

**AttachVBL**                      Make specified slot the primary video slot

#include <Retrace.h>

**Vert. Retrace Mgr**

OSErr                      **AttachVBL** (*theSlot* );  
short                      *theSlot*;                      slot to make the primary slot  
                              **returns**                      16-bit Error Code; 0=no error

**AttachVBL** makes *theSlot* the primary video slot, allowing correct cursor updating.

*theSlot* is the slot number of the slot to be made the primary video slot.  
You can use the **Slot Manager** routine **SGetSRsrc** to index through all the slots on a particular machine.

**Returns:** an Error Code indicating success or failure of the function. It will be one of:

noErr	(0)	no error
slotNumErr	(-360)	Invalid slot number