

**SIntRemove**

Remove an element from the interrupt queue

#include &lt;Slots.h&gt;

**Device Manager**

<u>OSErr</u>	<b>SIntRemove</b> ( <i>sIntQElemPtr</i> , <i>theSlot</i> );
<u>SQElemPtr</u>	<i>sIntQElemPtr</i> ; address of an element be removed
<u>short</u>	<i>theSlot</i> ; value of the slot number where the element resides
	<b>returns</b> <u>Error Code</u> ; 0=no error

**SIntRemove** removes an element from the interrupt queue for a particular card slot on the bus.

*sIntQElemPtr* points to the element being removed from the interrupt queue for a given slot.

*theSlot* is the location on the bus where the element is being removed

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

noErr	(0)	No error
slotNumErr	(-360)	invalid slot # error