SndManagerStatus   Determine information about the **Sound Manager**

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

OSErr   **SndManagerStatus(**_theLength, theStatus_**);**
short   _theLength_;   the size in bytes of the status structure
SMStatusPtr   _theStatus_;   a pointer to an **SMStatus** structure
                     **returns**   Error Code; 0=no error

   You can use **SndManagerStatus** to determine the status of the
   Sound Manager sound channel.

      theLength should be the size in bytes of the **SMStatus** structure that
               theStatus points to.

      theStatus should be a pointer to an **SMStatus** structure which is filled out
               with the status information.

   Returns: an operating system Error Code.
            noErr   (0)   No error

 Notes: You can call **SndManagerStatus** at interrupt time.

          You can obtain information about a sound channel and about the
          Sound Manager itself by calling the **SndControl**, **SndChannelStatus**,
          and **SndManagerStatus** functions. You can obtain the version numbers of
          the **Sound Manager**, the MACE tools, and the sound input routines by
          calling the **SndSoundManagerVersion**, **MACEVersion**, and
          SPBVersion functions, respectively.