SReadStruct Page 1

**SReadStruct** Copy a data structure into a new block

#include <<u>Slots.h</u>> <u>Slot Manager</u>

OSErr SReadStruct(spBlkPtr);

<u>SpBlockPtr</u> spBlkPtr; address of 56-byte <u>Slot Parameter Block</u>

structure

**returns** Error Code; 0=no error

**SReadStruct** copies a data structure into a new block.

*spBlkPtr* is the address of a 56-byte **Slot Parameter Block** structure. The relevant fields are as follows:

Out-In Name		<u>Type</u>	Size Offset	<u>Description</u>
$\rightarrow$	spResult	long	4 0	FUNCTION result
$\rightarrow$	spsPointer	<u>Ptr</u>	4 4	Structure pointer
$\rightarrow$	spSize	<u>long</u>	4 8	Size of structure

## Other parameters affected are:

spByteLanes char 1 53 ByteLanes from format block in card ROM

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

noErr smEmptySlot smCRCFail smFormatErr smRevisionErr smNoDir smNosInfoArray	(-300) (-301) (-302) (-303) (-304)	No error No card in slot. CRC check failed. FHeader format is not Apple's The revision of the card's declaration ROM is wrong. Directory offset is NIL The SDM could not allocate memory for the sInfo
smResrvErr	(-307)	array. A reserved field of the declaration ROM was used.
smUnExBusErr	(-308)	An unexpected bus error occurred.
smBLFieldBad	(-309)	A valid ByteLanes field was not found.
smDisposePErr	(-312)	An error occurred during execution of DisposPointer.
smNoBoardSRsrc	(-313)	There is no board sResource.
smGetPRErr	(-314)	Error during execution of sGetPRAMRec.
smNoBoardId	(-315)	There is no board ID.
smInitStatVErr	(-316)	The InitStatus_V field was negative after Primary or
		Secondary Init.
smInitTbIVErr	` ,	Error while trying to initialize the sResource Table.
smNoJmpTbl	` ,	Slot Manager jump table could not be created
smBadBoardId	(-319)	Board ID was wrong; reinit the PRAM record

Notes: The trap macro **SReadStruct** copies a structure of size <u>spSize</u> from the sResource list pointed to by <u>spsPointer</u> into a new block allocated by the calling program and pointed to by <u>spResult</u>.