SDMRecord   structure

#include <Slots.h>

typedef struct **SDMRecord**{	Size	Offset	Description
ProcPtr sdBEVSave;	4	0	Save old BusErr vector
ProcPtr sdBusErrProc;	4	4	Go here to determine if it is a BusErr
ProcPtr sdErrorEntry;	4	8	Go here if BusErrProc finds real BusErr
long sdReserved;	4	12	Reserved
} **SDMRecord**;	16		