



This is part of **Family API** which allow to create dual-os version of program runs under OS/2 and DOS

Note: This is legacy API call. It is recommended to use 32-bit equivalent

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DosMkDir2

This call creates a subdirectory that has extended attributes associated with it.

Syntax

```
DosMkDir2 (DirName, EABuf, Reserved)
```

Parameters

- DirName ([PSZ](#)) - input : Address of the ASCIIZ directory path name, which may or may not contain a drive specification. If no drive is specified, the current drive is assumed.

[DosQSysInfo](#) is called by an application during initialization to determine the maximum path length allowed by OS/2.

- EABuf ([PEAOP](#)) - input/output: Address of the extended attribute buffer, which contains an [EAOP](#) structure.
- Reserved ([ULONG](#)) - input: Reserved and must be set to zero.

Return Code

rc ([USHORT](#)) - return: Return code

- 0 NO_ERROR
- 3 ERROR_PATH_NOT_FOUND
- 5 ERROR_ACCESS_DENIED
- 26 ERROR_NOT_DOS_DISK
- 87 ERROR_INVALID_PARAMETER
- 108 ERROR_DRIVE_LOCKED
- 206 ERROR_FILENAME_EXCED_RANGE
- 254 ERROR_INVALID_EA_NAME
- 255 ERROR_EA_LIST_INCONSISTENT

Remarks

DosMkDir2 allows an application to define extended attributes for a subdirectory at the time of its creation.

If any subdirectory names in the path do not exist, the subdirectory is not created. Upon return, a subdirectory is created at the end of the specified path.

[DosQSysInfo](#) must be used by an application to determine the maximum path length supported by OS/2. The returned value should be used to dynamically allocate buffers that are to be used to store paths.

If a program running with the NEWFILES bit set tries to create a directory with blanks immediately preceding the dot on a FAT drive, the system rejects the name. For example, if c: is a FAT drive, the name "file .txt" is rejected and the name "file.txt" is accepted.

Bindings

C

```
typedef struct _GEA {           /* gea */
    BYTE cbName;                /* name length not including NULL */
    CHAR szName[1];             /* attribute name */
} GEA;

typedef struct _GEALIST {       /* geal */
    ULONG cbList;               /* total bytes of structure including full list */
    GEA list[1];                /* variable length GEA structures */
} GEALIST;

typedef struct _FEA {           /* fea */
    BYTE fEA;                   /* flags */
    BYTE cbName;                /* name length not including NULL */
    USHORT cbValue;             /* value length */
} FEA;

typedef struct _FEALIST {       /* feal */
    ULONG cbList;               /* total bytes of structure including full list */
    FEA list[1];                /* variable length FEA structures */
} FEALIST;

typedef struct _EAOP {          /* eaop */
    PGEALIST fpGEAList;         /* general EA list */
    PFEALIST fpFEAList;         /* full EA list */
    ULONG oError;
} EAOP;

#define INCL_DOSFILEMGR
```

```

USHORT  rc = DosMkDir2(DirName, EABuf, Reserved);

PSZ      DirName;          /* New directory name string */
PEAOP    EABuf;            /* Extended attribute buffer */
ULONG    0;                /* Reserved (must be zero) */

USHORT    rc;              /* return code */

```

MASM

```

GEA      struc
    gea_cbName      db  ?          ;name length not including NULL
    gea_szName      db  1 dup (?) ;attribute name
GEA      ends

GEALIST   struc
    geal_cbList     dd  ?          ;total bytes of structure including full list
    geal_list       db  size GEA * 1 dup (?) ;variable length GEA structures
GEALIST   ends

FEA      struc
    fea_fEA        db  ? ;flags
    fea_cbName      db  ? ;name length not including NULL
    fea_cbValue     dw  ? ;value length
FEA      ends

FEALIST   struc
    feal_cbList     dd  ?          ;total bytes of structure including full list
    feal_list       db  size FEA * 1 dup (?) ;variable length FEA structures
FEALIST   ends

EAOP      struc
    eaop_fpGEAList  dd  ? ;general EA list
    eaop_fpFEAList  dd  ? ;full EA list
    eaop_oError     dd  ? ;
EAOP      ends

EXTRN    DosMkDir2:FAR
INCL_DOSFILEMGR      EQU 1

PUSH@    ASCIIZ    DirName      ;New directory name string
PUSH@    OTHER     EABuf        ;Extended attribute buffer
PUSH     DWORD     0            ;Reserved (must be zero)
CALL     DosMkDir2

```

Returns WORD

| Family API | | |
|------------|-----------------|--|
| DOS | Process Manager | DosBeep DosExit DosSleep DosExecPgm |
| | File Manager | DosChDir DosChgFilePtr DosClose DosDelete DosDupHandle DosMkDir DosMove DosQCurDir DosQCurDisk DosSetFileMode DosOpen DosQFileInfo DosRead DosQFileMode DosQFSInfo DosQVerify DosRmDir DosSelectDisk DosFindClose DosFindFirst DosFindNext DosSetFileInfo DosSetVerify DosWrite DosFileLocks DosSetFHandState DosNewSize DosBufReset DosQFHandState DosSetFSInfo |
| | Memory Manager | DosFreeSeg DosSubAlloc DosSubFree DosSubSet DosAllocHuge DosAllocSeg DosReallocHuge DosReallocSeg DosGetHugeShift DosCreateCSAlias |
| | NLS | DosCaseMap DosGetCtryInfo DosGetDBCSEv DosSetCtryCode DosGetCollate DosGetMessage DosInsMessage DosPutMessage |
| | Date and Time | DosSetDateTime DosGetDateTime |
| | Devices | DosDevConfig DosDevIOCtl DosDevIOCtl2 |
| | Signals | DosHoldSignal DosSetSigHandler |
| | Misc | BadDynLink DosGetEnv DosGetMachineMode DosGetVersion DosError DosErrClass DosSetVec |
| KBD | | KbdCharIn KbdFlushBuffer KbdGetStatus KbdSetStatus KbdStringIn KbdPeek |
| VIO | | VioGetBuf VioGetConfig VioGetCurPos VioGetCurType VioGetPhysBuf VioReadCellStr VioReadCharStr VioScrollUp VioScrollDn VioScrollLf VioScrollRt VioScrUnLock VioSetCurPos VioSetCurType VioSetMode VioGetMode VioShowBuf VioWrtCellStr VioWrtCharStr VioWrtCharStrAtt VioWrtNAttr VioWrtNCell VioWrtNChar VioWrtTTY VioScrLock VioPopUp |
| Tools | | BIND |
| Modules | | DOSCALLS.DLL VIOCALLS.DLL KBDCALLS.DLL MSG.DLL |
| Libraries | | API.LIB OS2386.LIB FAPI.LIB DOSCALLS.LIB SUBCALLS.LIB |

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