GETCHAR(a)   **GETCHAR(a)**

NAME

getchar − get characters from kernel process

SYNOPSIS

(getchar = 192.)

getchar(pointer, segid, offset, count)
int *pointer;   /* pointer to process, channel pair (minor device #) */
int segid;   /* ID of segment being read into */
int offset;   /* byte offset into segment */
int count;   /* byte count */

DESCRIPTION

Getchar returns *count* characters to the caller in the segment specified by *segid* starting at *offset* bytes into the segment. If the segment is a stack segment the *offset* is from the end of the segment. *Pointer* points to the pair of words specifying the process number of the kernel process and the logical channel number of the device controlled by the kernel process. The call to the kernel within the library routine returns the number of bytes that are actually read. (This may be less than *count* bytes). If no bytes are read, *getchar* returns a zero. If a −1 is returned, an EOT was received on input.

SEE ALSO

putchar(a), setty(a), getty(a)

DIAGNOSTICS

If an error condition is detected (illegal buffer address or size) the negative value of the error code is returned in C.

A return of -1 indicates an EOF, and this is not an error.