The Idle State

When the Macintosh Portable computer is inactive for 15 seconds, the **Power Manager** firmware causes the CPU to insert 64 wait states into each RAM or ROM access, effectively changing the clock speed from 16 MHz to 1 MHz. This condition is referred to as the *idle state*.

> **Note:** The inactivity timeout interval, clock speed, and hardware implementation of the idle state are subject to change in future portable Macintosh computers.

For the purposes of the idle state, inactivity is defined as the absence of any of the following:

- any execution of the **PBRead** or **PBWrite** function by the **File Manager** or **Device Manager**
- a call to the Operating System Event Manager's **PostEvent** function
- any events in the event queue
- any access of the Apple Sound Chip (ASC)
- completion of an Apple Desktop Bus (ADB) transaction
- a call to the **QuickDraw** procedure **SetCursor** that changes the cursor
- the cursor displayed as the watch cursor

Whenever the **Power Manager** detects one of these forms of activity, it resets a timer called the *activity timer* to 15 seconds and, if the Macintosh Portable is in the idle state, returns the computer to the operating state. Neither the user nor your program can change the activity timer to use a period other than 15 seconds. However, the user can disable the activity timer through the Portable control panel, and your application can reset, disable, and enable the activity timer by using the **IdleUpdate**, **EnableIdle**, and **DisableIdle** routines. Your application can also use the **GetCPUSpeed** function to determine whether the Macintosh Portable is currently in the idle state. **Enabling or Disabling the Idle State** discusses these routines.