SpBlock   structure

#include <Slots.h>

typedef struct **SpBlock** {	Size	Offset	Description
long spResult;	4	0	FUNCTION result
Ptr spsPointer;	4	4	Structure pointer
long spSize;	4	8	Size of structure
long spOffsetData;	4	12	Offset/data field used by sOffsetData
Ptr spIOFileName;	4	16	Reserved for **Slot Manager**
Ptr spsExecPBlk;	4	20	Pointer to SEBlock structure
long spParamData;	4	24	Flags
long spMisc;	4	28	Reserved for **Slot Manager**
long spReserved;	4	32	Reserved for future expansion
short spIOReserved;	2	36	Reserved for **Slot Manager**
short spRefNum;	2	38	Slot Resource Table RefNum
short spCategory;	2	40	sResource_Type: Category field
short spCType;	2	42	sResource_Type: cType field
short spDrvrSW;	2	44	sResource_Type: DrvrSW field
short spDrvrHW;	2	46	sResource_Type: DrvrHW field
char spTBMask;	1	48	Type bit mask
char spSlot;	1	49	Slot number
char spID;	1	50	ID of the sResource
char spExtDev;	1	51	ID of external device
char spHwDev;	1	52	ID of hardware device
char spByteLanes;	1	53	ByteLanes from card ROM format block
char spFlags;	1	54	Reserved for **Slot Manager**
char spKey;	1	55	Reserved for **Slot Manager**
} **SpBlock**;	56		

typedef SpBlock ***SpBlockPtr**;

Field descriptions

spResult   A general-purpose field used to contain the results returned by several different routines.

spsPointer   A pointer to a data structure. This field can point to an sResource data structure, a data block, or the declaration ROM of a NuBus card, depending on the routine being executed.

spSize   The size of a data block.

spOffsetData   The contents of the offset/data portion of a field in an sResource data structure. This parameter is returned by the **SOffsetData** function.

spIOFileName   Reserved for use by Apple

spsExecPBlk   A pointer to an **SEBlock** data structure. This field is used only by the SExec function.

spParamData   A long word that indicates whether an sResource data structure is enabled or disabled (if 0, the sResource data structure is enabled; if 1, it is disabled) or that sets the values of one or more of the following flags:

Bit	Flag	Meaning
0	faII	If 1, include disabled sResource data structures in the search; if 0, ignore disabled sResource data structures.
1	foneslot	If 1, restrict search to the slot specified in the spSlot field of the parameter block; if 0, search the specified slot plus all slots with higher numbers than the specified slot.
2	fnext	If 1, search for the sResource data structure that *follows* the one specified by the spSlot, spID, and spExtDev fields of the parameter block; if 0, search for the sResource data structure specified by these fields.
3-31	Reserved	Reserved for future use. These bits must be cleared to 0.

spMisc	Reserved for use by the **Slot Manager**.
spReserved	Reserved for future use.
spIOReserved	Reserved for use by the **Slot Manager**.
spRefNum	A device-driver reference number, it is assigned by the **Device Manager**.
spCategory	Same as the Category field of the *sRsrcType* entry in the sResource data structure you specify.
spCType	Same as the cType field of the *sRsrcType* entry in the sResource data structure you specify.
spDrvrSW	Same as the DrvrSW field of the *sRsrcType* entry in the sResource data structure you specify.
spDrvrHW	Same as the DrvrHW field of the *sRsrcType* entry in the sResource data structure you specify.
spTBMask	A byte that allows you to specify which fields of the *sRsrcType* entry in the sResource data structure should not be used by the **SNextTypeSRsrc** or **SGetTypeSRsrc** function. Set a bit to 1 to mask a field.

Bit	Field masked
0	DrvrHW
1	DrvrSW
2	cType
3	Category

spSlot	The number of the slot containing the NuBus card you wish to address.
spID	The sResource identification number from the sResource

directory.

spExtDev   An external-device identification number. If a NuBus card
                  contains more than one device, the card can use this number to
                  distinguish between the devices.

spHwDev   The hardware-device identification number from the
                  sRsrc_HWDevId field of the sResource data structure.

spByteLanes   The NuBus byte lanes the **Slot Manager** is to use when
                  communicating with the NuBus card's declaration ROM. You can
                  read the byte-lane setting for a NuBus card from the card's
                  format block.

The SReadFHeader function returns a card's format block.

spFlags   Reserved for use by the **Slot Manager**.

spKey   Reserved for use by Apple.