Slot Manager Routines

This section describes the new **Slot Manager** routines. All **Slot Manager** routines take one parameter: a pointer to a **Slot Manager** parameter block. Each routine description includes a list of the fields affected by that routine. Each field in the list is preceded by an arrow that indicates how the field is used.

Arrow	Meaning
→	You provide the value of the parameter as input to the **Slot Manager**.
←	The **Slot Manager** returns the value of the parameter after the function has completed execution.
↔	You provide a value for the parameter, and the **Slot Manager** returns another value.

For a general description of the parameter block, see the separate section, **Slot Parameter Block**.

You can use the **SVersion** function to determine the version of the **Slot Manager** available to your program. These routines can be used by applications as well as by device drivers. You can use the routines described in **Enabling and Disabling SResource Data Structures** under the section **Using the Slot Manager**, to enable or disable sResource data structures, or to restore sResource data structures deleted from the Slot Resource Table. These routines are intended primarily for use by device drivers.

> **Assembly-language note:** You can use an assembly-language macro to call each of the **Slot Manager** routines. The assembly-language macro for a routine has the same name as the high-level language routine, except that the name is preceded by an underscore. However, these macros do not directly invoke the trap mechanism. Instead, each of these macros places a routine selector in the D0 register and calls the trap macro _SlotManager.

Place a pointer to the **Slot Manager** parameter block in the A0 register when you call each **Slot Manager** routine in assembly language. Each routine returns with the status result in the low-order word of the D0 register.