**SetToolTrapAddress** Install custom code to replace an operating system routine

#include <OSUtils.h> **Operating System Utilities**

```
void        SetToolTrapAddress (trapAddr, trapNum,);
long        trapAddr ;      address of custom code
short       trapNum ;       the trap to intercept.  See TrapWords.
```

**SetToolTrapAddress** changes an element of the toolbox trap dispatch table so that subsequent invocations of that trap will cause execution to go to a specified address. Use this function (and not **SetTrapAddress**) if your application will run in a Mac equipped with a ROM version later than the 64K ROMs (see **About Compatibility**).

*trapAddr* is the address of some code to handle execution of a Toolbox function.

*trapNum* identifies the ROM routine you wish to replace. See TrapWords for a list.

**Returns**: none

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Notes: **SetToolTrapAddress** is part of a new interface to the routine **NSetTrapAddress**. **SetToolTrapAddress** does not require the specification of the trap type as a parameter as **NSetTrapAddress** does. Instead, either **SetToolTrapAddress** or **SetOSTrapAddress** should be called, depending on which trap dispatch table you wish to modify. It is recommended that you use one of these routines in place of **NSetTrapAddress**. See **About Compatibility** for more information on tool traps and OS traps.

**SetToolTrapAddress** is used mostly by assembly-language programers . It is most often used in device drivers of INIT code, rather an by an application.

**Note**: Be sure to change all traps back to their original addresses before your application exits!

The trap dispatcher changed between the 64K and 128K ROMs. For more information see **About Compatibility**.