SInfoRecord structure

#include <Slots.h>

typedef struct **SInfoRecord** {

		Size	Offset	Description
Ptr	siDirPtr;	4	0	Pointer to directory
short	siInitStatusA;	2	4	Initialization error
short	siInitStatusV;	2	6	Status returned by vendor init code
char	siState;	1	8	Initialization state
char	siCPUByteLanes;	1	9	0=[d0..d7], 1=[d8..d15], ...
char	siTopOfROM;	1	10	Top of ROM = $FssFFFFx, where x is TopOfROM
char	siStatusFlags;	1	11	Bit 0--card is changed
short	siTOConst;	1	12	Timeout constant for bus error
char	siReserved [2];	2	13	Reserved
Ptr	siROMAddr;	4	15	Address of top of ROM
unsigned char	siSlot;	1	19	Slot number
unsigned char	siPadding[3];	3	20	Reserved
}SInfoRecord;		22		

typedef SInfoRecord ***SInfoRecPtr**;

Notes: The siDirPtr field of the **sInfoRecord** contains a pointer to the sResource directory in the configuration ROM. The siInitStatusA field indicates the result of efforts to initialize the card. A zero value indicates that the card is installed and operational. A non-zero value is the **Slot Manager** error code indicating why the card could not be used.

The siInitStatusV field contains the value returned by the card's primary initialization code (in the seStatus field of the **seBlock**). Negative values cause the card to fail initialization. Zero or positive values indicate that the card is operational.

The siState field is used internally to indicate what initialization steps have occurred so far.

The siCPUByteLanes field indicates which byte lanes are used by the card.

The siTopOfROM field gives the last nibble of the address of the actual ByteLanes value in the **FHeaderRec** record.

The siStatusFlags field gives status information about the slot. Currently only the fCardIsChanged bit has meaning. A value of 1 indicates that the board ID of the installed card did not match the ID saved in parameter RAM--in other words, the card has been changed.

The siTOConstant field contains the number of retries that will be performed when a bus error occurs while accessing the declaration ROM. It defaults to 100, but may be set to another value with the TimeOut field in the board sResource of the card.

The siReserved field is reserved and should have a value of 0.