

This call returns the current process ID, thread ID, and the process ID of the parent process.

Syntax

DosGetPID (ProcessIDs)

Parameters

;ProcessIDs (PPIDINFO) - output : Address of the structure where the ID information is returned. ::pid (PID) : Current process identifier. ::tid (TID) : Thread (of the current process) identifier. ::pidParent (PID) : Parent process (of the current process) identifier.

Return Code

;rc (USHORT) - return:Return code description is: *0 NO_ERROR

Remarks

The process ID may be used to generate uniquely named temporary files, or for communication with signals. For more information on signals, see [DosFlagProcess](#) and [DosSendSignal](#).

In the OS/2 environment, thread IDs are used with calls that manipulate threads in the current process. For more information, see [DosSuspendThread](#), [DosResumeThread](#), [DosGetPrty](#), and [DosSetPrty](#).

If the application is executing in the OS/2 environment, it is more efficient to obtain these variables by calling [DosGetInfoSeg](#) instead of [DosGetPID](#). However, applications written to the family API cannot depend on the availability of [DosGetInfoSeg](#).

To get an ID for a process other than the current process or its parent process, issue [DosGetPPID](#).

Bindings

MASM

<PRE> PIDINFO struc

```
pidi_pid      dw  ? ;current process' process ID  
pidi_tid      dw  ? ;current process' thread ID  
pidi_pidParent dw  ? ;process ID of the parent
```

PIDINFO ends

EXTRN DosGetPID:FAR INCL_DOSPROCESS EQU 1

PUSH@ OTHER ProcessIDsArea ;Process IDs (returned) CALL DosGetPID

Returns NONE </PRE>

C

```
<PRE> typedef struct _PIDINFO { /* pid */  
  
    PID pid;           /* current process' process ID */  
    TID tid;          /* current process' thread ID */  
    PID pidParent;    /* process ID of the parent */  
  
} PIDINFO;  
  
#define INCL_DOSPROCESS  
  
USHORT rc = DosGetPID(ProcessIDsArea);  
  
PPIDINFO ProcessIDsArea; /* Process IDs (returned) */ USHORT rc; /* return code */ </PRE>
```

Example

The following example demonstrates how to create a process, obtain process ID information, and kill a process. Process1 invokes process2 to run asynchronously. It obtains and prints some PID information, and then kills process2.

```
/* --- process1.c --- */ #define INCL_DOSPROCESS  
#include <os2.h> #define START_PROGRAM "process2.exe" /* Program pointer */
```

```
main() {
```

```
CHAR          ObjFail [50];      /* Object name buffer */  
RESULTCODES   ReturnCodes;       /* */  
PIDINFO      PidInfo;          /* */  
PID          ParentID;         /* */  
USHORT        rc;               /* */  
  
printf("Process1 now running. \n");  
  
/** Start a child process. **/  
if(!(DosExecPgm(ObjFail,           /* Object name buffer */  
                sizeof(ObjFail),      /* Length of obj. name buffer */  
                EXEC_ASYNC,          /* Execution flag - asynchronous */  
                NULL,                /* No args. to pass to process2*/  
                NULL,                /* Process2 inherits process1's  
                                environment */  
                &ReturnCodes,          /* Ptr. to resultcodes struct. */  
                START_PROGRAM)))     /* Name of program file */  
printf("Process2 started. \n");
```

```
/** Obtain Process ID information and print it */
if(!(rc=DosGetPID(&PidInfo)))      /* Process ID's (returned) */
    printf("DosGetPID: current process ID is %d; thread ID is %d; parent
process ID is %d.\n",
           PidInfo.pid, PidInfo.tid, PidInfo.pidParent);
if(!(rc=DosGetPPID(
    ReturnCodes.codeTerminate, /* Process whose parent is wanted */
    &ParentID)))           /* Address to put parent's PID */
printf("Child process ID is %d; Parent process ID is %d.\n",
       ReturnCodes.codeTerminate, ParentID);

/** Terminate process2 */
if(!(rc=DosKillProcess(DKP_PROCESSTREE,      /* Action code - kill process
                                         and descendants */
                        ReturnCodes.codeTerminate))) /* PID of root of process tree
*/
printf("Process2 terminated by process1.\n");

} </PRE> <PRE> /* -- process2.c -- */

#define INCL_DOSPROCESS

#include <os2.h>

#define SLEEPSIZE 500L #define RETURN_CODE 0

main() {

printf("Process2 now running.\n");

/* Sleep to allow process1 to kill it */
DosSleep(SLEEPSIZE);          /* Sleep interval */
DosExit(EXIT_PROCESS,         /* Action Code */
        RETURN_CODE);         /* Result Code */

} </PRE>
```

Dos16

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