

GetDefaultStartup Get default startup device name and reference

#include <Start.h>

Start Manager

```

GetDefaultStartup(pb );
DefStartPtr    pb ;                    pointer to an 8-byte DefStartRec structure

returns                    none

```

GetDefaultStartup obtains information from parameter RAM concerning what kind of default startup device is being used.

pb is the address of an 8-byte DefStartRec parameter block structure. It contains the following fields:

<u>Out-In Name</u>	<u>Type</u>	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<- sdExtDevID	<u>SignedByte</u>	1	0	External device ID
<- sdPartition	<u>SignedByte</u>	1	1	Reserved for the future
<- sdSlotNum	<u>SignedByte</u>	1	2	Slot number
<- sdSRsrc	<u>SignedByte</u>	1	3	Slot resource ID
OR				
<- sdReserved1	<u>SignedByte</u>	1	0	Reserved for the future
<- sdReserved2	<u>SignedByte</u>	1	1	Reserved for the future
<- sdRefNum	<u>short</u>	2	2	Negative = SCSI, Positive = Slot

Returns: none

Notes: Deciding which variant to use depends on the content of the sdRefNum field. A negative number means the driver reference of a SCSI device (scsiDev) and no further information is needed, while a positive number means you'll have to access the information in the slotDev variant. If you have to access the information in slotDev, only sdExtDevID (the slot's driver), sdSlotNum (the slot number) and sdSRsrcID (the slot resource ID) will contain pertinent data. sdPartition is a reserved field.