SetSRsrcState Enables or disables an sResource data structure

#include <Slots.h> **Slot Manager**

```
OSErr       SetSRsrcState(spBlkPtr);
SpBlockPtr  spBlkPtr ;    address of 56-byte Slot Parameter Block
                          structure
            returns       Error Code; 0=no error
```

SetSRsrcState enables or disables an sResource data structure.

spBlkPtr is the address of a 56-byte **Slot Parameter Block** structure. The relevant fields are as follows:

Out-In	Name	Type	Size	Offset	Description
→	spParamData	long	4	24	Enable or disable the sResource
→	spSlot	char	1	49	Slot number
→	spID	char	1	50	ID of the sResource
→	spExtDev	char	1	51	ID of external device

Returns: an operating system Error Code. It will be one of:

noErr	(0)	No error

Notes: The **SetSRsrcState** function enables or disables an sResource data structure. An enabled sResource data structure can be used by the Operating System and is recognized by all **Slot Manager** routines. A disabled sResource data structure is recognized only by the **SGetTypeSRsrc** and **SGetTypeSRsrc** functions, and then only if you set the fall flag of the spParamData field.You specify an sResource data structure with the spSlot, spID, and spExtDev fields and use the spParamData field to specify whether the sResource data structure should be enabled or disabled. Set spParamData to 0 to enable the sResource data structure or to 1 to disable the sResource data structure.

This routine can return the non-fatal error:

smNoMoresRsrcs	(-344)	No more sResources.