GetVideoDefault   Get default video device location and resource number

#include <Start.h>   **Start Manager**

              GetVideoDefault(*pb* **);**
DefVideoPtr   *pb* ;   pointer to a 2-byte DefVideoRec parameter block

              returns   none

   GetVideoDefault obtains information from parameter RAM concerning what
   kind of default video device is being used.

              pb is the address of a 2-byte DefVideoRec structure. It contains the
                   following fields:

Out-In Name	Type	Size	Offset	Description
<- sdSlot	SignedByte	1	0	Slot number; 0 = no default video
<- sdSResource	SignedByte	1	1	Slot resource ID

              Returns: none

_____

 Notes: If there is no default video and sdSlot is 0, the system will choose the first
          available monitor.