DefStartRec union

#include <Start.h>

typedef struct **SlotDev** {	Size	Offset	Description
char sdExtDevID;	1	0	External device
char sdPartition;	1	1	Reserved
char sdSlotNum;	1	2	Slot number
char sdSRsrcID;	1	3	SResource ID
} **SlotDev**;			

typedef struct **SCSIDev** {	Size	Offset	Description
char sdReserved1;	1	0	Reserved
char sdReserved2;	1	1	Reserved
short sdRefNum;	2	2	Reference number of driver
} **SCSIDev**;			

typedef union **DefStartRec** {
  SlotDev slotDev;
  SCSIDev scsiDev;
} **DefStartRec** ;

typedef DefStartRec ***DefStartPtr**;

Notes: This structure is used in calls to **GetDefaultStartup** and
SetDefaultStartup. The two union members, **slotDev** and **scsiDev**
correspond to the different types of devices that can be connected.

When a SCSI device is connected the sdRefNum field will contain a negative
number (the SCSI device's driver reference number).

When a slot device is connected the sdRefNum field will contain a positive
number and the sdExtDevID field will identify the device's driver, the
sdSlotNum field will identify the slot ($9 through E) and the sdSRsrcID
field will give the slot resource identification.