

SGetSRsrc

Return information about the sResource data structure

#include <Slots.h>

Slot Manager

```

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

```

SGetSRsrc returns information about that sResource data structure, the next sResource data structure in the same slot, or the next sResource data structure in any higher-numbered slot.

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
←	spsPointer	<u>Ptr</u>	4	4	Structure pointer
↔	spParamData	<u>long</u>	4	24	input: fall, foneslot flags output: sResource enabled or disabled
←	spRefNum	<u>short</u>	2	38	Slot Resource Table RefNum
←	spCategory	<u>short</u>	2	40	sResource_Type: Category field
←	spCType	<u>short</u>	2	42	sResource_Type: cType field
←	spDrvrsW	<u>short</u>	2	44	sResource_Type: DrvrsW field
←	spDrvrsH	<u>short</u>	2	46	sResource_Type: DrvrsH field
↔	spSlot	<u>char</u>	1	49	Slot number
↔	spID	<u>char</u>	1	50	ID of the sResource
↔	spExtDev	<u>char</u>	1	51	ID of external device
←	spHWDev	<u>char</u>	1	52	ID of hardware device

Returns: an operating system Error Code. It will be one of:
noErr (0) No error

Notes: **SGetSRsrc** performs the same function as the **SNextSRsrc** function, except that for the **SGetSRsrc** function, you set the *fall*, *foneslot*, and *fnnext* flags to specify which type of search the function is to perform.

You specify an sResource data structure with the spSlot, spID, and spExtDev fields. You must also set bits 0, 1, and 2 of the spParamData field as follows:

- Set the *fall* flag (bit 0) to search both enabled and disabled sResource data structures.
- Clear the *fall* flag to search only enabled sResource data structures.
- Set the *foneslot* flag (bit 1) to search only the specified slot.
- Clear the *foneslot* flag to search all slots.
- Set the *fnnext* flag (bit 2) to search for the sResource data structure that follows the specified sResource data structure.
- Clear the *fnnext* flag to return data about the sResource data structure that you specified.

The **SGetSRsrc** function returns new values in the spSlot, spID, and

spExtDev fields specifying the sResource data structure that it found, and it returns in the spsPointer field a pointer to the sResource data structure. If you cleared the *fNext* flag to 0, then the spSlot, spID, and spExtDev fields return the same values that you specified when you called the function. The **SGetSRsrc** function also returns information about the sResource data structure in the spRefNum, spCategory, spCType, spDrvrsW, spDrvrsHW, and spHwDev fields. In addition, the function returns 0 in the spParamData field if the sResource data structure is enabled or 1 if it is disabled.

This routine can return the non-fatal error:

smNoMoresRsrcs (-344) No more sResources.