

GetVBLQHDr Get the address of the VBL queue header

#include <Retrace.h>

Vert. Retrace Mgr

QHdrPtr **GetVBLQHDr()**;
 returns address of the VBL queue header

Use **GetVBLQHDr** if you want to examine the queue of vertical retrace tasks.

Returns: a 32-bit QHdrPtr (the address of a 10-byte QHdr structure). The qHead field of that structure points to a VBL queue element (a VBLTask structure).

Notes: C programmers may prefer to access the global variable VBLQueue (at 0x0160).

Apple tells us that bit 6 of the VBLTask.qFlags is set if any of the VBL tasks are currently executing. Thus:

```
VBLTask *qep;

printf( "a VBL task %s executing\n",
        (VBLQueue.qHead & 0x40) ? "IS" : "IS NOT");

qep = (VBLTask *)VBLQueue.qHead; /* get global variable */

while ( qep != 0 ) {
    printf( "Task at %lx has %d ticks to go\n", qep, qep->vblCount );
    qep = qep->qLink;
}
```