpat will search the pattern directories (in
order).   The pattern directory search order may be specified as
detailed in ppdefdso(3L).

If the search order is not specified (i.e., dirso = (PPATDIR
NULL), then a default order is used. The default search order is
as follows:

```
/keyword          pattern keyword and primitives directory
.                 present working directory
/compat           common pattern directory
/usr/pat          common user pattern directory
```

Ppopenpat and **ppfopenpat** will try to open filename in the first pattern directory in which filename is found.

Once filename is opened, **ppfopenpat** returns a stream file pointer, and **ppopenpat** returns the file descriptor of the open file.

SEE ALSO

ppdefdso(3L), ppdftdso(3L), pattern(5L)

DIAGNOSTICS

Ppopenpat returns a **EOF** when an error occurs. **Ppfopenpat** returns a **NULL** when and error occurs. **Ppopenpat** and **ppfopenpat** will set **pperrno** to one of the following values (defined in **ppsubs.h**) when a problem occurs:

PPBADDIR - The directory name given for the search path is too long (too many charaters). The directory name and pattern file name (including the ".p" or ".o") can be no longer than the **PPMAXNAM** value defined in **ppsubs.h**.

PPBADNAME - The pattern name had invalid syntax.

PPNOPAT - The pattern could not be openned or found.