SGetTypeSRsrc Return information about a matching sResource

#include <Slots.h> **Slot Manager**

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

SGetTypeSRsrc returns information either about the next sResource data structure of the matching type it finds in the same slot or about the next sResource data structure of the matching type it finds 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	Ptr	4	4	Structure pointer
↔	spParamData	long	4	24	input: fall, foneslot flags output: sResource enabled or disabled
←	spRefNum	short	2	38	Slot Resource Table RefNum
↔	spCategory	short	2	40	sResource_Type: Category field
↔	spCType	short	2	42	sResource_Type: cType field
↔	spDrvrSW	short	2	44	sResource_Type: DrvrSW field
↔	spDrvrHW	short	2	46	sResource_Type: DrvrHW field
→	spTBMask	char	1	48	type bit mask
↔	spSlot	char	1	49	Slot number
↔	spID	char	1	50	ID of the sResource
↔	spExtDev	char	1	51	ID of external device
←	spHWDev	char	1	52	ID of hardware device

Returns: an operating system Error Code. It will be one of:

noErr (0) No error

Notes: When you specify an sResource data structure and specify which resource-type fields to match, the **SGetTypeSRsrc** function returns information either about the next sResource data structure of the matching type it finds in the same slot or about the next sResource data structure of the matching type it finds in any higher-numbered slot. It performs the same function as the **SNextTypeSRsrc** function except that for the **SGetTypeSRsrc** function, you set the *fall* and *foneslot* 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 use the spTBMask field to specify which fields of the sRsrcType entry in the sResource data structure should not be included in the search, as follows:

- Set bit 0 to ignore the DrvrHW field.
- Set bit 1 to ignore the DrvrSW field.
- Set bit 2 to ignore the cType field.
- Set bit 3 to ignore the Category field.

In addition, you must clear the *fall* flag of the spParamData field (bit 0) to

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0 to search only enabled sResource data structures or set the ***fall*** flag to 1 to search both enabled and disabled sResource data structures. Set the *foneslot* flag (bit 1) to 1 to search only the specified slot or clear it to 0 to search all slots.

The **SGetTypeSRsrc** 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. The **SGetTypeSRsrc** function also returns information about the sResource data structure in the spRefNum, spCategory, spCType, spDrvrSW, spDrvrHW, 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.

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