SlotVInstall Install vertical retrace interrupt task for a slot

#include <Retrace.h> **Vert. Retrace Mgr**

```
OSErr       SlotVInstall(vblTaskPtr , theSlot);
QElemPtr    vblTaskPtr ;    address of a 14-byte VBLTask structure
short       theSlot;        slot whose queue the task should be installed in
            returns         16-bit Error Code; 0=no error
```

SlotVInstall sets up to perform a task periodically. It installs an element into the vertical retrace task queue of a particular slot. The task will be executed whenever that device's vertical retrace interrupt occurs.

vblTaskPtr is the address of a 14-byte VBLTask structure. You must initialize the fields of the structure before making the call.

theSlot is the slot number of the slot whose queue the task should be installed in. You can use the **Slot Manager** routine **SGetSRsrc** to index through all the slots on a particular machine.

Returns: an error return code indicating success or failure of the function. It will be one of:

noErr	(0)	No error
vTypErr	(-2)	Invalid queue element
slotNumErr	(-360)	Invalid slot number

Notes: Instead of maintaining a single vertical retrace queue, the **Vertical Retrace Manager** maintains a separate queue for each video device; associated with that queue is the rate at which the device's vertical retrace interrupt occurs. When interrupts occur for a particular video slot, the **Vertical Retrace Manager** executes any tasks in the queue for that slot.

See **VInstall** for more information on writing tasks that need to execute periodically and a code example which demonstrates the installation of a VBL Task.