SlotVRemove   Remove vertical retrace interrupt task for a slot

#include <Retrace.h>   **Vert. Retrace Mgr**

OSErr   **SlotVRemove(**vblTaskPtr, theSlot **)**;
QElemPtr   vblTaskPtr ;   address of a 14-byte VBLTask structure
short   theSlot;   slot whose queue the task should be removed from

                 returns   16-bit Error Code; 0=no error

SlotVRemove removes a previously-installed vertical retrace task from the
VBL queue for a particular slot and stops the task from being executed on
subsequent retrace interrupts.

   vblTaskPtr is the address of a 14-byte VBLTask structure you installed
              previously via **SlotVInstall**.

   theSlot is the slot number of the slot whose queue the task should be
              removed from. 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
               qErr   (-1)   Invalid queue element
        slotNumErr   (-360)   Invalid slot number

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 Notes: Instead of maintaining a single vertical retrace queue, the
          Vertical Retrace Manager maintains a separate queue for each video
          device; associated with that queue is the rate at which the device's vertical
          retrace interrupt occurs. When interrupts occur for a particular video
          slot, the **Vertical Retrace Manager** executes any tasks in the queue for
          that slot.

          It is probably NOT wise to remove tasks you did not install.