Bell Telephone Laboratories, Incorporated   - 1 -
PROGRAM APPLICATION INSTRUCTION

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AT&TCo SPCS

MSGTYPE(a)   **MSGTYPE(a)**

NAME

msgtype − get a message of given type

SYNOPSIS

(msgtype = 31.)
msgtype(msgbuf)
int *msgbuf; /* pointer to message buffer */

DESCRIPTION

Msgtype gets a message of a particular type *mstype* in the buffer *msgbuf* from the process message input queue. (See sendmsg(a) for message header description). If no message is on this process's input queue of the type *mstype* the process roadblocks within the library routine, (by calling *waitblk* (see crdblk(a))) waiting for a message event (In assembly language, the c-bit is set). The receiver of the message must fill in the *mssize* word to indicate the largest message he is willing to receive. The size of the message is exclusive of the size of the message header. He must also fill in the message type *mstype* which he expects to receive back. This system function is provided to give the user control over the order in which he receives the different types of messages. Messages are dequeued according to FIFO. If the *mslink* word is zero, there are no more messages on the process' input queue. A value of 1 is returned from C.

SEE ALSO

sendmsg(a), sndmsgfrom(a), getmsg(a), crdblk(a).

DIAGNOSTICS

A non-zero value is returned as an indication that a message was received. The message link word *mslink* is non-zero if there are more messages on the process input queue. Otherwise it is zero.