SVersion Page 1

**SVersion** Retu

Return the version number of the Slot Manager

#include <<u>Slots.h</u>> <u>Slot Manager</u>

OSErr SVersion(spBlkPtr);

<u>SpBlockPtr</u> spBlkPtr; address of 56-byte <u>Slot Parameter Block</u>

structure

**returns** Error Code; 0=no error

**SVersion** returns the version number of the **Slot Manager** in the splResuklt field.

spBlkPtr is the address of a 56-byte **Slot Parameter Block** structure.

The relevant fields are as follows:

Out-In Name Type Size Offset Description

spResult <u>long</u> 4 0 <u>Slot Manager</u> version number

← spsPointer <u>Ptr</u> 4 4 Structure pointer

**Returns**: an operating system <u>Error Code</u>. It will be one of:

noErr (0) No error

Notes: The **SVersion** function returns the version number of the

Slot Manager in the spResult field. The system 7.0 or later

Slot Manager returns version number 1 for a RAM-based

Slot Manager and version number 2 for a ROM-based

Slot Manager. Older versions of the Slot Manager do not recognize the

**SVersion** function and return the nonfatal error:

smSelOOBErr (-338) Selector out of bounds; function not implemented

The **SVersion** function returns a pointer to additional information, if any, in the <u>spsPointer</u> field.