

**SetDefaultStartup** Specify default startup device

#include <Start.h>

**Start Manager**

```

SetDefaultStartup(pb );
DefStartPtr pb ;           pointer to an 8-byte DefStartRec structure

returns           none

```

**SetDefaultStartup** defines the kind of default startup device being used.

*pb* is the address of an 8-byte DefStartRec parameter block structure.  
It contains the following fields:

<u>Out-In Name</u>	<u>Type</u>	<u>Size</u>	<u>Offset</u>	<u>Description</u>
-> sdExtDevID	<u>SignedByte</u>	1	0	External device ID
-> sdPartition	<u>SignedByte</u>	1	1	Reserved for the future
-> sdSlotNum	<u>SignedByte</u>	1	2	Slot number
-> sdSRsrc	<u>SignedByte</u>	1	3	Slot resource ID

OR

-> sdReserved1	<u>SignedByte</u>	1	0	Reserved for the future
-> sdReserved2	<u>SignedByte</u>	1	1	Reserved for the future
-> sdRefNum	<u>short</u>	2	2	Negative = SCSI, Positive = Slot

**Returns:** none

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Notes: If the default startup device is a slotDev, put its identification number in the sdExtDevID field, specify the slot number in sdSlotNum, and fill the sdSRsrcID field with the slot resource ID.

If the default startup device is a scsiDev, put its reference number in the sdRefNum field.

If you're not specifying a default startup device, pass a 0 in the sdRefNum field.

Reserved fields sdReserved1 and sdReserved2 should both be 0.