SysParmType   structure

#include <OSUtils.h>

typedef struct **SysParmType** {	Size	Offset	Description
char valid;	1	0	Validity status 0xA8=successful write
char aTalkA;	1	1	Used by AppleTalk Manager
char aTalkB;	1	2	Used by AppleTalk Manager
char config;	1	3	Bit fields tell how each port is used
short portA;	2	4	Baud rate, stop bits, etc
short portB;	2	6	Baud rate, stop bits, etc
long alarm;	4	8	Alarm setting (seconds since 01/01/1904)
short font;	2	12	Application font number -1
short kbdPrint;	2	14	Printer connection, key delay, key rate
short volClik;	2	16	Carat blink, dble-click interval, spkr volume
short misc;	2	18	menu blink, startup disk, mouse scaling flag
} SysParmType;	20		

typedef SysParmType ***SysPPtr**;

Notes: This structure is a global variable named SysParam (at 0x01F8), which
         address is returned when you call **GetSysPPtr**. Data from this structure
         is written to the CMOS memory when you call **WriteParam**. It echos the
         data found in the "Parameter RAM", which is the battery-powered storage
         in the CMOS clock chip. Each of the fields also has a unique name and may be
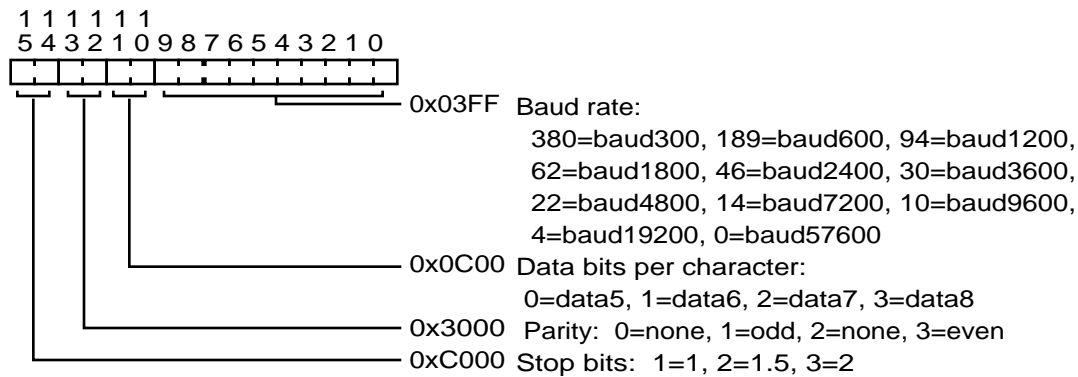   accessed individually:

         The valid field (SPValid, at 0x01F8) gets tested at system startup. If the
         parameter RAM was read or written correctly, this field gets set to 0xA8.

         The aTalkA and aTalkB fields (SPATalkA at 0x01F9 and SPATalkB at
         0x01FA) identify whether a port is in use and how:
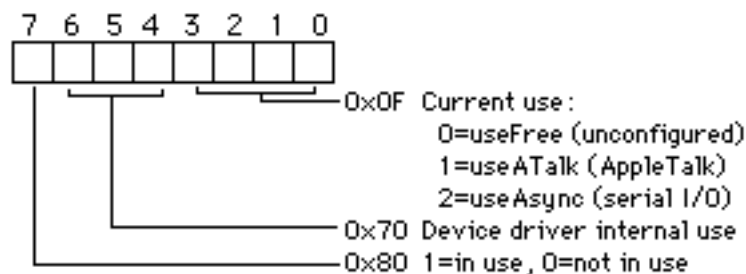
         The config field (SPConfig, at 0x01FB) indicates how the ports are
         currently configured. The high nibble (4 bits) is for Port A and the low
         nibble is for port B.   one of the usage codes 0 (free), 1 (AppleTalk), or 2
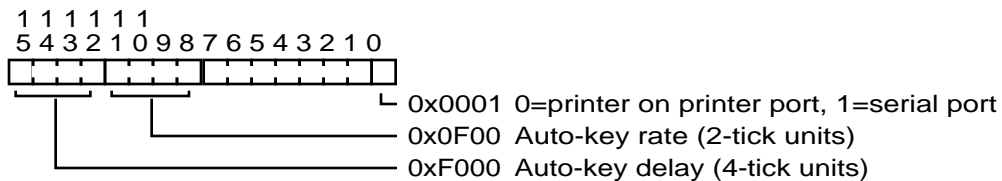   (serial) is in each nibble.

         The portA and portB fields (SPPortA at 0x01FC and SPPortB at 0x01FE)
         identify the current serial protocol in use for the ports. The 16-bit value
         is formatted as:

```
1 1 1 1 1
5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
```

0x03FF Baud rate:
        380=baud300, 189=baud600, 94=baud1200,
        62=baud1800, 46=baud2400, 30=baud3600,
        22=baud4800, 14=baud7200, 10=baud9600,
        4=baud19200, 0=baud57600

0x0C00 Data bits per character:
        0=data5, 1=data6, 2=data7, 3=data8

0x3000 Parity: 0=none, 1=odd, 2=none, 3=even
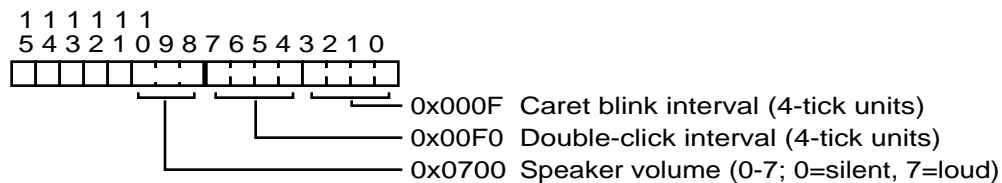
0xC000 Stop bits: 1=1, 2=1.5, 3=2

The alarm field (SPAlarm, at 0x0200) is the time (in seconds since 1/1/1904) at which an alarm interrupt will occur. This is used by the Clock DA.

The font field (SPFont, at 0x0204) is *one less* than the font number of the current application font (used when you identify font number 1 in calls like **TextFont**).

The kbdPrint field (SPKbd at 0x0206 and SPPrint at 0x0207) contain keyboard and printer information as follows:

```
1 1 1 1 1 1
5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
```

0x0001 0=printer on printer port, 1=serial port
0x0F00 Auto-key rate (2-tick units)
0xF000 Auto-key delay (4-tick units)

The volClik field (SPVolCtl at 0x0208 and SPClikCaret at 0x0209) contains speaker volume setting, the standard double-click sensing time, and the menu-blink count as follows:

```
1 1 1 1 1 1
5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
```

0x000F Caret blink interval (4-tick units)
0x00F0 Double-click interval (4-tick units)
0x0700 Speaker volume (0-7; 0=silent, 7=loud)

The misc field (SPMisc2 byte at 0x02B) contains the menu blink interval, preferred system startup disk, and mouse-motion scaling flag, as follows:

```
1 1 1 1 1 1
5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
```

0x000C Menu blink count (0 to 3)
0x0010 Startup disk: 0=internal, 1=external
0x0040 Mouse scaling: 0=off, 1=on