

**NAME**

writint -- buffered output for files containing integer data

**SYNOPSIS**

```
#include <rwint.h>
```

```
writint(func,recptr,outbuf)
int func;
int *recptr;
struct IOBUF *outbuf;
```

**DESCRIPTION**

This subroutine provides buffered output capability for files containing integer data in records whose size is a power of two. It returns a 1 if the task is completed successfully or a negative value if an error is detected.

The argument, func , must contain one of the following values:

-1 when the calling program has finished writing data to an output file. It causes a partially filled output buffer, if one exists, to be written to the output file.

0 when the calling program is writing data to an output file.

The argument, recptr , is the address of the record that is to be written to the output file.

Outbuf is the address of a 522(10) byte buffer area whose format is:

```
struct IOBUF
{ int fildes;
  int errval;
  int idata;
  int recsize;
  int nread;
  int intbuf[IBUFSIZE];
};
```

where fildes is the file descriptor of an open output file.

errval is not used by this subroutine.

idata is the current number of records that has been written into the buffer by the calling program. The calling program initializes this variable by setting it equal to 0.

recsize is the record size in words. The record size must be a power of two; ie. 2, 4, 8, 16, etc., words.

nread is not used by this routine.

intbuf is the output buffer.

IBUFSIZE contains the value, 256.

The calling program must initialize the following structure variables for each output file that is to be written. These variables must be initialized prior to the first call to this subroutine to write to the appropriate output file.

```
<structure>.fildes= <file descriptor of output file>;  
<structure>.idata= 0; indicates that buffer is empty  
<structure>.recsize= <record size in words>;
```

Once the calling program has finished writing data to an output file, it must call this subroutine, as shown below, so that a partially filled output buffer, if one exists, will be written to the output file. This call should be made as follows:

```
writint(-1,&<previously written record>,&<output buffer>);
```

Note that func has the value, -1, which forces a partially filled output buffer, if one exists, to be written to the output file.

**FILES**

/usr/include/rwint.h which contains the definitions for IOBUF and IBUFSIZE.

**LIBRARY**

/lib/lib1.a

**SEE ALSO**

readint(3)

**DIAGNOSTICS**

The error codes returned by this subroutine, in r0, are:

-1 I/O error.

**BUGS**