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ABOUT INSIDE MACINTOSH

Inside Macintosh is a three-volume set of manuals that tells you what you need to know to write software for the Apple® Macintosh™ 128K, 512K, or XL (or a Lisa® running MacWorks™ XL). Although directed mainly toward programmers writing standard Macintosh applications, Inside Macintosh also contains the information needed to write simple utility programs, desk accessories, device drivers, or any other Macintosh software. It includes:

- the user interface guidelines for applications on the Macintosh
- a complete description of the routines available for your program to call (both those built into the Macintosh and others on disk), along with related concepts and background information
- a description of the Macintosh 128K and 512K hardware

It does not include information about:

- Programming in general.
- Getting started as a developer. For this, write to:
  Developer Relations
  Mail Stop 27-S
  Apple Computer, Inc.
  20525 Mariani Avenue
  Cupertino, CA 95014

- Any specific development system, except where indicated. You'll need to have additional documentation for the development system you're using.
- The Standard Apple Numeric Environment (SANE), which your program can access to perform extended-precision floating-point arithmetic and transcendental functions. This environment is described in the Apple Numerics Manual.

You should already be familiar with the basic information that's in Macintosh, the owner's guide, and have some experience using a standard Macintosh application (such as MacWrite™).

The Language

The routines you'll need to call are written in assembly language, but (with a few exceptions) they're also accessible from high-level languages, such as Pascal on the Lisa Workshop development system. Inside Macintosh documents the Lisa Pascal interfaces to the routines and the symbolic names defined for assembly-language programmers using the Lisa Workshop; if you're using a different development system, its documentation should tell you how to apply the information presented here to that system.

Inside Macintosh is intended to serve the needs of both high-level language and assembly-language programmers. Every routine is shown in its Pascal form (if it has one), but assembly-language programmers are told how they can access the routines. Information of interest only to assembly-language programmers is isolated and labeled so that other programmers can conveniently skip it.
Familiarity with Lisa Pascal (or a similar high-level language) is recommended for all readers, since it's used for most examples. Lisa Pascal is described in the documentation for the Lisa Pascal Workshop.

What's in Each Volume

*Inside Macintosh* consists of three volumes. Volume I begins with the following information of general interest:

- a "road map" to the software and the rest of the documentation
- the user interface guidelines
- an introduction to memory management (the least you need to know, with a complete discussion following in Volume II)
- some general information for assembly-language programmers

It then describes the various parts of the User Interface Toolbox, the software in ROM that helps you implement the standard Macintosh user interface in your application. This is followed by descriptions of other, RAM-based software that's similar in function to the User Interface Toolbox. (The software overview in the Road Map chapter gives further details.)

Volume II describes the Operating System, the software in ROM that does basic tasks such as input and output, memory management, and interrupt handling. As in Volume I, some functionally similar RAM-based software is then described.

Volume III discusses your program's interface with the Finder and then describes the Macintosh 128K and 512K hardware. A comprehensive summary of all the software is provided, followed by some useful appendices and a glossary of all terms defined in *Inside Macintosh*.

Version Numbers

This edition of *Inside Macintosh* describes the following versions of the software:

- version 105 of the ROM in the Macintosh 128K or 512K
- version 112 of the ROM image installed by MacWorks in the Macintosh XL
- version 1.1 of the Lisa Pascal interfaces and the assembly-language definitions

Some of the RAM-based software is read from the file named System (usually kept in the System Folder). This manual describes the software in the System file whose creation date is May 2, 1984.

A HORSE OF A DIFFERENT COLOR

On an innovative system like the Macintosh, programs don't look quite the way they do on other systems. For example, instead of carrying out a sequence of steps in a predetermined order, your program is driven primarily by user actions (such as clicking and typing) whose order cannot be predicted.
You'll probably find that many of your preconceptions about how to write applications don't apply here. Because of this, and because of the sheer volume of information in *Inside Macintosh*, it's essential that you read the Road Map chapter. It will help you get oriented and figure out where to go next.

**THE STRUCTURE OF A TYPICAL CHAPTER**

Most chapters of *Inside Macintosh* have the same structure, as described below. Reading through this now will save you a lot of time and effort later on. It contains important hints on how to find what you're looking for within this vast amount of technical documentation.

Every chapter begins with a very brief description of its subject and a list of what you should already know before reading that chapter. Then there's a section called, for example, "About the Window Manager", which gives you more information about the subject, telling you what you can do with it in general, elaborating on related user interface guidelines, and introducing terminology that will be used in the chapter. This is followed by a series of sections describing important related concepts and background information; unless they're noted to be for advanced programmers only, you'll have to read them in order to understand how to use the routines described later.

Before the routine descriptions themselves, there's a section called, for example, "Using the Window Manager". It introduces you to the routines, telling you how they fit into the general flow of an application program and, most important, giving you an idea of which ones you'll need to use. Often you'll need only a few routines out of many to do basic operations; by reading this section, you can save yourself the trouble of learning routines you'll never use.

Then, for the details about the routines, read on to the next section. It gives the calling sequence for each routine and describes all the parameters, effects, side effects, and so on.

Following the routine descriptions, there may be some sections that won't be of interest to all readers. Usually these contain information about advanced techniques, or behind the scenes details for the curious.

For review and quick reference, each chapter ends with a summary of the subject matter, including the entire Pascal interface and a separate section for assembly-language programmers.

**CONVENTIONS**

The following notations are used in *Inside Macintosh* to draw your attention to particular items of information:

- **Note:** A note that may be interesting or useful
- **Warning:** A point you need to be cautious about
- **Assembly-language note:** A note of interest to assembly-language programmers only
Routines marked with this notation are not part of the Macintosh ROM. Depending on how the interfaces have been set up on the development system you're using, these routines may or may not be available. They're available to users of Lisa Pascal; other users should check the documentation for their development system for more information. (For related information of interest to assembly-language programmers, see chapter 4 of Volume I.)
ABOUT THIS CHAPTER

This chapter describes the Memory Manager, the part of the Macintosh Operating System that controls the dynamic allocation of memory space in the heap.

ABOUT THE MEMORY MANAGER

Using the Memory Manager, your program can maintain one or more independent areas of heap memory (called heap zones) and use them to allocate blocks of memory of any desired size. Unlike stack space, which is always allocated and released in strict LIFO (last-in-first-out) order, blocks in the heap can be allocated and released in any order, according to your program's needs. So instead of growing and shrinking in an orderly way like the stack, the heap tends to become fragmented into a patchwork of allocated and free blocks, as shown in Figure 1. The Memory Manager does all the necessary "housekeeping" to keep track of the blocks as it allocates and releases them.

![Figure 1. Fragmented Heap](image)

The Memory Manager always maintains at least two heap zones: a system heap zone that's used by the Operating System and an application heap zone that's used by the Toolbox and your application program. The system heap zone is initialized to a fixed size when the system starts up; typically this size is 16.75K bytes on a Macintosh 128K, and 48K on a Macintosh 512K or XL.

Note: The initial size of the system heap zone is determined by the system startup information stored on a volume; for more information, see the section "Data Organization for the Memory Manager."
Objects in the system heap zone remain allocated even when one application terminates and another starts up. In contrast, the application heap zone is automatically reinitialized at the start of each new application program, and the contents of any previous application zone are lost.

Assembly-language note: If desired, you can prevent the application heap zone from being reinitialized when an application starts up; see the discussion of the Chain procedure in chapter 2 for details.

The initial size of the application zone is 6K bytes, but it can grow as needed. Your program can create additional heap zones if it chooses, either by subdividing this original application zone or by allocating space on the stack for more heap zones.

Note: In this chapter, unless otherwise stated, the term "application heap zone" (or "application zone") always refers to the original application heap zone provided by the system, before any subdivision.

Your program's code typically resides in the application zone, in space reserved for it at the request of the Segment Loader. Similarly, the Resource Manager requests space in the application zone to hold resources it has read into memory from a resource file. Toolbox routines that create new entities of various kinds, such as NewWindow, NewControl, and NewMenu, also call the Memory Manager to allocate the space they need.

At any given time, there's one current heap zone, to which most Memory Manager operations implicitly apply. You can control which heap zone is current by calling a Memory Manager procedure. Whenever the system needs to access its own (system) heap zone, it saves the setting of the current heap zone and restores it later.

Space within a heap zone is divided into contiguous pieces called blocks. The blocks in a zone fill it completely: Every byte in the zone is part of exactly one block, which may be either allocated (reserved for use) or free (available for allocation). Each block has a block header for the Memory Manager's own use, followed by the block's contents, the area available for use by your application or the system (see Figure 2). There may also be some unused bytes at the end of the block, beyond the end of the contents. A block can be of any size, limited only by the size of the heap zone itself.

Assembly-language note: Blocks are always aligned on even word boundaries, so you can access them with word (.W) and long-word (.L) instructions.

An allocated block may be relocatable or nonrelocatable. Relocatable blocks can be moved around within the heap zone to create space for other blocks; nonrelocatable blocks can never be moved. These are permanent properties of a block. If relocatable, a block may be locked or unlocked; if unlocked, it may be purgeable or unpurgeable. These attributes can be set and changed as necessary. Locking a relocatable block prevents it from being moved. Making a block purgeable allows the Memory Manager to remove it from the heap zone, if necessary, to
make room for another block. (Purging of blocks is discussed further below under "How Heap Space Is Allocated"). A newly allocated relocatable block is initially unlocked and unpurgeable.

Relocatable blocks are moved only by the Memory Manager, and only at well-defined, predictable times. In particular, only the routines listed in Appendix B can cause blocks to move, and these routines can never be called from within an interrupt. If your program doesn't call these routines, you can rely on blocks not being moved.

### POINTERS AND HANDLES

Relocatable and nonrelocatable blocks are referred to in different ways: nonrelocatable blocks by pointers, relocatable blocks by handles. When the Memory Manager allocates a new block, it returns a pointer or handle to the contents of the block (not to the block's header) depending on whether the block is nonrelocatable (Figure 3) or relocatable (Figure 4).
A pointer to a nonrelocatable block never changes, since the block itself can't move. A pointer to a relocatable block can change, however, since the block can move. For this reason, the Memory Manager maintains a single nonrelocatable master pointer to each relocatable block. The master pointer is created at the same time as the block and set to point to it. When you allocate a relocatable block, the Memory Manager returns a pointer to the master pointer, called a handle to the block (see Figure 4). If the Memory Manager later has to move the block, it has only to update the master pointer to point to the block's new location.

![Diagram of a Handle to a Relocatable Block]

**Figure 4. A Handle to a Relocatable Block**

### HOW HEAP SPACE IS ALLOCATED

The Memory Manager allocates space for relocatable blocks according to a "first fit" strategy. It looks for a free block of at least the requested size, scanning forward from the end of the last block allocated and "wrapping around" from the top of the zone to the bottom if necessary. As soon as it finds a free block big enough, it allocates the requested number of bytes from that block.

If a single free block can't be found that's big enough, the Memory Manager will try to create the needed space by compacting the heap zone: moving allocated blocks together in order to collect the free space into a single larger block. Only relocatable, unlocked blocks are moved. The compaction continues until either a free block of at least the requested size has been created or the entire heap zone has been compacted. Figure 5 illustrates what happens when the entire heap must be compacted to create a large enough free block.

Nonrelocatable blocks (and relocatable ones that are temporarily locked) interfere with the compaction process by forming immovable "islands" in the heap. This can prevent free blocks from being collected together and lead to fragmentation of the available free space, as shown in Figure 6. (Notice that the Memory Manager will never move a relocatable block around a nonrelocatable block.) To minimize this problem, the Memory Manager tries to keep all the nonrelocatable blocks together at the bottom of the heap zone. When you allocate a nonrelocatable block, the Memory Manager will try to make room for the new block near the bottom of the zone, by moving other blocks upward, expanding the zone, or purging blocks from it (see below).

**Warning:** To avoid heap fragmentation, use relocatable instead of nonrelocatable blocks.

*II-12 Pointers and Handles*
If the Memory Manager can't satisfy the allocation request after compacting the entire heap zone, it next tries expanding the zone by the requested number of bytes (rounded up to the nearest 1K bytes). Only the original application zone can be expanded, and only up to a certain limit.
Inside Macintosh

(discussed more fully under "The Stack and the Heap"). If any other zone is current, or if the application zone has already reached or exceeded its limit, this step is skipped.

Next the Memory Manager tries to free space by purging blocks from the zone. Only relocatable blocks can be purged, and then only if they're explicitly marked as unlocked and purgeable. Purging a block removes it from its heap zone and frees the space it occupies. The space occupied by the block's master pointer itself remains allocated, but the master pointer is set to NIL. Any handles to the block now point to a NIL master pointer, and are said to be empty. If your program later needs to refer to the purged block, it must detect that the handle has become empty and ask the Memory Manager to reallocate the block. This operation updates the master pointer (see Figure 7).

Warning: Realloacting a block recovers only its space, not its contents (which were lost when the block was purged). It's up to your program to reconstitute the block's contents.

Finally, if all else fails, the Memory Manager calls the grow zone function, if any, for the current heap zone. This is an optional routine that an application can provide to take any last-ditch measures to try to "grow" the zone by freeing some space in it. The grow zone function can try to create additional free space by purging blocks that were previously marked unpurgeable, unlocking previously locked blocks, and so on. The Memory Manager will call the grow zone function repeatedly, compacting the heap again after each call, until either it finds the space it's looking for or the grow zone function has exhausted all possibilities. In the latter case, the Memory Manager will finally give up and report that it's unable to satisfy the allocation request.

Note: The Memory Manager moves a block by copying the entire block to a new location; it won't "slide" a block up or down in memory. If there isn't free space at least as large as the block, the block is effectively not relocatable.

Dereferencing a Handle

Accessing a block by double indirection, through its handle instead of through its master pointer, requires an extra memory reference. For efficiency, you may sometimes want to dereference the handle—that is, make a copy of the block's master pointer, and then use that pointer to access the block by single indirection. But be careful! Any operation that allocates space from the heap may cause the underlying block to be moved or purged. In that event, the master pointer itself will be correctly updated, but your copy of it will be left dangling.

One way to avoid this common type of program bug is to lock the block before dereferencing its handle. For example:

```
VAR aPointer: Ptr;
aHandle: Handle;

aHandle := NewHandle(...); {create relocatable block}

HLock(aHandle);
HUnlock(aHandle) {unlock block when finished}
```

```
WHILE ... DO
BEGIN
... aPointer := aHandle^; {dereference handle}

WHILE ... DO
BEGIN
... aPointer^... {use simple pointer}
END;
END;
```

```
II-14 How Heap Space Is Allocated
```
Figure 7. Purging and Reallocating a Block
**Assembly-language note:** To dereference a handle in assembly language, just copy the master pointer into an address register and use it to access the block by single indirection.

Remember, however, that when you lock a block it becomes an "island" in the heap that may interfere with compaction and cause free space to become fragmented. It's recommended that you use this technique only in parts of your program where efficiency is critical, such as inside tight inner loops that are executed many times (and that don't allocate other blocks).

**Warning:** Don't forget to unlock the block again when you're through with the dereferenced handle.

Instead of locking the block, you can update your copy of the master pointer after any "dangerous" operation (one that can invalidate the pointer by moving or purging the block it points to). For a complete list of all routines that may move or purge blocks, see Appendix B.

The Lisa Pascal compiler frequently dereferences handles during its normal operation. You should take care to write code that will protect you when the compiler dereferences handles in the following cases:

- Use of the WITH statement with a handle, such as

  ```
  WITH aHandle DO ...
  ```

- Assigning the result of a function that can move or purge blocks (or of any function in a package or another segment) to a field in a record referred to by a handle, such as

  ```
  aHandle^.field := NewHandle(...)
  ```

  A problem may arise because the compiler generates code that dereferences the handle before calling NewHandle—and NewHandle may move the block containing the field.

- Passing an argument of more than four bytes referred to by a handle, to a routine that can move or purge a block or to any routine in a package or another segment. For example:

  ```
  TEUpdate(hTE^.viewRect,hTE)
  ```

  or

  ```
  DrawString(theControl^.ctrlTitle)
  ```

You can avoid having the compiler generate and use dangling pointers by locking a block before you use its handle in the above situations. Or you can use temporary variables, as in the following:

```
temp := NewHandle(...);
ahandle^.field := temp
```
THE STACK AND THE HEAP

The LIFO nature of the stack makes it particularly convenient for memory allocation connected with the activation and deactivation of routines (procedures and functions). Each time a routine is called, space is allocated for a stack frame. The stack frame holds the routine's parameters, local variables, and return address. Upon exit from the routine, the stack frame is released, restoring the stack to the same state it was in when the routine was called.

In Lisa Pascal, all stack management is done by the compiler. When you call a routine, the compiler generates code to reserve space if necessary for a function result, place the parameter values and return link on the stack, and jump to the routine. The routine can then allocate space on the stack for its own local variables.

Before returning, the routine releases the stack space occupied by its local variables, return link, and parameters. If the routine is a function, it leaves its result on the stack for the calling program.

The application heap zone and the stack share the same area in memory, growing toward each other from opposite ends (see Figure 8). Naturally it would be disastrous for either to grow so far that it collides with the other. To help prevent such collisions, the Memory Manager enforces a limit on how far the application heap zone can grow toward the stack. Your program can set this application heap limit to control the allotment of available space between the stack and the heap.

![Figure 8. The Stack and the Heap](image)

The application heap limit marks the boundary between the space available for the application heap zone and the space reserved exclusively for the stack. At the start of each application program, the limit is initialized to allow 8K bytes for the stack. Depending on your program's needs, you can adjust the limit to allow more heap space at the expense of the stack or vice versa.

Assembly-language note: The global variables DefltStack and MinStack contain the default and minimum sizes of the stack, respectively.
Notice that the limit applies only to expansion of the heap; it has no effect on how far the stack can expand. Although the heap can never expand beyond the limit into space reserved for the stack, there's nothing to prevent the stack from crossing the limit. It's up to you to set the limit low enough to allow for the maximum stack depth your program will ever need.

Note: Regardless of the limit setting, the application zone is never allowed to grow to within 1K of the current end of the stack. This gives a little extra protection in case the stack is approaching the boundary or has crossed over onto the heap's side, and allows some safety margin for the stack to expand even further.

To help detect collisions between the stack and the heap, a "stack sniffer" routine is run sixty times a second, during the Macintosh's vertical retrace interrupt. This routine compares the current ends of the stack and the heap and invokes the System Error Handler in case of a collision.

The stack sniffer can't prevent collisions, it can only detect them after the fact: A lot of computation can take place in a sixtieth of a second. In fact, the stack can easily expand into the heap, overwrite it, and then shrink back again before the next activation of the stack sniffer, escaping detection completely. The stack sniffer is useful mainly during software development; the alert box the System Error Handler displays can be confusing to your program's end user. Its purpose is to warn you, the programmer, that your program's stack and heap are colliding, so that you can adjust the heap limit to correct the problem before the user ever encounters it.

**GENERAL-PURPOSE DATA TYPES**

The Memory Manager includes a number of type definitions for general-purpose use. The types listed below are explained in chapter 3 of Volume I.

```pascal
TYPE SignedByte = -128..127;
  Byte   = 0..255;
  Ptr    = ^SignedByte;
  Handle = ^Ptr;

  Str255     = STRING[255];
  StringPtr = ^Str255;
  StringHandle = ^StringPtr;

  ProcPtr = Ptr;

  Fixed = LONGINT;
```

For specifying the sizes of blocks in the heap, the Memory Manager defines a special type called Size:

```pascal
TYPE Size = LONGINT;
```

All Memory Manager routines that deal with block sizes expect parameters of type Size or return them as results.
This section discusses the organization of memory in the Macintosh 128K, 512K, and XL.

Note: The information presented in this section may be different in future versions of Macintosh system software.

The organization of the Macintosh 128K and 512K RAM is shown in Figure 9. The variable names listed on the right in the figure refer to global variables for use by assembly-language programmers.
Assembly-language note: The global variables, shown in parentheses, contain the addresses of the indicated areas. Names identified as marking the end of an area actually refer to the address following the last byte in that area.

The lowest 2816 bytes are used for system globals. Immediately following this are the system heap and the application space, which is memory available for dynamic allocation by applications. Most of the application space is shared between the stack and the application heap, with the heap growing forward from the bottom of the space and the stack growing backward from the top. The remainder of the application space is occupied by QuickDraw global variables, the application's global variables, the application parameters, and the jump table. The application parameters are 32 bytes of memory located above the application globals; they're reserved for use by the system. The first application parameter is the address of the first QuickDraw global variable (thePort). The jump table is explained in chapter 2.

Note: Some development systems may place the QuickDraw global variables in a different location, but the first application parameter will always point to them.

Assembly-language note: The location pointed to by register A5 will always point to the first QuickDraw global variable.

At (almost) the very end of memory are the main sound buffer, used by the Sound Driver to control the sounds emitted by the built-in speaker and by the Disk Driver to control disk motor speed, and the main screen buffer, which holds the bit image to be displayed on the Macintosh screen. The area between the main screen and sound buffers is used by the System Error Handler.

There are alternate screen and sound buffers for special applications. If you use either or both of these, the memory available for use by your application is reduced accordingly. The Segment Loader provides routines for specifying that an alternate screen or sound buffer will be used.

Note: The alternate screen and sound buffers may not be supported in future versions of the Macintosh. The main and alternate sound buffers, as well as the alternate screen buffer, are not supported on the Macintosh XL.

The memory organization of a Macintosh XL is shown in Figure 10.

MEMORY MANAGER DATA STRUCTURES

This section discusses the internal data structures of the Memory Manager. You don't need to know this information if you're just using the Memory Manager routinely to allocate and release blocks of memory from the application heap zone.
The Memory Manager

Figure 10. Macintosh XL RAM

Figure 11. Structure of a Heap Zone

Memory Manager Data Structures II-21
Structure of Heap Zones

Each heap zone begins with a 52-byte zone header and ends with a 12-byte zone trailer (see Figure 11). The header contains all the information the Memory Manager needs about that heap zone; the trailer is just a minimum-size free block (described in the next section) placed at the end of the zone as a marker. All the remaining space between the header and trailer is available for allocation.

In Pascal, a heap zone is defined as a zone record of type Zone. It's always referred to with a zone pointer of type THz ("the heap zone"):

```
TYPE THz "Zone; Zone = RECORD
  bkLim: Ptr; {zone trailer block}
  purgePtr: Ptr; {used internally}
  hFstFree: Ptr; {first free master pointer}
  zcbFree: LONGINT; {number of free bytes}
  gzProc: ProcPtr; {grow zone function}
  moreMast: INTEGER; {master pointers to allocate}
  flags: INTEGER; {used internally}
  cntRel: INTEGER; {not used}
  maxRel: INTEGER; {not used}
  cntNRel: INTEGER; {not used}
  maxNRel: INTEGER; {not used}
  cntEmpty: INTEGER; {not used}
  cntHandles: INTEGER; {not used}
  minCBFree: LONGINT; {not used}
  purgeProc: ProcPtr; {purge warning procedure}
  sparePtr: Ptr; {used internally}
  allocPtr: Ptr; {used internally}
  heapData: INTEGER {first usable byte in zone}
END;
```

Warning: The fields of the zone header are for the Memory Manager's own internal use. You can examine the contents of the zone's fields, but in general it doesn't make sense for your program to try to change them. The few exceptions are noted below in the discussions of the specific fields.

BkLim is a pointer to the zone's trailer block. Since the trailer is the last block in the zone, bkLim is a pointer to the byte following the last byte of usable space in the zone.

HfstFree is a pointer to the first free master pointer in the zone. Instead of just allocating space for one master pointer each time a relocatable block is created, the Memory Manager "preallocates" several master pointers at a time; as a group they form a nonrelocatable block. The moreMast field of the zone record tells the Memory Manager how many master pointers at a time to preallocate for this zone.

Note: Master pointers are allocated 32 at a time for the system heap zone and 64 at a time for the application zone; this may be different on future versions of the Macintosh.

All master pointers that are allocated but not currently in use are linked together into a list beginning in the hFstFree field. When you allocate a new relocatable block, the Memory

II-22 Memory Manager Data Structures
Manager removes the first available master pointer from this list, sets it to point to the new block, and returns its address to you as a handle to the block. (If the list is empty, it allocates a fresh block of moreMast master pointers.) When you release a relocatable block, its master pointer isn't released, but is linked onto the beginning of the list to be reused. Thus the amount of space devoted to master pointers can increase, but can never decrease until the zone is reinitialized.

The zcbFree field always contains the number of free bytes remaining in the zone. As blocks are allocated and released, the Memory Manager adjusts zcbFree accordingly. This number represents an upper limit on the size of block you can allocate from this heap zone.

Warning: It may not actually be possible to allocate a block as big as zcbFree bytes. Because nonrelocatable and locked blocks can't be moved, it isn't always possible to collect all the free space into a single block by compaction.

The gzProc field is a pointer to the grow zone function. You can supply a pointer to your own grow zone function when you create a new heap zone and can change it at any time.

Warning: Don't store directly into the gzProc field; if you want to supply your own grow zone function, you must do so with a procedure call (InitZone or SetGrowZone).

PurgeProc is a pointer to the zone's purge warning procedure, or NIL if there is none. The Memory Manager will call this procedure before it purges a block from the zone.

Warning: Whenever you call the Resource Manager with SetResPurge(TRUE), it installs its own purge warning procedure, overriding any purge warning procedure you've specified to the Memory Manager; for further details, see chapter 5 of Volume I.

The last field of a zone record, heapData, is a dummy field marking the bottom of the zone's usable memory space. HeapData nominally contains an integer, but this integer has no significance in itself—it's just the first two bytes in the block header of the first block in the zone. The purpose of the heapData field is to give you a way of locating the effective bottom of the zone. For example, if myZone is a zone pointer, then

\( \text{@(myZone^\wedge.\text{heapData})} \)

is a pointer to the first usable byte in the zone, just as

\( \text{myZone^\wedge.\text{bkLim}} \)

is a pointer to the byte following the last usable byte in the zone.

### Structure of Blocks

Every block in a heap zone, whether allocated or free, has a block header that the Memory Manager uses to find its way around in the zone. Block headers are completely transparent to your program. All pointers and handles to allocated blocks point to the beginning of the block's contents, following the end of the header. Similarly, all block sizes seen by your program refer to the block's logical size (the number of bytes in its contents) rather than its physical size (the number of bytes it actually occupies in memory, including the header and any unused bytes at the end of the block).
Since your program shouldn't normally have to deal with block headers directly, there's no Pascal record type defining their structure. A block header consists of eight bytes, as shown in Figure 12.

![Block Header Diagram](image)

The first byte of the block header is the tag byte, discussed below. The next three bytes contain the block's physical size in bytes. Adding this number to the block's address gives the address of the next block in the zone.

The contents of the second long word (four bytes) in the block header depend on the type of block. For relocatable blocks, it contains the block's relative handle: a pointer to the block's master pointer, expressed as an offset relative to the start of the heap zone rather than as an absolute memory address. Adding the relative handle to the zone pointer produces a true handle for this block. For nonrelocatable blocks, the second long word of the header is just a pointer to the block's zone. For free blocks, these four bytes are unused.

The structure of a tag byte is shown in Figure 13.

![Tag Byte Diagram](image)

**Assembly-language note:** You can use the global constants `tyBkFree`, `tyBkNRel`, and `tyBkRel` to test whether the value of the tag byte indicates a free, nonrelocatable, or relocatable block, respectively.

The "size correction" in the tag byte of a block header is the number of unused bytes at the end of the block, beyond the end of the block's contents. It's equal to the difference between the block's logical and physical sizes, excluding the eight bytes of overhead for the block header:

\[
\text{physicalSize} = \text{logicalSize} + \text{sizeCorrection} + 8
\]
There are two reasons why a block may contain such unused bytes:

- The Memory Manager allocates space only in even numbers of bytes. If the block's logical size is odd, an extra, unused byte is added at the end to keep the physical size even.

- The minimum number of bytes in a block is 12. This minimum applies to all blocks, free as well as allocated. If allocating the required number of bytes from a free block would leave a fragment of fewer than 12 free bytes, the leftover bytes are included unused at the end of the newly allocated block instead of being returned to free storage.

**Structure of Master Pointers**

The master pointer to a relocatable block has the structure shown in Figure 14. The low-order three bytes of the long word contain the address of the block's contents. The high-order byte contains some flag bits that specify the block's current status. Bit 7 of this byte is the lock bit (1 if the block is locked, 0 if it's unlocked); bit 6 is the purge bit (1 if the block is purgeable, 0 if it's unpurgeable). Bit 5 is used by the Resource Manager to identify blocks containing resource information; such blocks are marked by a 1 in this bit.

![Figure 14. Structure of a Master Pointer](image)

**Warning:** Note that the flag bits in the high-order byte have numerical significance in any operation performed on a master pointer. For example, the lock bit is also the sign bit.

**Assembly-language note:** You can use the mask in the global variable Lo3Bytes to determine the value of the low-order three bytes of a master pointer. To determine the value of bits 5, 6, and 7, you can use the global constants resourc, purge, and lock, respectively.

**USING THE MEMORY MANAGER**

There's ordinarily no need to initialize the Memory Manager before using it. The system heap zone is automatically initialized each time the system starts up, and the application heap zone each time an application program starts up. In the unlikely event that you need to reinitialize the application zone while your program is running, you can call InitApplZone.

When your application starts up, it should allocate the memory it requires in the most space-efficient manner possible, ensuring that most of the nonrelocatable blocks it will need are packed together at the bottom of the heap. The main segment of your program should call the
MaxApplZone procedure, which expands the application heap zone to its limit. Then call the 
procedure MoreMasters repeatedly to allocate as many blocks of master pointers as your 
application and any desk accessories will need. Next initialize QuickDraw and the Window 
Manager (if you're going to use it).

To allocate a new relocatable block, use NewHandle; for a nonrelocatable block, use NewPtr. 
These functions return a handle or a pointer, as the case may be, to the newly allocated block. To 
release a block when you're finished with it, use DisposeHandle or DisposePtr.

You can also change the size of an already allocated block with SetHandleSize or SetPtrSize, and 
find out its current size with GetHandleSize or GetPtrSize. Use HLock and HUnlock to lock and 
unlock relocatable blocks. Before locking a relocatable block, call MoveHHi.

Note: If you lock a relocatable block, unlock it at the earliest possible opportunity. 
Before allocating a block that you know will be locked for long periods of time, call 
ResrvMem to make room for the block as near as possible to the bottom of the zone.

In some situations it may be desirable to determine the handle that points to a given master 
pointer. To do this you can call the RecoverHandle function. For example, a relocatable block of 
code might want to find out the handle that refers to it, so it can lock itself down in the heap.

Ordinarily, you shouldn't have to worry about compacting the heap or purging blocks from it; the 
Memory Manager automatically takes care of this for you. You can control which blocks are 
purgeable with HPurge and HNoPurge. If for some reason you want to compact or purge the 
heap explicitly, you can do so with CompactMem or PurgeMem. To explicitly purge a specific 
block, use EmptyHandle.

Warning: Before attempting to access any purgeable block, you must check its handle to 
made sure the block is still allocated. If the handle is empty, then the block has been 
purged; before accessing it, you have to reallocate it by calling ReallocHandle, and then 
recreate its contents. (If it's a resource block, just call the Resource Manager procedure 
LoadResource; it checks the handle and reads the resource into memory if it's not already 
in memory.)

You can find out how much free space is left in a heap zone by calling FreeMem (to get the total 
number of free bytes) or MaxMem (to get the size of the largest single free block and the 
maximum amount by which the zone can grow). Beware: MaxMem compacts the entire zone 
and purges all purgeable blocks. To determine the current application heap limit, use 
GetApplLimit; to limit the growth of the application zone, use SetApplLimit. To install a grow 
zone function to help the Memory Manager allocate space in a zone, use SetGrowZone.

You can create additional heap zones for your program's own use, either within the original 
application zone or in the stack, with InitZone. If you do maintain more than one heap zone, you 
can find out which zone is current at any given time with GetZone and switch from one to another 
with SetZone. Almost all Memory Manager operations implicitly apply to the current heap zone. 
To refer to the system heap zone or the (original) application heap zone, use the Memory Manager 
function SystemZone or ApplincZone. To find out which zone a particular block resides in, use 
HandleZone (if the block is relocatable) or PtrZone (if it's nonrelocatable).

Warning: Be sure, when calling routines that access blocks, that the zone in which the 
block is located is the current zone.
The Memory Manager

Note: Most applications will just use the original application heap zone and never have to worry about which zone is current.

After calling any Memory Manager routine, you can determine whether it was successfully completed or failed, by calling MemError.

Warning: Code that will be executed via an interrupt must not make any calls to the Memory Manager, directly or indirectly, and can't depend on handles to unlocked blocks being valid.

MEMORY MANAGER ROUTINES

In addition to their normal results, many Memory Manager routines yield a result code that you can examine by calling the MemError function. The description of each routine includes a list of all result codes it may yield.

Assembly-language note: When called from assembly language, not all Memory Manager routines return a result code. Those that do always leave it as a word-length quantity in the low-order word of register D0 on return from the trap. However, some routines leave something else there instead; see the descriptions of individual routines for details. Just before returning, the trap dispatcher tests the low-order word of D0 with a TST.W instruction, so that on return from the trap the condition codes reflect the status of the result code, if any.

The stack-based interface routines called from Pascal always yield a result code. If the underlying trap doesn't return one, the interface routine "manufactures" a result code of noErr and stores it where it can later be accessed with MemError.

Assembly-language note: You can specify that some Memory Manager routines apply to the system heap zone instead of the current zone by setting bit 10 of the routine trap word. If you're using the Lisa Workshop Assembler, you do this by supplying the word SYS (uppercase) as the second argument to the routine macro:

_FreeMem ,SYS

If you want a block of memory to be cleared to zeroes when it's allocated by a NewPtr or NewHandle call, set bit 9 of the routine trap word. You can do this by supplying the word CLEAR (uppercase) as the second argument to the routine macro:

_NewHandle ,CLEAR

You can combine SYS and CLEAR in the same macro call, but SYS must come first:

_NewHandle ,SYS,CLEAR
The description of each routine lists whether SYS or CLEAR is applicable. (The syntax shown above and in the routine descriptions applies to the Lisa Workshop Assembler; programmers using another development system should consult its documentation for the proper syntax.)

**Initialization and Allocation**

**PROCEDURE InitApplZone;**

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_InitApplZone</th>
</tr>
</thead>
<tbody>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

InitApplZone initializes the application heap zone and makes it the current zone. The contents of any previous application zone are lost; all previously existing blocks in that zone are discarded. The zone's grow zone function is set to NIL. InitApplZone is called by the Segment Loader when starting up an application; you shouldn't normally need to call it.

**Warning:** Reinitializing the application zone from within a running program is tricky, since the program's code itself normally resides in the application zone. To do it safely, the code containing the InitApplZone call cannot be in the application zone.

**Result codes**

- noErr  No error

**PROCEDURE SetApplBase (startPtr: Ptr);**

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_SetApplBase</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: startPtr (pointer)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

SetApplBase changes the starting address of the application heap zone to the address designated by startPtr, and then calls InitApplZone. SetApplBase is normally called only by the system itself; you should never need to call this procedure.

Since the application heap zone begins immediately following the end of the system zone, changing its starting address has the effect of changing the size of the system zone. The system zone can be made larger, but never smaller; if startPtr points to an address lower than the current end of the system zone, it's ignored and the application zone's starting address is left unchanged.

**Warning:** Like InitApplZone, SetApplBase is a tricky operation, because the program's code itself normally resides in the application heap zone. To do it safely, the code containing the SetApplBase call cannot be in the application zone.

**Result codes**

- noErr  No error
PROCEDURE InitZone (pGrowZone: ProcPtr; cMoreMasters: INTEGER; limitPtr, startPtr: Ptr); 

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>InitZone</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: pointer to parameter block</td>
</tr>
<tr>
<td>Parameter block</td>
<td>0 startPtr pointer</td>
</tr>
<tr>
<td></td>
<td>4 limitPtr pointer</td>
</tr>
<tr>
<td></td>
<td>8 cMoreMasters word</td>
</tr>
<tr>
<td></td>
<td>10 pGrowZone pointer</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

InitZone creates a new heap zone, initializes its header and trailer, and makes it the current zone. The startPtr parameter is a pointer to the first byte of the new zone; limitPtr points to the first byte beyond the end of the zone. The new zone will occupy memory addresses from ORD(startPtr) through ORD(limitPtr)-1.

CMoreMasters tells how many master pointers should be allocated at a time for the new zone. This number of master pointers are created initially; should more be needed later, they'll be added in increments of this same number.

The pGrowZone parameter is a pointer to the grow zone function for the new zone, if any. If you're not defining a grow zone function for this zone, pass NIL.

The new zone includes a 52-byte header and a 12-byte trailer, so its actual usable space runs from ORD(startPtr)+52 through ORD(limitPtr)-13. In addition, there's an eight-byte header for the master pointer block, as well as four bytes for each master pointer, within this usable area. Thus the total available space in the zone, in bytes, is initially

$$ORD(limitPtr) - ORD(startPtr) - 64 - (8 + (4 \times cMoreMasters))$$

This number must not be less than 0. Note that the amount of available space in the zone will decrease as more master pointers are allocated.

Result codes noErr No error

FUNCTION GetApplLimit : Ptr; [Not in ROM]

GetApplLimit returns the current application heap limit. It can be used in conjunction with SetApplLimit, described below, to determine and then change the application heap limit.

Assembly-language note: The global variable ApplLimit contains the current application heap limit.
PROCEDURE SetApplLimit (zoneLimit: Ptr);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_SetApplLimit</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: zoneLimit (pointer)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

SetApplLimit sets the application heap limit, beyond which the application heap can't be expanded. The actual expansion isn't under your program's control, but is done automatically by the Memory Manager when necessary to satisfy allocation requests. Only the original application zone can be expanded.

ZoneLimit is a pointer to a byte in memory beyond which the zone will not be allowed to grow. The zone can grow to include the byte preceding zoneLimit in memory, but no farther. If the zone already extends beyond the specified limit it won't be cut back, but it will be prevented from growing any more.

**Warning:** Notice that zoneLimit is *not* a byte count. To limit the application zone to a particular size (say 8K bytes), you have to write something like

```
SetApplLimit(Ptr(ApplicZone) + 8192)
```

The Memory Manager function ApplicZone is explained below.

**Assembly-language note:** You can just store the new application heap limit in the global variable ApplLimit.

Result codes

<table>
<thead>
<tr>
<th></th>
<th>noErr</th>
<th>memFullErr</th>
</tr>
</thead>
<tbody>
<tr>
<td>No error</td>
<td></td>
<td>Not enough room in heap zone</td>
</tr>
</tbody>
</table>

PROCEDURE MaxApplZone; [Not in ROM]

MaxApplZone expands the application heap zone to the application heap limit without purging any blocks currently in the zone. If the zone already extends to the limit, it won't be changed.

**Assembly-language note:** To expand the application heap zone to the application heap limit from assembly language, call this Pascal procedure from your program.

Result codes

<table>
<thead>
<tr>
<th></th>
<th>noErr</th>
</tr>
</thead>
<tbody>
<tr>
<td>No error</td>
<td></td>
</tr>
</tbody>
</table>
PROCEDURE MoreMasters;

Trap macro _MoreMasters

MoreMasters allocates another block of master pointers in the current heap zone. This procedure is usually called very early in an application.

Result codes
noErr No error
memFullErr Not enough room in heap zone

Heap Zone Access

FUNCTION GetZone : THz;

Trap macro _GetZone
On exit A0: function result (pointer)
D0: result code (word)

GetZone returns a pointer to the current heap zone.

Assembly-language note: The global variable TheZone contains a pointer to the current heap zone.

Result codes
noErr No error

PROCEDURE SetZone (hz: THz);

Trap macro _SetZone
On entry A0: hz (pointer)
On exit D0: result code (word)

SetZone sets the current heap zone to the zone pointed to by hz.

Assembly-language note: You can set the current heap zone by storing a pointer to it in the global variable TheZone.

Result codes
noErr No error
FUNCTION SystemZone : THz; [Not in ROM]

SystemZone returns a pointer to the system heap zone.

Assembly-language note: The global variable SysZone contains a pointer to the system heap zone.

FUNCTION ApplicZone : THz; [Not in ROM]

ApplicZone returns a pointer to the original application heap zone.

Assembly-language note: The global variable ApplZone contains a pointer to the original application heap zone.

Allocating and Releasing Relocatable Blocks

FUNCTION NewHandle (logicalSize: Size) : Handle;

Trap macro _NewHandle _NewHandle ,SYS _NewHandle ,CLEAR _NewHandle ,SYS,CLEAR (applies to system heap) (clears allocated block) (applies to system heap and clears allocated block)

On entry D0: logicalSize (long word)
On exit A0: function result (handle) D0: result code (word)

NewHandle attempts to allocate a new relocatable block of logicalSize bytes from the current heap zone and then return a handle to it. The new block will be unlocked and unpurgeable. If logicalSize bytes can’t be allocated, NewHandle returns NIL.

NewHandle will pursue all available avenues to create a free block of the requested size, including compacting the heap zone, increasing its size, purging blocks from it, and calling its grow zone function, if any.

Result codes noErr memFullErr No error Not enough room in heap zone

II-32 Memory Manager Routines
PROCEDURE DisposHandle (h: Handle);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_DisposHandle</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: h (handle)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

DisposHandle releases the memory occupied by the relocatable block whose handle is h.

Warning: After a call to DisposHandle, all handles to the released block become invalid and should not be used again. Any subsequent calls to DisposHandle using an invalid handle will damage the master pointer list.

Result codes
- noErr: No error
- memWZErr: Attempt to operate on a free block

FUNCTION GetHandleSize (h: Handle) : Size;

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_GetHandleSize</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: h (handle)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: if &gt;= 0, function result (long word)</td>
</tr>
<tr>
<td></td>
<td>if &lt; 0, result code (word)</td>
</tr>
</tbody>
</table>

GetHandleSize returns the logical size, in bytes, of the relocatable block whose handle is h. In case of an error, GetHandleSize returns 0.

Assembly-language note: Recall that the trap dispatcher sets the condition codes before returning from a trap by testing the low-order word of register D0 with a TST.W instruction. Since the block size returned in D0 by _GetHandleSize is a full 32-bit long word, the word-length test sets the condition codes incorrectly in this case. To branch on the contents of D0, use your own TST.L instruction on return from the trap to test the full 32 bits of the register.

Result codes
- noErr: No error [Pascal only]
- nilHandleErr: NIL master pointer
- memWZErr: Attempt to operate on a free block
PROCEDURE SetHandleSize (h: Handle; newSize: Size);

Trap macro _SetHandleSize

On entry
A0: h (handle)
D0: newSize (long word)

On exit
D0: result code (word)

SetHandleSize changes the logical size of the relocatable block whose handle is h to newSize bytes.

Note: Be prepared for an attempt to increase the size of a locked block to fail, since there may be a block above it that's either nonrelocatable or locked.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>memFullErr</td>
<td>Not enough room in heap zone</td>
</tr>
<tr>
<td>nilHandleErr</td>
<td>NIL master pointer</td>
</tr>
<tr>
<td>memWZErr</td>
<td>Attempt to operate on a free block</td>
</tr>
</tbody>
</table>

FUNCTION HandleZone (h: Handle) : THz;

Trap macro _HandleZone

On entry
A0: h (handle)

On exit
A0: function result (pointer)
D0: result code (word)

HandleZone returns a pointer to the heap zone containing the relocatable block whose handle is h. In case of an error, the result returned by HandleZone is undefined and should be ignored.

Warning: If handle h is empty (points to a NIL master pointer), HandleZone returns a pointer to the current heap zone.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>memWZErr</td>
<td>Attempt to operate on a free block</td>
</tr>
</tbody>
</table>
FUNCTION RecoverHandle (p: Ptr) : Handle;

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_RecoverHandle</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>_RecoverHandle ,SYS (applies to system heap)</td>
</tr>
</tbody>
</table>

On entry  
A0:  p (pointer)

On exit   
A0:  function result (handle)  
D0:  unchanged

RecoverHandle returns a handle to the relocatable block pointed to by p.

**Assembly-language note:** The trap _RecoverHandle doesn't return a result code in register D0; the previous contents of D0 are preserved unchanged.

Result codes  
noErr  
No error  [Pascal only]  

PROCEDURE ReallocHandle (h: Handle; logicalSize: Size);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_ReallocHandle</th>
</tr>
</thead>
</table>

On entry  
A0:  h (handle)  
D0:  logicalSize (long word)

On exit   
D0:  result code (word)

ReallocHandle allocates a new relocatable block with a logical size of logicalSize bytes. It then updates handle h by setting its master pointer to point to the new block. The main use of this procedure is to reallocate space for a block that has been purged. Normally h is an empty handle, but it need not be: If it points to an existing block, that block is released before the new block is created.

In case of an error, no new block is allocated and handle h is left unchanged.

Result codes  
noErr  
No error
memFullErr  
Not enough room in heap zone
memWZErr  
Attempt to operate on a free block
memPurErr  
Attempt to purge a locked block
Allocating and Releasing Nonrelocatable Blocks

FUNCTION NewPtr (logicalSize: Size) : Ptr;

Trap macro
-NewPtr
-NewPtr ,SYS
-NewPtr ,CLEAR
-NewPtr ,SYS,CLEAR
(applies to system heap)
(clears allocated block)
(applies to system heap and clears allocated block)
On entry
D0: logicalSize (long word)
On exit
A0: function result (pointer)
D0: result code (word)

NewPtr attempts to allocate a new nonrelocatable block of logicalSize bytes from the current heap zone and then return a pointer to it. If logicalSize bytes can't be allocated, NewPtr returns NIL.

NewPtr will pursue all available avenues to create a free block of the requested size at the lowest possible location in the heap zone, including compacting the heap zone, increasing its size, purging blocks from it, and calling its grow zone function, if any.

Result codes
noErr No error
memFullErr Not enough room in heap zone

PROCEDURE DisposPtr (p: Ptr);

Trap macro
-DisposPtr
On entry
A0: p (pointer)
On exit
D0: result code (word)

DisposPtr releases the memory occupied by the nonrelocatable block pointed to by p.

Warning: After a call to DisposPtr, all pointers to the released block become invalid and should not be used again. Any subsequent calls to DisposPtr using an invalid pointer will damage the master pointer list.

Result codes
noErr No error
memWZErr Attempt to operate on a free block
FUNCTION GetPtrSize (p: Ptr) : Size;

Trap macro _GetPtrSize
On entry A0: p (pointer)
On exit D0: if >= 0, function result (long word)
if < 0, result code (word)

GetPtrSize returns the logical size, in bytes, of the nonrelocatable block pointed to by p. In case of an error, GetPtrSize returns 0.

Assembly-language note: Recall that the trap dispatcher sets the condition codes before returning from a trap by testing the low-order word of register D0 with a TST.W instruction. Since the block size returned in D0 by _GetPtrSize is a full 32-bit long word, the word-length test sets the condition codes incorrectly in this case. To branch on the contents of D0, use your own TST.L instruction on return from the trap to test the full 32 bits of the register.

Result codes

noErr No error
memWZErr Attempt to operate on a free block

PROCEDURE SetPtrSize (p: Ptr; newSize: Size);

Trap macro _SetPtrSize
On entry A0: p (pointer)
D0: newSize (long word)
On exit D0: result code (word)

SetPtrSize changes the logical size of the nonrelocatable block pointed to by p to newSize bytes.

Result codes

noErr No error
memFullErr Not enough room in heap zone
memWZErr Attempt to operate on a free block
FUNCTION PtrZone (p: Ptr) : THz;

Trap macro _PtrZone
On entry A0: p (pointer)
On exit A0: function result (pointer)
D0: result code (word)

PtrZone returns a pointer to the heap zone containing the nonrelocatable block pointed to by p. In case of an error, the result returned by PtrZone is undefined and should be ignored.

Result codes
noErr No error
memWZErr Attempt to operate on a free block

Freeing Space in the Heap

FUNCTION FreeMem : LONGINT;

Trap macro _FreeMem
_FreeMem,SYS (applies to system heap)
On exit D0: function result (long word)

FreeMem returns the total amount of free space in the current heap zone, in bytes. Note that it usually isn’t possible to allocate a block of this size, because of fragmentation due to nonrelocatable or locked blocks.

Result codes
noErr No error [Pascal only]

FUNCTION MaxMem (VAR grow: Size) : Size;

Trap macro _MaxMem
_MaxMem,SYS (applies to system heap)
On exit D0: function result (long word)
A0: grow (long word)

MaxMem compacts the current heap zone and purges all purgeable blocks from the zone. It returns as its result the size in bytes of the largest contiguous free block in the zone after the compaction. If the current zone is the original application heap zone, the grow parameter is set to the maximum number of bytes by which the zone can grow. For any other heap zone, grow is set to 0. MaxMem doesn’t actually expand the zone or call its grow zone function.
**The Memory Manager**

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error [Pascal only]</td>
</tr>
</tbody>
</table>

FUNCTION CompactMem (cbNeeded: Size) : Size;

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>_CompactMem</td>
<td>_CompactMem ,SYS (applies to system heap)</td>
</tr>
</tbody>
</table>

On entry

D0: cbNeeded (long word)

On exit

D0: function result (long word)

CompactMem compacts the current heap zone by moving relocatable blocks down and collecting free space together until a contiguous block of at least cbNeeded free bytes is found or the entire zone is compacted; it doesn't purge any purgeable blocks. CompactMem returns the size in bytes of the largest contiguous free block remaining. Note that it doesn't actually allocate the block.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error [Pascal only]</td>
</tr>
</tbody>
</table>

PROCEDURE ResrvMem (cbNeeded: Size);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>_ResrvMem</td>
<td>_ResrvMem ,SYS (applies to system heap)</td>
</tr>
</tbody>
</table>

On entry

D0: cbNeeded (long word)

On exit

D0: result code (word)

ResrvMem creates free space for a block of cbNeeded contiguous bytes at the lowest possible position in the current heap zone. It will try every available means to place the block as close as possible to the bottom of the zone, including moving other blocks upward, expanding the zone, or purging blocks from it. Note that ResrvMem doesn't actually allocate the block.

Note: When you allocate a relocatable block that you know will be locked for long periods of time, call ResrvMem first. This reserves space for the block near the bottom of the heap zone, where it will interfere with compaction as little as possible. It isn't necessary to call ResrvMem for a nonrelocatable block; NewPtr calls it automatically. It's also called automatically when locked resources are read into memory.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>memFullErr</td>
<td>Not enough room in heap zone</td>
</tr>
</tbody>
</table>

*Memory Manager Routines II-39*
PROCEDURE PurgeMem (cbNeeded: Size);

Trap macro _PurgeMem
    _PurgeMem ,SYS (applies to system heap)
On entry  D0: cbNeeded (long word)
On exit   D0: result code (word)

PurgeMem sequentially purges blocks from the current heap zone until a contiguous block of at least cbNeeded free bytes is created or the entire zone is purged; it doesn't compact the heap zone. Only relocatable, unlocked, purgeable blocks can be purged. Note that PurgeMem doesn't actually allocate the block.

Result codes
  noErr       No error
  memFullErr  Not enough room in heap zone

PROCEDURE EmptyHandle (h: Handle);

Trap macro _EmptyHandle
On entry  A0: h (handle)
On exit   A0: h (handle)
          D0: result code (word)

EmptyHandle purges the relocatable block whose handle is h from its heap zone and sets its master pointer to NIL (making it an empty handle). If h is already empty, EmptyHandle does nothing.

**Note**: Since the space occupied by the block's master pointer itself remains allocated, all handles pointing to it remain valid but empty. When you later reallocate space for the block with ReallocHandle, the master pointer will be updated, causing all existing handles to access the new block correctly.

The block whose handle is h must be unlocked, but need not be purgeable.

Result codes
  noErr       No error
  memWZErr    Attempt to operate on a free block
  memPurErr   Attempt to purge a locked block
Properties of Relocatable Blocks

PROCEDURE HLock (h: Handle);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_HLock</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: h (handle)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

HLock locks a relocatable block, preventing it from being moved within its heap zone. If the block is already locked, HLock does nothing.

Warning: To prevent heap fragmentation, you should always call MoveHHi before locking a relocatable block.

Result codes
- noErr: No error
- nilHandleErr: NIL master pointer
- memWZErr: Attempt to operate on a free block

PROCEDURE HUnlock (h: Handle);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_HUnlock</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: h (handle)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

HUnlock unlocks a relocatable block, allowing it to be moved within its heap zone. If the block is already unlocked, HUnlock does nothing.

Result codes
- noErr: No error
- nilHandleErr: NIL master pointer
- memWZErr: Attempt to operate on a free block

PROCEDURE HPurge (h: Handle);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_HPurge</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: h (handle)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

HPurge marks a relocatable block as purgeable. If the block is already purgeable, HPurge does nothing.
Note: If you call HPurge on a locked block, it won't unlock the block, but it will mark the block as purgeable. If you later call HUnlock, the block will be subject to purging.

Result codes

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>nilHandleErr</td>
<td>NIL master pointer</td>
</tr>
<tr>
<td>memWZErr</td>
<td>Attempt to operate on a free block</td>
</tr>
</tbody>
</table>

PROCEDURE HNoPurge (h: Handle);

Trap macro  
_HNoPurge
On entry   A0:  h (handle)
On exit    D0:  result code (word)

HNoPurge marks a relocatable block as unpurgeable. If the block is already unpurgeable, HNoPurge does nothing.

Result codes

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>nilHandleErr</td>
<td>NIL master pointer</td>
</tr>
<tr>
<td>memWZErr</td>
<td>Attempt to operate on a free block</td>
</tr>
</tbody>
</table>

Grow Zone Operations

PROCEDURE SetGrowZone (growZone: ProcPtr);

Trap macro  
_SetGrowZone
On entry   A0:  growZone (pointer)
On exit    D0:  result code (word)

SetGrowZone sets the current heap zone's grow zone function as designated by the growZone parameter. A NIL parameter value removes any grow zone function the zone may previously have had.

Note: If your program presses the limits of the available heap space, it's a good idea to have a grow zone function of some sort. At the very least, the grow zone function should take some graceful action—such as displaying an alert box with the message "Out of memory"—instead of just failing unpredictably.

If it has failed to create a block of the needed size after compacting the zone, increasing its size (in the case of the original application zone), and purging blocks from it, the Memory Manager calls the grow zone function as a last resort.
The Memory Manager

The grow zone function should be of the form

```pascal
FUNCTION MyGrowZone (cbNeeded: Size) : LONGINT;
```

The cbNeeded parameter gives the physical size of the needed block in bytes, including the block header. The grow zone function should attempt to create a free block of at least this size. It should return a nonzero number if it's able to allocate some memory, or 0 if it's not able to allocate any.

If the grow zone function returns 0, the Memory Manager will give up trying to allocate the needed block and will signal failure with the result code memFullErr. Otherwise it will compact the heap zone and try again to allocate the block. If still unsuccessful, it will continue to call the grow zone function repeatedly, compacting the zone again after each call, until it either succeeds in allocating the needed block or receives a zero result and gives up.

The usual way for the grow zone function to free more space is to call EmptyHandle to purge blocks that were previously marked unpurgeable. Another possibility is to unlock blocks that were previously locked.

**Note:** Although just unlocking blocks doesn't actually free any additional space in the zone, the grow zone function should still return a nonzero result in this case. This signals the Memory Manager to compact the heap and try again to allocate the needed block.

**Warning:** Depending on the circumstances in which the grow zone function is called, there may be a particular block within the heap zone that must not be moved. For this reason, it's essential that your grow zone function call the function GZSaveHnd (see below).

Result codes: noErr No error

```pascal
FUNCTION GZSaveHnd : Handle; [Not in ROM]
```

GZSaveHnd returns a handle to a relocatable block that must not be moved by the grow zone function, or NIL if there is no such block. Your grow zone function must be sure to call GZSaveHnd; if a handle is returned, it must ensure that this block is not moved.

**Assembly-language note:** You can find the same handle in the global variable GZRootHnd.
**Miscellaneous Routines**

PROCEDURE BlockMove (sourcePtr, destPtr: Ptr; byteCount: Size);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_BlockMove</th>
</tr>
</thead>
</table>
| On entry   | A0: sourcePtr (pointer)  
            | A1: destPtr (pointer)    
            | D0: byteCount (long word) |
| On exit    | D0: result code (word)   |

BlockMove moves a block of byteCount consecutive bytes from the address designated by sourcePtr to that designated by destPtr. No pointers are updated. BlockMove works correctly even if the source and destination blocks overlap.

Result codes
- noErr: No error

FUNCTION TopMem : Ptr; [Not in ROM]

On a Macintosh 128K or 512K, TopMem returns a pointer to the end of RAM; on the Macintosh XL, it returns a pointer to the end of the memory available for use by the application.

Assembly-language note: This value is stored in the global variable MemTop.

PROCEDURE MoveHHi (h: Handle); [Not in ROM]

MoveHHi moves the relocatable block whose handle is h toward the top of the current heap zone, until the block hits either a nonrelocatable block, a locked relocatable block, or the last block in the current heap zone. By calling MoveHHi before you lock a relocatable block, you can avoid fragmentation of the heap, as well as make room for future pointers as low in the heap as possible.

Result codes
- noErr: No error
- nilHandleErr: NIL master pointer
- memLockedErr: Block is locked

FUNCTION MemError : OSErr; [Not in ROM]

MemError returns the result code produced by the last Memory Manager routine called directly by your program. (OSErr is an Operating System Utility data type declared as INTEGER.)
Assembly-language note: To get a routine’s result code from assembly language, look in register D0 on return from the routine (except for certain routines as noted).

CREATING A HEAP ZONE ON THE STACK

The following code is an example of how advanced programmers can get the space for a new heap zone from the stack:

```pascal
CONST zoneSize = 2048;
VAR zoneArea: PACKED ARRAY[1..zoneSize] OF SignedByte;
    stackZone: THz;
    limit: Ptr;

    stackZone := @zoneArea;
    limit := POINTER(ORD(stackZone)+zoneSize);
    InitZone(NIL,16,limit,@zoneArea)
```

The heap zone created by this method will be usable until the routine containing this code is completed (because its variables will then be released).

Assembly-language note: Here’s how you might do the same thing in assembly language:

```assembly
zoneSize .EQU 2048

...
MOVE.L SP,A2 ;save stack pointer for limit
SUB.W #zoneSize,SP ;make room on stack
MOVE.L SP,A1 ;save stack pointer for start
MOVE.L A1,stackZone ;store as zone pointer

SUB.W #14,SP ;allocate space on stack
CLR.L pgrowZone(SP) ;NIL grow zone function
MOVE.W #16,cmoreMasters(SP) ;16 master pointers
MOVE.L A2,limitPtr(SP) ;pointer to zone trailer
MOVE.L A1,startPtr(SP) ;pointer to first byte of zone

MOVE.L SP,A0 ;point to argument block
_InitZone ;create zone
ADD.W #14,SP ;pop arguments off stack
...
```

Creating a Heap Zone on the Stack II-45
SUMMARY OF THE MEMORY MANAGER

Constants

CONST { Result codes }

- memFullErr = -108;  {not enough room in heap zone}
- memLockedErr = -117;  {block is locked}
- memPurErr = -112;  {attempt to purge a locked block}
- memWZErr = -111;  {attempt to operate on a free block}
- nilHandleErr = -109;  {NIL master pointer}
- noErr = 0;  {no error}

Data Types

TYPE SignedByte = -128..127;
Byte = 0..255;
Ptr = ^SignedByte;
Handle = ^Ptr;
Str255 = STRING[255];
StringPtr = ^Str255;
StringHandle = ^StringPtr;
ProcPtr = Ptr;
Fixed = LONGINT;
Size = LONGINT;
THz = ^Zone;
Zone = RECORD
  bkLim: Ptr;  {zone trailer block}
  purgePtr: Ptr;  {used internally}
  hFstFree: Ptr;  {first free master pointer}
  zcbFree: LONGINT;  {number of free bytes}
  gzProc: ProcPtr;  {grow zone function}
  moreMast: INTEGER;  {master pointers to allocate}
  flags: INTEGER;  {used internally}
  cntRel: INTEGER;  {not used}
  maxRel: INTEGER;  {not used}
  cntNRel: INTEGER;  {not used}
  maxNRel: INTEGER;  {not used}
  cntEmpty: INTEGER;  {not used}
  cntHandles: INTEGER;  {not used}
  minCBFree: LONGINT;  {not used}
  purgeProc: ProcPtr;  {purge warning procedure}
  sparePtr: Ptr;  {used internally}
  allocPtr: Ptr;  {used internally}
  heapData: INTEGER;  {first usable byte in zone}
END;
Routines

Initialization and Allocation

PROCEDURE InitApplZone;
PROCEDURE SetApplBase (startPtr: Ptr);
PROCEDURE InitZone (pGrowZone: ProcPtr; cMoreMasters: INTEGER;
                    limitPtr, startPtr: Ptr);
FUNCTION GetApplLimit : Ptr; [Not in ROM]
PROCEDURE SetApplLimit (zzoneLimit: Ptr);
PROCEDURE MaxApplZone; [Not in ROM]
PROCEDURE MoreMasters;

Heap Zone Access

FUNCTION GetZone : THz;
PROCEDURE SetZone (hz: THz);
FUNCTION SystemZone : THz; [Not in ROM]
FUNCTION ApplicZone : THz; [Not in ROM]

Allocating and Releasing Relocatable Blocks

FUNCTION NewHandle (logicalSize: Size) : Handle;
PROCEDURE DisposHandle (h: Handle);
FUNCTION GetHandleSize (h: Handle) : Size;
PROCEDURE SetHandleSize (h: Handle; newSize: Size);
FUNCTION HandleZone (h: Handle) : THz;
FUNCTION RecoverHandle (p: Ptr) : Handle;
PROCEDURE ReallocHandle (h: Handle; logicalSize: Size);

Allocating and Releasing Nonrelocatable Blocks

FUNCTION NewPtr (logicalSize: Size) : Ptr;
PROCEDURE DisposPtr (p: Ptr);
FUNCTION GetPtrSize (p: Ptr) : Size;
PROCEDURE SetPtrSize (p: Ptr; newSize: Size);
FUNCTION PtrZone (p: Ptr) : THz;

Freeing Space in the Heap

FUNCTION FreeMem : LONGINT;
FUNCTION MaxMem (VAR grow: Size) : Size;
FUNCTION CompactMem (cbNeeded: Size) : Size;
PROCEDURE ResrvMem (cbNeeded: Size);
PROCEDURE PurgeMem (cbNeeded: Size);
PROCEDURE EmptyHandle (h: Handle);
Properties of Relocatable Blocks

PROCEDURE HLock (h: Handle);
PROCEDURE HUnlock (h: Handle);
PROCEDURE HPurge (h: Handle);
PROCEDURE HNoPurge (h: Handle);

Grow Zone Operations

PROCEDURE SetGrowZone (growZone: ProcPtr);
FUNCTION GZSaveHnd : Handle; [Not in ROM]

Miscellaneous Routines

PROCEDURE BlockMove (sourcePtr, destPtr: Ptr; byteCount: Size);
FUNCTION TopMem : Ptr; [Not in ROM]
PROCEDURE MoveHHi (h: Handle); [Not in ROM]
FUNCTION MemError : OSErr; [Not in ROM]

Grow Zone Function

FUNCTION MyGrowZone (cbNeeded: Size) : LONGINT;

Assembly-Language Information

Constants

; Values for tag byte of a block header
tyBkFree .EQU 0 ; free block
tyBkNRel .EQU 1 ; non-relocatable block
tyBkRel .EQU 2 ; relocatable block

; Flags for the high-order byte of a master pointer
lock .EQU 7 ; lock bit
purge .EQU 6 ; purge bit
resourc .EQU 5 ; resource bit

; Result codes
memFullErr .EQU -108 ; not enough room in heap zone
memLockedErr .EQU -117 ; block is locked
memPurErr .EQU -112 ; attempt to purge a locked block
memWZErr .EQU -111 ; attempt to operate on a free block
nilHandleErr .EQU -109 ; NIL master pointer
noErr .EQU 0 ; no error

II-48 Summary of the Memory Manager
### Zone Record Data Structure

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bkLim</td>
<td>Pointer to zone trailer block</td>
</tr>
<tr>
<td>hFstFree</td>
<td>Pointer to first free master pointer</td>
</tr>
<tr>
<td>zcbFree</td>
<td>Number of free bytes (long)</td>
</tr>
<tr>
<td>gzProc</td>
<td>Address of grow zone function</td>
</tr>
<tr>
<td>mAllocCnt</td>
<td>Master pointers to allocate (word)</td>
</tr>
<tr>
<td>purgeProc</td>
<td>Address of purge warning procedure</td>
</tr>
<tr>
<td>heapData</td>
<td>First usable byte in zone</td>
</tr>
</tbody>
</table>

### Block Header Data Structure

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>tagBC</td>
<td>Tag byte and physical block size (long)</td>
</tr>
<tr>
<td>handle</td>
<td>Relocatable block: relative handle</td>
</tr>
<tr>
<td>blkData</td>
<td>Nonrelocatable block: zone pointer</td>
</tr>
<tr>
<td></td>
<td>First byte of block contents</td>
</tr>
</tbody>
</table>

### Parameter Block Structure for InitZone

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>startPtr</td>
<td>Pointer to first byte in zone</td>
</tr>
<tr>
<td>limitPtr</td>
<td>Pointer to first byte beyond end of zone</td>
</tr>
<tr>
<td>cMoreMasters</td>
<td>Number of master pointers for zone (word)</td>
</tr>
<tr>
<td>pGrowZone</td>
<td>Address of grow zone function</td>
</tr>
</tbody>
</table>

### Routines

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>On entry</th>
<th>On exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>_InitApplZone</td>
<td></td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_SetApplBase</td>
<td>A0: startPtr (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_InitZone</td>
<td>A0: ptr to parameter block</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td></td>
<td>0 startPtr (ptr)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 limitPtr (ptr)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>8 cMoreMasters (word)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>10 pGrowZone (ptr)</td>
<td></td>
</tr>
<tr>
<td>_SetApplLimit</td>
<td>A0: zoneLimit (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_MoreMasters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>_GetZone</td>
<td></td>
<td>A0: function result (ptr)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_SetZone</td>
<td>A0: hz (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_NewHandle</td>
<td>D0: logicalSize (long)</td>
<td>A0: function result (handle)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_DisposHandle</td>
<td>A0: h (handle)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>Trap macro</td>
<td>On entry</td>
<td>On exit</td>
</tr>
<tr>
<td>--------------------------</td>
<td>---------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>_GetHandleSize</td>
<td>A0: h (handle)</td>
<td>D0: if &gt;=0, function result (long)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>if &lt;0, result code (word)</td>
</tr>
<tr>
<td>_SetHandleSize</td>
<td>A0: h (handle)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td></td>
<td>D0: newSize (long)</td>
<td></td>
</tr>
<tr>
<td>_HandleZone</td>
<td>A0: h (handle)</td>
<td>A0: function result (ptr)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_RecoverHandle</td>
<td>A0: p (ptr)</td>
<td>A0: function result (handle)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D0: unchanged</td>
</tr>
<tr>
<td>_ReallocHandle</td>
<td>A0: h (handle)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td></td>
<td>D0: logicalSize (long)</td>
<td></td>
</tr>
<tr>
<td>_NewPtr</td>
<td>D0: logicalSize (long)</td>
<td>A0: function result (ptr)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_DisposePtr</td>
<td>A0: p (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>_GetPtrSize</td>
<td>A0: p (ptr)</td>
<td>D0: if &gt;=0, function result (long)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>if &lt;0, result code (word)</td>
</tr>
<tr>
<td>_SetPtrSize</td>
<td>A0: p (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td></td>
<td>D0: newSize (long)</td>
<td></td>
</tr>
<tr>
<td>_PtrZone</td>
<td>A0: p (ptr)</td>
<td>A0: function result (ptr)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_FreeMem</td>
<td></td>
<td>D0: function result (long)</td>
</tr>
<tr>
<td>_MaxMem</td>
<td></td>
<td>D0: function result (long)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>A0: grow (long)</td>
</tr>
<tr>
<td>_CompactMem</td>
<td>D0: cbNeeded (long)</td>
<td>D0: function result (long)</td>
</tr>
<tr>
<td>_ResrvMem</td>
<td>D0: cbNeeded (long)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_PurgeMem</td>
<td>D0: cbNeeded (long)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_EmptyHandle</td>
<td>A0: h (handle)</td>
<td>A0: h (handle)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_HLock</td>
<td>A0: h (handle)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_HUnlock</td>
<td>A0: h (handle)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_HPurge</td>
<td>A0: h (handle)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_HNoPurge</td>
<td>A0: h (handle)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_SetGrowZone</td>
<td>A0: growZone (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_BlockMove</td>
<td>A0: sourcePtr (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td></td>
<td>A1: destPtr (ptr)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>D0: byteCount (long)</td>
<td></td>
</tr>
</tbody>
</table>

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Variables

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DefltStack</td>
<td>Default space allotment for stack (long)</td>
</tr>
<tr>
<td>MinStack</td>
<td>Minimum space allotment for stack (long)</td>
</tr>
<tr>
<td>MemTop</td>
<td>Address of end of RAM (on Macintosh XL, end of RAM available to applications)</td>
</tr>
<tr>
<td>ScrnBase</td>
<td>Address of main screen buffer</td>
</tr>
<tr>
<td>BufPtr</td>
<td>Address of end of jump table</td>
</tr>
<tr>
<td>CurrentA5</td>
<td>Address of boundary between application globals and application parameters</td>
</tr>
<tr>
<td>CurStackBase</td>
<td>Address of base of stack; start of application globals</td>
</tr>
<tr>
<td>ApplLimit</td>
<td>Application heap limit</td>
</tr>
<tr>
<td>HeapEnd</td>
<td>Address of end of application heap zone</td>
</tr>
<tr>
<td>ApplZone</td>
<td>Address of application heap zone</td>
</tr>
<tr>
<td>SysZone</td>
<td>Address of system heap zone</td>
</tr>
<tr>
<td>TheZone</td>
<td>Address of current heap zone</td>
</tr>
<tr>
<td>GZRootHnd</td>
<td>Handle to relocatable block not to be moved by grow zone function</td>
</tr>
</tbody>
</table>

Summary of the Memory Manager II-51
2 THE SEGMENT LOADER

55 About This Chapter
55 About the Segment Loader
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Contents II-53
ABOUT THIS CHAPTER

This chapter describes the Segment Loader, the part of the Macintosh Operating System that lets you divide your application into several parts and have only some of them in memory at a time. The Segment Loader also provides routines for accessing information about documents that the user has selected to be opened or printed.

You should already be familiar with:
- the basic concepts behind the Resource Manager
- the Memory Manager

ABOUT THE SEGMENT LOADER

The Segment Loader allows you to divide the code of your application into several parts or segments. The Finder starts up an application by calling a Segment Loader routine that loads in the main segment (the one containing the main program). Other segments are loaded in automatically when they're needed. Your application can call the Segment Loader to have these segments removed from memory when they're no longer needed.

The Segment Loader enables you to have programs larger than 32K bytes, the maximum size of a single segment. Also, any code that isn't executed often (such as code for printing) needn't occupy memory when it isn't being used, but can instead be in a separate segment that's "swapped in" when needed.

This mechanism may remind you of the resources of an application, which the Resource Manager reads into memory when necessary. An application's segments are in fact themselves stored as resources; their resource type is 'CODE'. A "loaded" segment has been read into memory by the Resource Manager and locked (so that it's neither relocatable nor purgeable). When a segment is unloaded, it's made relocatable and purgeable.

Every segment has a name. If you do nothing about dividing your program into segments, it will consist only of the main segment. Dividing your program into segments means specifying in your source file the beginning of each segment by name. The names are for your use only; they're not kept around after linking.

FINDER INFORMATION

When the Finder starts up your application, it passes along a list of documents selected by the user to be printed or opened, if any. This information is called the Finder information; its structure is shown in Figure 1.

It's up to your application to access the Finder information and open or print the documents selected by the user.

The message in the first word of the Finder information indicates whether the documents are to be opened (0) or printed (1), and the count following it indicates the number of documents (0 if none). The rest of the Finder information specifies each of the selected documents by volume.
reference number, file type, version number, and file name; these terms are explained in chapter 4 of Volume II and chapter 1 of Volume III. File names are padded to an even number of bytes if necessary.

Your application should start up with an empty untitled document on the desktop if there are no documents listed in the Finder information. If one or more documents are to be opened, your application should go through each document one at a time, and determine whether it can be opened. If it can be opened, you should do so, and then check the next document in the list (unless you've opened your maximum number of documents, in which case you should ignore the rest). If your application doesn't recognize a document's file type (which can happen if the user selected your application along with another application's document), you may want to open the document anyway and check its internal structure to see if it's a compatible type. Display an alert box including the name of each document that can't be opened.

If one or more documents are to be printed, your application should go through each document in the list and determine whether it can be printed. If any documents can be printed, the application should display the standard Print dialog box and then print each document—preferably without doing its entire startup sequence. For example, it may not be necessary to show the menu bar or the document window. If the document can't be printed, ignore it; it may be intended for another application.
When your application starts up, you should determine whether any documents were selected to be printed or opened by it. First call CountAppFiles, which returns the number of selected documents and indicates whether they're to be printed or opened. If the number of selected documents is 0, open an empty untitled document in the normal manner. Otherwise, call GetAppFiles once for each selected document. GetAppFiles returns information about each document, including its file type. Based on the file type, your application can decide how to treat the document, as described in the preceding section. For each document that your application opens or prints, callClrAppFiles, which indicates to the Finder that you've processed it.

To unload a segment when it's no longer needed, call UnloadSeg. If you don't want to keep track of when each particular segment should be unloaded, you can callUnloadSeg for every segment in your application at the end of your main event loop. This isn't harmful, since the segments aren't purged unless necessary.

**Note:** The main segment is always loaded and locked.

**Warning:** A segment should never unload the segment that called it, because the return addresses on the stack would refer to code that may be moved or purged.

Another procedure, GetAppParms, lets you get information about your application such as its name and the reference number for its resource file. The Segment Loader also provides the ExitToShell procedure—a way for an application to quit and return the user to the Finder.

Finally, there are three advanced routines that can be called only from assembly language: Chain, Launch, and LoadSeg. Chain starts up another application without disturbing the application heap. Thus the current application can let another application take over while still keeping its data around in the heap. Launch is called by the Finder to start up an application; it's like Chain but doesn't retain the application heap. LoadSeg is called indirectly (via the jump table, as described later) to load segments when necessary—that is, whenever a routine in an unloaded segment is invoked.

### SEGMENT LOADER ROUTINES

**Assembly-language note:** Instead of using CountAppFiles, GetAppFiles, and ClrAppFiles, assembly-language programmers can access the Finder information via the global variable AppParmHandle, which contains a handle to the Finder information. Parse the Finder information as shown in Figure 1 above. For each document that your application opens or prints, set the file type in the Finder information to 0.

PROCEDURE CountAppFiles (VAR message: INTEGER; VAR count: INTEGER); [Not in ROM]

CountAppFiles deciphers the Finder information passed to your application, and returns information about the documents that were selected when your application started up. It returns
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the number of selected documents in the count parameter, and a number in the message parameter that indicates whether the documents are to opened or printed:

    CONST appOpen = 0; {open the document(s)}
    appPrint = 1; {print the document(s)}

PROCEDURE GetAppFiles (index: INTEGER; VAR theFile: AppFile); [Not in ROM]

GetAppFiles returns information about a document that was selected when your application started up (as listed in the Finder information). The index parameter indicates the file for which information should be returned; it must be between 1 and the number returned by CountAppFiles, inclusive. The information is returned in the following data structure:

    TYPE AppFile = RECORD
        vRefNum: INTEGER; {volume reference number}
        fType: OSType; {file type}
        versNum: INTEGER; {version number}
        fName: Str255 {file name}
    END;

PROCEDURE ClrAppFiles (index: INTEGER); [Not in ROM]

ClrAppFiles changes the Finder information passed to your application about the specified file such that the Finder knows you've processed the file. The index parameter must be between 1 and the number returned by CountAppFiles. You should call ClrAppFiles for every document your application opens or prints, so that the information returned by CountAppFiles and GetAppFiles is always correct. (ClrAppFiles sets the file type in the Finder information to 0.)

PROCEDURE GetAppParms (VAR apName: Str255; VAR apRefNum: INTEGER; VAR apParam: Handle);

GetAppParms returns information about the current application. It returns the application name in apName and the reference number for the application's resource file in apRefNum. A handle to the Finder information is returned in apParam, but the Finder information is more easily accessed with the GetAppFiles call.

Assembly-language note: Assembly-language programmers can instead get the application name, reference number, and handle to the Finder information directly from the global variables CurApName, CurApRefNum, and AppParmHandle.

Note: If you simply want the application's resource file reference number, you can call the Resource Manager function CurResFile when the application starts up.

II-58 Segment Loader Routines
PROCEDURE UnloadSeg (routineAddr: Ptr);

UnloadSeg unloads a segment, making it relocatable and purgeable; routineAddr is the address of any externally referenced routine in the segment. The segment won't actually be purged until the memory it occupies is needed. If the segment is purged, the Segment Loader will reload it the next time one of the routines in it is called.

Note: UnloadSeg will work only if called from outside the segment to be unloaded.

PROCEDURE ExitToShell;

ExitToShell provides an exit from an application by starting up the Finder (after releasing the entire application heap).

Assembly-language note: ExitToShell actually launches the application whose name is stored in the global variable FinderName.

Advanced Routines

The routines below are provided for advanced programmers; they can be called only from assembly language.

Chain procedure

Trap macro _Chain
On entry (A0): pointer to application's file name (preceded by length byte)
4(A0): configuration of sound and screen buffers (word)

Chain starts up an application without doing anything to the application heap, so the current application can let another application take over while still keeping its data around in the heap.

Chain also configures memory for the sound and screen buffers. The value you pass in 4(A0) determines which sound and screen buffers are allocated:

- If you pass 0 in 4(A0), you get the main sound and screen buffers; in this case, you have the largest amount of memory available to your application.
- Any positive value in 4(A0) causes the alternate sound buffer and main screen buffer to be allocated.
- Any negative value in 4(A0) causes the alternate sound buffer and alternate screen buffer to be allocated.

The memory map in chapter 1 shows the locations of the screen and sound buffers.
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Warning: The sound buffers and alternate screen buffer are not supported on the Macintosh XL, and the alternate sound and screen buffers may not be supported in future versions of the Macintosh.

Note: You can get the most recent value passed in 4(A0) to the Chain procedure from the global variable CurPageOption.

Chain closes the resource file for any previous application and opens the resource file for the application being started; call DetachResource for any resources that you still wish to access.

Launch procedure

Trap macro _Launch
On entry (A0): pointer to application's file name (preceded by length byte)
4(A0): configuration of sound and screen buffers (word)

Launch is called by the Finder to start up an application and will rarely need to be called by an application itself. It's the same as the Chain procedure (described above) except that it frees the storage occupied by the application heap and restores the heap to its original size.

Note: Launch preserves a special handle in the application heap which is used for preserving the desk scrap between applications; see chapter 15 of Volume I for details.

LoadSeg procedure

Trap macro _LoadSeg
On entry stack: segment number (word)

LoadSeg is called indirectly via the jump table (as described in the following section) when the application calls a routine in an unloaded segment. It loads the segment having the given segment number, which was assigned by the Linker. If the segment isn't in memory, LoadSeg calls the Resource Manager to read it in. It changes the jump table entries for all the routines in the segment from the "unloaded" to the "loaded" state and then invokes the routine that was called.

Note: Since LoadSeg is called via the jump table, there isn't any need for you to call it yourself.

THE JUMP TABLE

This section describes how the Segment Loader works internally, and is included here for advanced programmers; you don't have to know about this to be able to use the common Segment Loader routines.

II-60 Segment Loader Routines
The loading and unloading of segments is implemented through the application's jump table. The jump table contains one eight-byte entry for every externally referenced routine in every segment; all the entries for a particular segment are stored contiguously. The location of the jump table is shown in chapter 1.

When the Linker encounters a call to a routine in another segment, it creates a jump table entry for the routine (see Figure 2). The jump table refers to segments by segment numbers assigned by the Linker. If the segment is loaded, the jump table entry contains code that jumps to the routine. If the segment isn't loaded, the entry contains code that loads the segment.

<table>
<thead>
<tr>
<th>&quot;unloaded&quot; state</th>
<th>&quot;loaded&quot; state</th>
</tr>
</thead>
<tbody>
<tr>
<td>offset of this routine from beginning of segment (2 bytes)</td>
<td>segment number (2 bytes)</td>
</tr>
<tr>
<td>instruction that moves the segment number onto the stack for LoadSeg (4 bytes)</td>
<td>instruction that jumps to the address of this routine (6 bytes)</td>
</tr>
<tr>
<td>LoadSeg trap (2 bytes)</td>
<td></td>
</tr>
</tbody>
</table>

Figure 2. Format of a Jump Table Entry

When a segment is unloaded, all its jump table entries are in the "unloaded" state. When a call to a routine in an unloaded segment is made, the code in the last six bytes of its jump table entry is executed. This code calls LoadSeg, which loads the segment into memory, transforms all of its jump table entries to the "loaded" state, and invokes the routine by executing the instruction in the last six bytes of the jump table entry. Subsequent calls to the routine also execute this instruction. If UnloadSeg is called to unload the segment, it restores the jump table entries to their "unloaded" state. Notice that whether the segment is loaded or unloaded, the last six bytes of the jump table entry are executed; the effect depends on the state of the entry at the time.

To be able to set all the jump table entries for a segment to a particular state, LoadSeg and UnloadSeg need to know exactly where in the jump table all the entries are located. They get this information from the segment header, four bytes at the beginning of the segment which contain the following:

<table>
<thead>
<tr>
<th>Number of bytes</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 bytes</td>
<td>Offset of the first routine's entry from the beginning of the jump table</td>
</tr>
<tr>
<td>2 bytes</td>
<td>Number of entries for this segment</td>
</tr>
</tbody>
</table>

When an application starts up, its jump table is read in from segment 0 (which is the 'CODE' resource with an ID of 0). This is a special segment created by the Linker for every executable file. It contains the following:
**Number of bytes** | **Contents** |
---|---|
4 bytes | "Above A5" size; size in bytes from location pointed to by A5 to upper end of application space |
4 bytes | "Below A5" size; size in bytes of application globals plus QuickDraw globals |
4 bytes | Length of jump table in bytes |
4 bytes | Offset to jump table from location pointed to by A5 |
\(n\) bytes | Jump table |

*Note:* For all applications, the offset to the jump table from the location pointed to by A5 is 32, and the "above A5" size is 32 plus the length of the jump table.

The Segment Loader then executes the first entry in the jump table, which loads the main segment ("CODE" resource 1) and starts the application.

---

**Assembly-language note:** The offset to the jump table from the location pointed to by A5 is stored in the global variable CurJTOffset.
SUMMARY OF THE SEGMENT LOADER

Constants

CONST { Message returned by CountAppleFiles }

appOpen = 0; {open the document(s)}
appPrint = 1; {print the document(s)}

Data Types

TYPE AppFile = RECORD
  vRefNum: INTEGER; {volume reference number}
  fType: OSType; {file type}
  versNum: INTEGER; {version number}
  fName: Str255 {file name}
END;

Routines

PROCEDURE CountAppFiles (VAR message: INTEGER; VAR count: INTEGER); [Not in ROM]
PROCEDURE GetAppFiles (index: INTEGER; VAR theFile: AppFile); [Not in ROM]
PROCEDURE ClrAppFiles (index: INTEGER); [Not in ROM]
PROCEDURE GetAppFarms (VAR apName: Str255; VAR apRefNum: INTEGER; VAR apParam: Handle);
PROCEDURE UnloadSeg (routineAddr: Ptr);
PROCEDURE ExitToShell;

Assembly-Language Information

Advanced Routines

Trap macro On entry
  _Chain (A0): pointer to application's file name (preceded by length byte)
           4(A0): configuration of sound and screen buffers (word)
  _Launch (A0): pointer to application's file name (preceded by length byte)
              4(A0): configuration of sound and screen buffers (word)
  _LoadSeg stack: segment number (word)
### Variables

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AppParmHandle</td>
<td>Handle to Finder information</td>
</tr>
<tr>
<td>CurApName</td>
<td>Name of current application (length byte followed by up to 31 characters)</td>
</tr>
<tr>
<td>CurApRefNum</td>
<td>Reference number of current application's resource file (word)</td>
</tr>
<tr>
<td>CurPageOption</td>
<td>Sound/screen buffer configuration passed to Chain or Launch (word)</td>
</tr>
<tr>
<td>CurJTOffset</td>
<td>Offset to jump table from location pointed to by A5 (word)</td>
</tr>
<tr>
<td>FinderName</td>
<td>Name of the Finder (length byte followed by up to 15 characters)</td>
</tr>
</tbody>
</table>
3 THE OPERATING SYSTEM EVENT MANAGER

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67 About the Operating System Event Manager
67 Using the Operating System Event Manager
68 Operating System Event Manager Routines
68 Posting and Removing Events
69 Accessing Events
70 Setting the System Event Mask
70 Structure of the Event Queue
72 Summary of the Operating System Event Manager
ABOUT THIS CHAPTER

This chapter describes the Operating System Event Manager, the part of the Operating System that reports low-level user actions such as mouse-button presses and keystrokes. Usually your application will find out about events by calling the Toolbox Event Manager, which calls the Operating System Event Manager for you, but in some situations you'll need to call the Operating System Event Manager directly.

Note: All references to "the Event Manager" in this chapter refer to the Operating System Event Manager.

You should already be familiar with the Toolbox Event Manager.

Note: Constants and data types defined in the Operating System Event Manager are presented in detail in the Toolbox Event Manager chapter (chapter 8 of Volume I), since they're necessary for using that part of the Toolbox. They're also listed in the summary of this chapter.

ABOUT THE OPERATING SYSTEM EVENT MANAGER

The Event Manager is the part of the Operating System that detects low-level, hardware-related events: mouse, keyboard, disk-inserted, device driver, and network events. It stores information about these events in the event queue and provides routines that access the queue (analogous to GetNextEvent and EventAvail in the Toolbox Event Manager). It also allows your application to post its own events into the event queue. Like the Toolbox Event Manager, the Operating System Event Manager returns a null event if it has no other events to report.

The Toolbox Event Manager calls the Operating System Event Manager to retrieve events from the event queue; in addition, it reports activate and update events, which aren't kept in the queue. It's extremely unusual for an application not to have to know about activate and update events, so usually you'll call the Toolbox Event Manager to get events.

The Operating System Event Manager also lets you:

- remove events from the event queue
- set the system event mask, to control which types of events get posted into the queue

USING THE OPERATING SYSTEM EVENT MANAGER

If you're using application-defined events in your program, you'll need to call the Operating System Event Manager function PostEvent to post them into the event queue. This function is sometimes also useful for reposting events that you've removed from the event queue with GetNextEvent.
Inside Macintosh

In some situations you may want to remove from the event queue some or all events of a certain type or types. You can do this with the procedure FlushEvents. A common use of FlushEvents is to get rid of any stray events left over from before your application started up.

You'll probably never call the other Operating System Event Manager routines: GetOSEvent, which gets an event from the event queue, removing it from the queue in the process; OSEventAvail, for looking at an event without dequeueing it; and SetEventMask, which changes the setting of the system event mask.

OPERATING SYSTEM EVENT MANAGER ROUTINES

Posting and Removing Events

FUNCTION PostEvent (eventCode: INTEGER; eventMsg: LONGINT) : OSErr;

Trap macro _PostEvent
On entry  A0: eventCode (word)
          D0: eventMsg (long word)
On exit   D0: result code (word)

PostEvent places in the event queue an event of the type designated by eventCode, with the event message specified by eventMsg and with the current time, mouse location, and state of the modifier keys and mouse button. It returns a result code (of type OSErr, defined as INTEGER in the Operating System Utilities) equal to one of the following predefined constants:

CONST noErr   = 0; {no error (event posted)}
evtNotEnb   = 1; {event type not designated in system event mask}

Warning: Be very careful when posting any events other than your own application-defined events into the queue; attempting to post an activate or update event, for example, will interfere with the internal operation of the Toolbox Event Manager, since such events aren't normally placed in the queue at all.

Warning: If you use PostEvent to repost an event, remember that the event time, location, and state of the modifier keys and mouse button will all be changed from their values when the event was originally posted, possibly altering the meaning of the event.
PROCEDURE FlushEvents (eventMask, stopMask: INTEGER);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_FlushEvents</th>
</tr>
</thead>
</table>
| On entry        | DO: low-order word: eventMask  
|                 | high-order word: stopMask       |
| On exit         | DO: 0 or event code (word)      |

FlushEvents removes events from the event queue as specified by the given event masks. It removes all events of the type or types specified by eventMask, up to but not including the first event of any type specified by stopMask; if the event queue doesn't contain any events of the types specified by eventMask, it does nothing. To remove all events specified by eventMask, use a stopMask value of 0.

At the beginning of your application, it's usually a good idea to call FlushEvents(everyEvent,0) to empty the event queue of any stray events that may have been left lying around, such as unprocessed keystrokes typed to the Finder.

Assembly-language note: On exit from this routine, D0 contains 0 if all events were removed from the queue or, if not, an event code specifying the type of event that caused the removal process to stop.

Accessing Events

FUNCTION GetOSEvent (eventMask: INTEGER; VAR theEvent: EventRecord) : BOOLEAN;

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_GetOSEvent</th>
</tr>
</thead>
</table>
| On entry        | A0: pointer to event record theEvent  
|                 | D0: eventMask (word)        |
| On exit         | D0: 0 if non-null event returned, or -1 if null event returned (byte) |

GetOSEvent returns the next available event of a specified type or types and removes it from the event queue. The event is returned as the value of the parameter theEvent. The eventMask parameter specifies which event types are of interest. GetOSEvent will return the next available event of any type designated by the mask. If no event of any of the designated types is available, GetOSEvent returns a null event and a function result of FALSE; otherwise it returns TRUE.

Note: Unlike the Toolbox Event Manager function GetNextEvent, GetOSEvent doesn't call the Desk Manager to see whether the system wants to intercept and respond to the event; nor does it perform GetNextEvent's processing of the alarm and Command-Shift-number combinations.
FUNCTION OSEventAvail (eventMask: INTEGER; VAR theEvent: EventRecord) : BOOLEAN;

Trap macro _OSEventAvail
On entry A0: pointer to event record theEvent
D0: eventMask (word)
On exit D0: 0 if non-null event returned, or −1 if null event returned (byte)

OSEventAvail works exactly the same as GetOSEvent (above) except that it doesn't remove the event from the event queue.

Note: An event returned by OSEventAvail will not be accessible later if in the meantime the queue becomes full and the event is discarded from it; since the events discarded are always the oldest ones in the queue, however, this will happen only in an unusually busy environment.

Setting the System Event Mask

PROCEDURE SetEventMask (theMask: INTEGER); [Not in ROM]

SetEventMask sets the system event mask to the specified event mask. The Operating System Event Manager will post only those event types that correspond to bits set in the mask. (As usual, it will not post activate and update events, which are generated by the Window Manager and not stored in the event queue.) The system event mask is initially set to post all except key-up events.

Warning: Because desk accessories may rely on receiving certain types of events, your application shouldn't set the system event mask to prevent any additional types (besides key-up) from being posted. You should use SetEventMask only to enable key-up events in the unusual case that your application needs to respond to them.

Assembly-language note: The system event mask is available to assembly-language programmers in the global variable SysEvtMask.

STRUCTURE OF THE EVENT QUEUE

The event queue is a standard Macintosh Operating System queue, as described in chapter 13. Most programmers will never need to access the event queue directly; some advanced programmers, though, may need to do so for special purposes.
Each entry in the event queue contains information about an event:

```pascal
TYPE EvQEl = RECORD
  qLink: QElemPtr;   {next queue entry}
  qType: INTEGER;    {queue type}
  evtQWhat: INTEGER; {event code}
  evtQMessage: LONGINT; {event message}
  evtQWhen: LONGINT; {ticks since startup}
  evtQWhere: Point;  {mouse location}
  evtQModifiers: INTEGER {modifier flags}
END;
```

QLink points to the next entry in the queue, and qType indicates the queue type, which must be \text{ORD}(\text{evType}). The remaining five fields of the event queue entry contain exactly the same information about the event as do the fields of the event record for that event; see chapter 8 of Volume I for a detailed description of the contents of these fields.

You can get a pointer to the header of the event queue by calling the Operating System Event Manager function GetEvQHdr.

```pascal
FUNCTION GetEvQHdr : QHdrPtr; [Not in ROM]
```

GetEvQHdr returns a pointer to the header of the event queue.

---

Assembly-language note: The global variable EventQueue contains the header of the event queue.
SUMMARY OF THE OPERATING SYSTEM EVENT MANAGER

Constants

CONST { Event codes }

nullEvent = 0; {null}
mouseDown = 1; {mouse-down}
mouseUp = 2; {mouse-up}
keyDown = 3; {key-down}
keyUp = 4; {key-up}
autoKey = 5; {auto-key}
updateEvt = 6; {update; Toolbox only}
diskEvt = 7; {disk-inserted}
activateEvt = 8; {activate; Toolbox only}
networkEvt = 10; {network}
driverEvt = 11; {device driver}
app1Evt = 12; {application-defined}
app2Evt = 13; {application-defined}
app3Evt = 14; {application-defined}
app4Evt = 15; {application-defined}

{ Masks for keyboard event message }

charCodeMask = $000000FF; {character code}
keyCodeMask = $000000FF; {key code}

{ Masks for forming event mask }

mDownMask = 2; {mouse-down}
mUpMask = 4; {mouse-up}
keyDownMask = 8; {key-down}
keyUpMask = 16; {key-up}
autoKeyMask = 32; {auto-key}
updateMask = 64; {update}
diskMask = 128; {disk-inserted}
activateMask = 256; {activate}
networkMask = 1024; {network}
driverMask = 2048; {device driver}
app1Mask = 4096; {application-defined}
app2Mask = 8192; {application-defined}
app3Mask = 16384; {application-defined}
app4Mask = -32768; {application-defined}
everyEvent = -1; {all event types}
{ Modifier flags in event record }

activeFlag = 1;  {set if window being activated}
btnState = 128;  {set if mouse button up}
cmdKey = 256;  {set if Command key down}
shiftKey = 512;  {set if Shift key down}
alphaLock = 1024;  {set if Caps Lock key down}
optionKey = 2048;  {set if Option key down}

{ Result codes returned by PostEvent }

noErr = 0;  {no error (event posted)}
evtNotEnb = 1;  {event type not designated in system event mask}

## Data Types

TYPE EventRecord = RECORD
    what: INTEGER;  {event code}
    message: LONGINT;  {event message}
    when: LONGINT;  {ticks since startup}
    where: Point;  {mouse location}
    modifiers: INTEGER  {modifier flags}
END;

EvQEl = RECORD
    qLink: QElemPtr;  {next queue entry}
    qType: INTEGER;  {queue type}
    evtQWhat: INTEGER;  {event code}
    evtQMessage: LONGINT;  {event message}
    evtQWhen: LONGINT;  {ticks since startup}
    evtQWhere: Point;  {mouse location}
    evtQModifiers: INTEGER  {modifier flags}
END;

## Routines

### Posting and Removing Events

FUNCTION PostEvent (eventCode: INTEGER; eventMsg: LONGINT) : OSErr;
PROCEDURE FlushEvents (eventMask, stopMask: INTEGER);

### Accessing Events

FUNCTION GetOSEvent (eventMask: INTEGER; VAR theEvent: EventRecord) : BOOLEAN;
FUNCTION OSEventAvail (eventMask: INTEGER; VAR theEvent: EventRecord) : BOOLEAN;

Summary of the Operating System Event Manager II-73
Inside Macintosh

Setting the System Event Mask

PROCEDURE SetEventMask (theMask : INTEGER); [Not in ROM]

Directly Accessing the Event Queue

FUNCTION GetEvQHdr : QHdrPtr; [Not in ROM]

Assembly-Language Information

Constants

; Event codes

nullEvt .EQU 0 ;null
mButDwnEvt .EQU 1 ;mouse-down
mButUpEvt .EQU 2 ;mouse-up
keyDwnEvt .EQU 3 ;key-down
keyUpEvt .EQU 4 ;key-up
autoKeyEvt .EQU 5 ;auto-key
updatEvt .EQU 6 ;update; Toolbox only
diskInsertEvt .EQU 7 ;disk-inserted
activateEvt .EQU 8 ;activate; Toolbox only
networkEvt .EQU 10 ;network
ioDrvrvEvt .EQU 11 ;device driver
app1Evt .EQU 12 ;application-defined
app2Evt .EQU 13 ;application-defined
app3Evt .EQU 14 ;application-defined
app4Evt .EQU 15 ;application-defined

; Modifier flags in event record

activeFlag .EQU 0 ;set if window being activated
btnState .EQU 2 ;set if mouse button up
cmdKey .EQU 3 ;set if Command key down
shiftKey .EQU 4 ;set if Shift key down
alphaLock .EQU 5 ;set if Caps Lock key down
optionKey .EQU 6 ;set if Option key down

; Result codes returned by PostEvent

noErr .EQU 0 ;no error (event posted)
evtNotEnb .EQU 1 ;event type not designated in system
; event mask

II-74 Summary of the Operating System Event Manager
Event Record Data Structure

- **evtNum**: Event code (word)
- **evtMessage**: Event message (long)
- **evtTicks**: Ticks since startup (long)
- **evtMouse**: Mouse location (point; long)
- **evtMeta**: State of modifier keys (byte)
- **evtMBut**: State of mouse button (byte)
- **evtBlkSize**: Size in bytes of event record

Event Queue Entry Data Structure

- **qLink**: Pointer to next queue entry
- **qType**: Queue type (word)
- **evtQWhat**: Event code (word)
- **evtQMessage**: Event message (long)
- **evtQWhen**: Ticks since startup (long)
- **evtQWhere**: Mouse location (point; long)
- **evtQMeta**: State of modifier keys (byte)
- **evtQMBut**: State of mouse button (byte)
- **evtQBlkSize**: Size in bytes of event queue entry

Routines

- **Trap macro**
  - **_PostEvent**
    - **On entry**
      - A0: eventCode (word)
      - D0: eventMsg (long)
    - **On exit**
      - D0: result code (word)
  - **_FlushEvents**
    - **On entry**
      - D0: low word: eventMask
      - high word: stopMask
    - **On exit**
      - D0: 0 or event code (word)
  - **_GetOSEvent**
    - **On entry**
      - A0: ptr to event record
    - **On exit**
      - D0: 0 if non-null event,
      - -1 if null event (byte)
  - **_OSEventAvail**
    - **On entry**
      - D0: eventMask (word)

Variables

- **SysEvtMask**: System event mask (word)
- **EventQueue**: Event queue header (10 bytes)
4 THE FILE MANAGER

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ABOUT THIS CHAPTER

This chapter describes the File Manager, the part of the Operating System that controls the exchange of information between a Macintosh application and files. The File Manager allows you to create and access any number of files containing whatever information you choose.

ABOUT THE FILE MANAGER

The File Manager is the part of the Operating System that handles communication between an application and files on block devices such as disk drives. (Block devices are discussed in chapter 6.) Files are a principal means by which data is stored and transmitted on the Macintosh. A file is a named, ordered sequence of bytes. The File Manager contains routines used to read from and write to files.

Volumes

A volume is a piece of storage medium, such as a disk, formatted to contain files. A volume can be an entire disk or only part of a disk. The 400K-byte 3 1/2-inch Macintosh disk is one volume.

Note: Specialized memory devices other than disks can also contain volumes, but the information in this chapter applies only to volumes on disk.

You identify a volume by its volume name, which consists of any sequence of 1 to 27 printing characters. When passed to a routine, volume names must always be followed by a colon (:) to distinguish them from other names. You can use uppercase and lowercase letters when naming volumes, but the File Manager ignores case when comparing names (it doesn't ignore diacritical marks).

Note: The colon after a volume name should be used only when calling File Manager routines; it should never be seen by the user.

A volume contains descriptive information about itself, including its name and a file directory that lists information about files contained on the volume; it also contains files. The files are contained in allocation blocks, which are areas of volume space occupying multiples of 512 bytes.

A volume can be mounted or unmounted. A volume becomes mounted when it's in a disk drive and the File Manager reads descriptive information about the volume into memory. Once mounted, a volume may remain in a drive or be ejected. Only mounted volumes are known to the File Manager, and an application can access information on mounted volumes only. A volume becomes unmounted when the File Manager releases the memory used to store the descriptive information. Your application should unmount a volume when it's finished with the volume, or when it needs the memory occupied by the volume.

The File Manager assigns each mounted volume a volume reference number that you can use instead of its volume name to refer to it. Every mounted volume is also assigned a volume buffer, which is temporary storage space in the heap used when reading or writing information.

About the File Manager II-79
on the volume. The number of volumes that may be mounted at any time is limited only by the number of drives attached and available memory.

A mounted volume can be on-line or off-line. A mounted volume is on-line as long as the volume buffer and all the descriptive information read from the volume when it was mounted remain in memory (about 1K to 1.5K bytes); it becomes off-line when all but 94 bytes of descriptive information are released. You can access information on on-line volumes immediately, but off-line volumes must be placed on-line before their information can be accessed. An application should place a volume off-line whenever it needs most of the memory the volume occupies. When an application ejects a volume from a drive, the File Manager automatically places the volume off-line.

To prevent unauthorized writing to a volume, volumes can be locked. Locking a volume involves either setting a software flag on the volume or changing some part of the volume physically (for example, sliding a tab from one position to another on a disk). Locking a volume ensures that none of the data on the volume can be changed.

**Accessing Volumes**

You can access a mounted volume via its volume name or volume reference number. On-line volumes in disk drives can also be accessed via the drive number of the drive on which the volume is mounted (the internal drive is number 1, the external drive is number 2, and any additional drives connected to the Macintosh will have larger numbers). When accessing a mounted volume, you should always use the volume name or volume reference number, rather than a drive number, because the volume may have been ejected or placed off-line. Whenever possible, use the volume reference number (to avoid confusion between volumes with the same name).

One volume is always the default volume. Whenever you call a routine to access a volume but don't specify which volume, the default volume is accessed. Initially, the volume used to start up the application is the default volume, but an application can designate any mounted volume as the default volume.

Whenever the File Manager needs to access a mounted volume that's been ejected from its drive, the dialog box shown in Figure 1 is displayed, and the File Manager waits until the user inserts the disk named volName into a drive.

![Figure 1. Disk-Switch Dialog](image)

Please insert the disk:

volName

Note: This dialog is actually a system error alert, as described in chapter 12.
Files

A file is a finite sequence of numbered bytes. Any byte or group of bytes in the sequence can be accessed individually. A file is identified by its file name and version number. A file name consists of any sequence of 1 to 255 printing characters, excluding colons (:). You can use uppercase and lowercase letters when naming files, but the File Manager ignores case when comparing names (it doesn't ignore diacritical marks). The version number is any number from 0 to 255, and is used by the File Manager to distinguish between different files with the same name. A byte within a file is identified by its position within the ordered sequence.

Warning: Your application should constrain file names to fewer than 64 characters, because the Finder will generate an error if given a longer name. You should always assign files a version number of 0, because the Resource Manager, Segment Loader, and Standard File Package won't operate on files with nonzero version numbers, and the Finder ignores version numbers.

There are two parts or forks to a file: the data fork and the resource fork. Normally the resource fork of an application file contains the resources used by the application, such as menus, fonts, and icons, and also the application code itself. The data fork can contain anything an application wants to store there. Information stored in resource forks should always be accessed via the Resource Manager. Information in data forks can only be accessed via the File Manager. For simplicity, "file" will be used instead of "data fork" in this chapter.

The size of a file is limited only by the size of the volume it's on. Each byte is numbered: The first byte is byte 0. You can read bytes from and write bytes to a file either singly or in sequences of unlimited length. Each read or write operation can start anywhere in the file, regardless of where the last operation began or ended. Figure 2 shows the structure of a file.

![Figure 2. A File](image)

A file's maximum size is defined by its physical end-of-file, which is 1 greater than the number of the last byte in its last allocation block (see Figure 3). The physical end-of-file is equivalent to the maximum number of bytes the file can contain. A file's actual size is defined by its logical end-of-file, which is 1 greater than the number of the last byte in the file. The logical end-of-file is equivalent to the actual number of bytes in the file, since the first byte is byte number 0. The physical end-of-file is always greater than the logical end-of-file. For example, an empty file (one with 0 bytes) in a 1K-byte allocation block has a logical end-of-file of 0 and a physical end-of-file of 1024. A file with 50 bytes has a logical end-of-file of 50 and a physical end-of-file of 1024.

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The current position marker, or mark, is the number of the next byte that will be read or written. The value of the mark can't exceed the value of the logical end-of-file. The mark automatically moves forward one byte for every byte read from or written to the file. If, during a write operation, the mark meets the logical end-of-file, both are moved forward one position for every additional byte written to the file. Figure 4 shows the movement of the mark and logical end-of-file.

Figure 4. Movement of Mark and Logical End-of-File
The File Manager

If, during a write operation, the mark must move past the physical end-of-file, another allocation block is added to the file—the physical end-of-file is placed one byte beyond the end of the new allocation block, and the mark and logical end-of-file are placed at the first byte of the new allocation block.

An application can move the logical end-of-file to anywhere from the beginning of the file to the physical end-of-file (the mark is adjusted accordingly). If the logical end-of-file is moved to a position more than one allocation block short of the current physical end-of-file, the unneeded allocation block will be deleted from the file. The mark can be placed anywhere from the first byte in the file to the logical end-of-file.

Accessing Files

A file can be open or closed. An application can perform only certain operations, such as reading and writing, on open files; other operations, such as deleting, can be performed only on closed files.

To open a file, you must identify the file and the volume containing it. When a file is opened, the File Manager creates an access path, a description of the route to be followed when accessing the file. The access path specifies the volume on which the file is located (by volume reference number, drive number, or volume name) and the location of the file on the volume. Every access path is assigned a unique path reference number (a number greater than 0) that's used to refer to it. You should always refer to a file via its path reference number, to avoid confusion between files with the same name.

A file can have one access path open for writing or for both reading and writing, and one or more access paths for reading only; there cannot be more than one access path that writes to a file. Each access path is separate from all other access paths to the file. A maximum of 12 access paths can be open at one time. Each access path can move its own mark and read at the position it indicates. All access paths to the same file share common logical and physical end-of-file markers.

The File Manager reads descriptive information about a newly opened file from its volume and stores it in memory. For example, each file has open permission information, which indicates whether data can only be read from it, or both read from and written to it. Each access path contains read/write permission information that specifies whether data is allowed to be read from the file, written to the file, both read and written, or whatever the file's open permission allows. If an application wants to write data to a file, both types of permission information must allow writing; if either type allows reading only, then no data can be written.

When an application requests that data be read from a file, the File Manager reads the data from the file and transfers it to the application's data buffer. Any part of the data that can be transferred in entire 512-byte blocks is transferred directly. Any part of the data composed of fewer than 512 bytes is also read from the file in one 512-byte block, but placed in temporary storage space in memory. Then, only the bytes containing the requested data are transferred to the application.

When an application writes data to a file, the File Manager transfers the data from the application's data buffer and writes it to the file. Any part of the data that can be transferred in entire 512-byte blocks is written directly. Any part of the data composed of fewer than 512 bytes is placed in temporary storage space in memory until 512 bytes have accumulated; then the entire block is written all at once.
Normally the temporary space in memory used for all reading and writing is the volume buffer, but an application can specify that an access path buffer be used instead for a particular access path (see Figure 5).

![Figure 5. Buffers For Transferring Data](image)

**Warning:** You must lock any access path buffers of files in relocatable blocks, so their location doesn’t change while the file is open.

Your application can lock a file to prevent unauthorized writing to it. Locking a file ensures that none of the data in it can be changed. This is distinct from the user-accessible lock maintained by the Finder, which won’t let you rename or delete a locked file, but will let you change the data contained in the file.

**Note:** Advanced programmers: The File Manager can also read a continuous stream of characters or a line of characters. In the first case, you ask the File Manager to read a specific number of bytes: When that many have been read or when the mark has reached the logical end-of-file, the read operation terminates. In the second case, called **newline mode**, the read will terminate when either of the above conditions is met or when a specified character, the **newline character**, is read. The newline character is usually Return (ASCII code $0D$), but can be any character. Information about newline mode is associated with each access path to a file, and can differ from one access path to another.

## FILE INFORMATION USED BY THE FINDER

A file directory on a volume lists information about all the files on the volume. The information used by the Finder is contained in a data structure of type FInfo:

```plaintext
TYPE FInfo = RECORD
  fdType: OSTYPE; {file type}
  fdCreator: OSTYPE; {file's creator}
  fdFlags: INTEGER; {flags}
  fdLocation: Point; {file's location}
  fdFldr: INTEGER {file's window}
END;
```

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The File Manager

Normally an application need only set the file type and creator when a file is created, and the Finder will manipulate the other fields. (File type and creator are discussed in chapter 1 of Volume III.)

FdFlags indicates whether the file's icon is invisible, whether the file has a bundle, and other characteristics used internally by the Finder:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>Set if file has a bundle</td>
</tr>
<tr>
<td>14</td>
<td>Set if file's icon is invisible</td>
</tr>
</tbody>
</table>

Masks for these two bits are available as predefined constants:

CONST fHasBundle = 8192;  {set if file has a bundle}
fInvisible = 16384;      {set if file's icon is invisible}

For more information about bundles, see chapter 1 of Volume III.

The last two fields indicate where the file's icon will appear if the icon is visible. FdLocation contains the location of the file's icon in its window, given in the local coordinate system of the window. It's used by the Finder to position the icon; when creating a file you should set it to 0 and let the Finder position the icon for you. FdFldr indicates the window in which the file's icon will appear, and may contain one of the following values:

CONST fTrash = -3;      {file is in Trash window}
fDesktop = -2;          {file is on desktop}
fDisk = 0;              {file is in disk window}

If fdFldr contains a positive number, the file's icon will appear in a folder; the numbers that identify folders are assigned by the Finder. You can also get the folder number of an existing file, and place additional files in that same folder.

USING THE FILE MANAGER

You can call File Manager routines via three different methods: high-level Pascal calls, low-level Pascal calls, and assembly language. The high-level Pascal calls are designed for Pascal programmers interested in using the File Manager in a simple manner; they provide adequate file I/O and don't require much special knowledge to use. The low-level Pascal and assembly-language calls are designed for advanced Pascal programmers and assembly-language programmers interested in using the File Manager to its fullest capacity; they require some special knowledge to be used most effectively.

Information for all programmers follows here. The next two sections contain special information for high-level Pascal programmers and for low-level Pascal and assembly-language programmers.

Note: The names used to refer to File Manager routines here are actually the assembly-language macro names for the low-level routines, but the Pascal routine names are very similar.
The File Manager is automatically initialized each time the system starts up.

To create a new, empty file, call Create. Create allows you to set some of the information stored on the volume about the file.

To open a file, call Open. The File Manager creates an access path and returns a path reference number that you'll use every time you want to refer to it. Before you open a file, you may want to call the Standard File Package, which presents the standard interface through which the user can specify the file to be opened. The Standard File Package will return the name of the file, the volume reference number of the volume containing the file, and additional information. (If the user inserts an unmounted volume into a drive, the Standard File Package will automatically call the Disk Initialization Package to attempt to mount it.)

After opening a file, you can transfer data from it to an application's data buffer with Read, and send data from an application's data buffer to the file with Write. You can't use Write on a file whose open permission only allows reading, or on a file on a locked volume.

You can specify the byte position of the mark before calling Read or Write by calling SetFPos. GetFPos returns the byte position of the mark.

Once you've completed whatever reading and writing you want to do, call Close to close the file. Close writes the contents of the file's access path buffer to the volume and deletes the access path. You can remove a closed file (both forks) from a volume by calling Delete.

To protect against power loss or unexpected disk ejection, you should periodically call FlushVol (probably after each time you close a file), which writes the contents of the volume buffer and all access path buffers (if any) to the volume and updates the descriptive information contained on the volume.

Whenever your application is finished with a disk, or the user chooses Eject from a menu, call Eject. Eject calls FlushVol, places the volume off-line, and then physically ejects the volume from its drive.

The preceding paragraphs covered the simplest File Manager routines. The remainder of this section describes the less commonly used routines, some of which are available only to advanced programmers.

Applications will normally use the Resource Manager to open resource forks and change the information contained within, but programmers writing unusual applications (such as a disk-copying utility) might want to use the File Manager to open resource forks. This is done by calling OpenRF. As with Open, the File Manager creates an access path and returns a path reference number that you'll use every time you want to refer to this resource fork.

When the Toolbox Event Manager function GetNextEvent receives a disk-inserted event, it calls the Desk Manager function SystemEvent. SystemEvent calls the File Manager function MountVol, which attempts to mount the volume on the disk. GetNextEvent then returns the disk-inserted event: The low-order word of the event message contains the number of the drive, and the high-order word contains the result code of the attempted mounting. If the result code indicates that an error occurred, you'll need to call the Disk Initialization Package to allow the user to initialize or eject the volume.

Note: Applications that rely on the Operating System Event Manager function GetOSEvent to learn about events (and don't call GetNextEvent) must explicitly call MountVol to mount volumes.
After a volume has been mounted, your application can call GetVolInfo, which will return the name of the volume, the amount of unused space on the volume, and a volume reference number that you can use to refer to that volume.

To minimize the amount of memory used by mounted volumes, an application can unmount or place off-line any volumes that aren't currently being used. To unmount a volume, call UnmountVol, which flushes a volume (by calling FlushVol) and releases all of the memory used for it (about 1 to 1.5K bytes). To place a volume off-line, call OffLine, which flushes a volume and releases all of the memory used for it except for 94 bytes of descriptive information about the volume. Off-line volumes are placed on-line by the File Manager as needed, but your application must remount any unmounted volumes it wants to access. The File Manager itself may place volumes off-line during its normal operation.

If you would like all File Manager calls to apply to one volume, you can specify that volume as the default. You can use SetVol to set the default volume to any mounted volume, and GetVol to learn the name and volume reference number of the default volume.

Normally, volume initialization and naming is handled by the Standard File Package, which calls the Disk Initialization Package. If you want to initialize a volume explicitly or erase all files from a volume, you can call the Disk Initialization Package directly. When you want to change the name of a volume, call the File Manager function Rename.

Whenever a disk has been reconstructed in an attempt to salvage lost files (because its directory or other file-access information has been destroyed), the logical end-of-file of each file will probably be equal to each physical end-of-file, regardless of where the actual logical end-of-file is. The first time an application attempts to read from a file on a reconstructed volume, it will blindly pass the correct logical end-of-file and read misinformation until it reaches the new, incorrect logical end-of-file. To prevent this from happening, an application should always maintain an independent record of the logical end-of-file of each file it uses. To determine the File Manager's conception of the length of a file, or find out how many bytes have yet to be read from it, call GetEOF, which returns the logical end-of-file. You can change the length of a file by calling SetEOF.

Allocation blocks are automatically added to and deleted from a file as necessary. If this happens to a number of files alternately, each of the files will be contained in allocation blocks scattered throughout the volume, which increases the time required to access those files. To prevent such fragmentation of files, you can allocate a number of contiguous allocation blocks to an open file by calling Allocate.

Instead of calling FlushVol, an unusual application might call FlushFile. FlushFile forces the contents of a file's volume buffer and access path buffer (if any) to be written to its volume. FlushFile doesn't update the descriptive information contained on the volume, so the volume information won't be correct until you call FlushVol.

To get information about a file stored on a volume (such as its name and creation date), call GetFileInfo. You can change this information by calling SetFileInfo. Changing the name or version number of a file is accomplished by calling Rename or SetFileType, respectively; they have a similar effect, since both the file name and version number are needed to identify a file. You can lock or unlock a file by calling SetFilLock or RstFilLock, respectively. Given a path reference number, you can get the volume reference number of the volume containing that file by calling GetVRefNum.
This section describes all the high-level Pascal routines of the File Manager. For information on calling the low-level Pascal and assembly-language routines, see the next section.

When accessing a volume other than the default volume, you must identify it by its volume name, its volume reference number, or the drive number of its drive. The parameter names used in identifying a volume are volName, vRefNum, and drvNum. VRefNum and drvNum are both integers. VolName is a pointer, of type StringPtr, to a volume name.

Note: VolName is declared as type StringPtr instead of type STRING to allow you to pass NIL in routines where the parameter is optional.

The File Manager determines which volume to access by using one of the following:

1. VolName. (If volName points to a zero-length name, an error is returned.)
2. If volName is NIL or points to an improper volume name, then vRefNum or drvNum (only one is given per routine).
3. If vRefNum or drvNum is 0, the default volume. (If there isn't a default volume, an error is returned.)

Warning: Before you pass a parameter of type StringPtr to a File Manager routine, be sure that memory has been allocated for the variable. For example, the following statements will ensure that memory is allocated for the variable myStr:

```pascal
VAR myStr: Str255;

result := GetVol(@myStr, myRefNum)
```

When accessing a closed file on a volume, you must identify the volume by the method given above, and identify the file by its name in the fileName parameter. (The high-level File Manager routines will work only with files having a version number of 0.) FileName can contain either the file name alone or the file name prefixed by a volume name.

Note: Although fileName can include both the volume name and the file name, applications shouldn't encourage users to prefix a file name with a volume name.

You can't specify an access path buffer when calling high-level Pascal routines. All access paths open on a volume will share the volume buffer, causing a slight increase in the amount of time required to access files.

All high-level File Manager routines return an integer result code of type OSErr as their function result. Each routine description lists all of the applicable result codes, along with a short description of what the result code means. Lengthier explanations of all the result codes can be found in the summary at the end of this chapter.
Accessing Volumes

FUNCTION GetVInfo (drvNum: INTEGER; volName: StringPtr; VAR vRefNum: INTEGER; VAR freeBytes: LONGINT) : OSErr; [Not in ROM]

GetVInfo returns the name, reference number, and available space (in bytes), in volName, vRefNum, and freeBytes, for the volume in the drive specified by drvNum.

Result codes
- noErr: No error
- nsvErr: No default volume
- paramErr: Bad drive number

FUNCTION GetVRefNum (pathRefNum: INTEGER; VAR vRefNum: INTEGER) : OSErr; [Not in ROM]

Given a path reference number in pathRefNum, GetVRefNum returns the volume reference number in vRefNum.

Result codes
- noErr: No error
- rfNumErr: Bad reference number

FUNCTION GetVol (volName: StringPtr; VAR vRefNum: INTEGER) : OSErr; [Not in ROM]

GetVol returns the name of the default volume in volName and its volume reference number in vRefNum.

Result codes
- noErr: No error
- nsvErr: No such volume

FUNCTION SetVol (volName: StringPtr; vRefNum: INTEGER) : OSErr; [Not in ROM]

SetVol sets the default volume to the mounted volume specified by volName or vRefNum.

Result codes
- noErr: No error
- bdNamErr: Bad volume name
- nsvErr: No such volume
- paramErr: No default volume

FUNCTION FlushVol (volName: StringPtr; vRefNum: INTEGER) : OSErr; [Not in ROM]

On the volume specified by volName or vRefNum, FlushVol writes the contents of the associated volume buffer and descriptive information about the volume (if they've changed since the last time FlushVol was called).
**Inside Macintosh**

**Result codes**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad volume name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>No such drive</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>paramErr</td>
<td>No default volume</td>
</tr>
</tbody>
</table>

**FUNCTION UnmountVol (volName: StringPtr; vRefNum: INTEGER) : OSErr; [Not in ROM]**

UnmountVol unmounts the volume specified by volName or vRefNum, by calling FlushVol to flush the volume buffer, closing all open files on the volume, and releasing the memory used for the volume.

**Warning:** Don't unmount the startup volume.

**Result codes**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad volume name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>No such drive</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>paramErr</td>
<td>No default volume</td>
</tr>
</tbody>
</table>

**FUNCTION Eject (volName: StringPtr; vRefNum: INTEGER) : OSErr; [Not in ROM]**

Eject flushes the volume specified by volName or vRefNum, places it off-line, and then ejects the volume.

**Result codes**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad volume name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>No such drive</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>paramErr</td>
<td>No default volume</td>
</tr>
</tbody>
</table>

**Accessing Files**

**FUNCTION Create (fileName: Str255; vRefNum: INTEGER; creator: OSTYPE; fileType: OSTYPE) : OSErr; [Not in ROM]**

Create creates a new file (both forks) with the specified name, file type, and creator, on the specified volume. (File type and creator are discussed in chapter 1 of Volume III.) The new file is unlocked and empty. The date and time of its creation and last modification are set to the current date and time.
Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>dupFNErr</td>
<td>Duplicate file name and version</td>
</tr>
<tr>
<td>dirFulErr</td>
<td>File directory full</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
</tbody>
</table>

FUNCTION FSOpen (fileName: Str255; vRefNum: INTEGER; VAR refNum: INTEGER) : OSErr; [Not in ROM]

FSOpen creates an access path to the file having the name fileName on the volume specified by vRefNum. A path reference number is returned in refNum. The access path's read/write permission is set to whatever the file's open permission allows.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>opWrErr</td>
<td>File already open for writing</td>
</tr>
<tr>
<td>tmfoErr</td>
<td>Too many files open</td>
</tr>
</tbody>
</table>

FUNCTION OpenRF (fileName: Str255; vRefNum: INTEGER; VAR refNum: INTEGER) : OSErr; [Not in ROM]

OpenRF is similar to FSOpen; the only difference is that OpenRF opens the resource fork of the specified file rather than the data fork. A path reference number is returned in refNum. The access path's read/write permission is set to whatever the file's open permission allows.

Note: Normally you should access a file's resource fork through the routines of the Resource Manager rather than the File Manager. OpenRF doesn't read the resource map into memory; it's really only useful for block-level operations such as copying files.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>opWrErr</td>
<td>File already open for writing</td>
</tr>
<tr>
<td>tmfoErr</td>
<td>Too many files open</td>
</tr>
</tbody>
</table>
FUNCTION FSRead (refNum: INTEGER; VAR count: LONGINT; buffPtr: 
Ptr) : OSErr; [Not in ROM]

FSRead attempts to read the number of bytes specified by the count parameter from the open file 
whose access path is specified by refNum, and transfer them to the data buffer pointed to by 
buffPtr. The read operation begins at the current mark, so you might want to precede this with a 
call to SetFPos. If you try to read past the logical end-of-file, FSRead moves the mark to the 
end-of-file and returns eofErr as its function result. After the read is completed, the number of 
bytes actually read is returned in the count parameter.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>eofErr</td>
<td>End-of-file</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>paramErr</td>
<td>Negative count</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>

FUNCTION FSWrite (refNum: INTEGER; VAR count: LONGINT; buffPtr: 
Ptr) : OSErr; [Not in ROM]

FSWrite takes the number of bytes specified by the count parameter from the buffer pointed to by 
buffPtr and attempts to write them to the open file whose access path is specified by refNum. 
The write operation begins at the current mark, so you might want to precede this with a call to 
SetFPos. After the write is completed, the number of bytes actually written is returned in the 
count parameter.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>dskFulErr</td>
<td>Disk full</td>
</tr>
<tr>
<td>flLckdErr</td>
<td>File locked</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>paramErr</td>
<td>Negative count</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wrPrErr</td>
<td>Hardware volume lock</td>
</tr>
<tr>
<td>wrPermErr</td>
<td>Read/write permission doesn't allow writing</td>
</tr>
</tbody>
</table>

FUNCTION GetFPos (refNum: INTEGER; VAR filePos: LONGINT) : OSErr; 
[Not in ROM]

GetFPos returns, in filePos, the mark of the open file whose access path is specified by refNum.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>
FUNCTION SetFPos (refNum: INTEGER; posMode: INTEGER; posOff: LONGINT) : OSErr;  [Not in ROM]

SetFPos sets the mark of the open file whose access path is specified by refNum, to the position specified by posMode and posOff. PosMode indicates how to position the mark; it must contain one of the following values:

CONST fsAtMark = 0;  {at current mark}
fsFromStart = 1;  {offset relative to beginning of file}
fsFromLEOF = 2;  {offset relative to logical end-of-file}
fsFromMark = 3;  {offset relative to current mark}

PosOff specifies the byte offset (either positive or negative), relative to the position specified by posMode, where the mark should be set (except when posMode is equal to fsAtMark, in which case posOff is ignored). If you try to set the mark past the logical end-of-file, SetFPos moves the mark to the end-of-file and returns eofErr as its function result.

Result codes
- noErr: No error
- eofErr: End-of-file
- extFSErr: External file system
- fnOpnErr: File not open
- ioErr: I/O error
- posErr: Attempt to position before start of file
- rfNumErr: Bad reference number

FUNCTION GetEOF (refNum: INTEGER; VAR logEOF: LONGINT) : OSErr;  [Not in ROM]

GetEOF returns, in logEOF, the logical end-of-file of the open file whose access path is specified by refNum.

Result codes
- noErr: No error
- extFSErr: External file system
- fnOpnErr: File not open
- ioErr: I/O error
- rfNumErr: Bad reference number

FUNCTION SetEOF (refNum: INTEGER; logEOF: LONGINT) : OSErr;  [Not in ROM]

SetEOF sets the logical end-of-file of the open file whose access path is specified by refNum, to the position specified by logEOF. If you attempt to set the logical end-of-file beyond the physical end-of-file, the physical end-of-file is set to one byte beyond the end of the next free allocation block; if there isn't enough space on the volume, no change is made, and SetEOF returns dskFulErr as its function result. If logEOF is 0, all space occupied by the file on the volume is released.
Inside Macintosh

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>dskFulErr</td>
<td>Disk full</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fLckdErr</td>
<td>File locked</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
<tr>
<td>wrPermErr</td>
<td>Read/write permission doesn't allow writing</td>
</tr>
</tbody>
</table>

FUNCTION Allocate (refNum: INTEGER; VAR count: LONGINT) : OSErr; [Not in ROM]

Allocate adds the number of bytes specified by the count parameter to the open file whose access path is specified by refNum, and sets the physical end-of-file to one byte beyond the last block allocated. The number of bytes actually allocated is rounded up to the nearest multiple of the allocation block size, and returned in the count parameter. If there isn't enough empty space on the volume to satisfy the allocation request, Allocate allocates the rest of the space on the volume and returns dskFulErr as its function result.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>dskFulErr</td>
<td>Disk full</td>
</tr>
<tr>
<td>fLckdErr</td>
<td>File locked</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
<tr>
<td>wrPermErr</td>
<td>Read/write permission doesn't allow writing</td>
</tr>
</tbody>
</table>

FUNCTION FSClose (refNum: INTEGER) : OSErr; [Not in ROM]

FSClose removes the access path specified by refNum, writes the contents of the volume buffer to the volume, and updates the file's entry in the file directory.

Note: Some information stored on the volume won't be correct until FlushVol is called.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>
### Changing Information About Files

All of the routines described in this section affect both forks of the file, and don't require the file to be open.

**FUNCTION GetFinfo** (fileName: Str255; vRefNum: INTEGER; VAR fndrInfo: Finfo) : OSErr; [Not in ROM]

For the file having the name fileName on the specified volume, GetFinfo returns information used by the Finder in fndrInfo (see the section "File Information Used by the Finder").

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>paramErr</td>
<td>No default volume</td>
</tr>
</tbody>
</table>

**FUNCTION SetFinfo** (fileName: Str255; vRefNum: INTEGER; fndrInfo: Finfo) : OSErr; [Not in ROM]

For the file having the name fileName on the specified volume, SetFinfo sets information used by the Finder to fndrInfo (see the section "File Information Used by the Finder").

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fLckdErr</td>
<td>File locked</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
</tbody>
</table>

**FUNCTION SetFLock** (fileName: Str255; vRefNum: INTEGER) : OSErr; [Not in ROM]

SetFLock locks the file having the name fileName on the specified volume. Access paths currently in use aren't affected.

**Note:** This lock is controlled by your application, and is distinct from the user-accessible lock maintained by the Finder.
FUNCTION RstFLock (fileName: Str255; vRefNum: INTEGER) : OSErr; [Not in ROM]

RstFLock unlocks the file having the name fileName on the specified volume. Access paths currently in use aren't affected.

Result codes

- noErr: No error
- extFSErr: External file system
- fnfErr: File not found
- ioErr: I/O error
- nsvErr: No such volume
- vLckdErr: Software volume lock
- wPrErr: Hardware volume lock

FUNCTION Rename (oldName: Str255; vRefNum: INTEGER; newName: Str255) : OSErr; [Not in ROM]

Given a file name in oldName, Rename changes the name of the file to newName. Access paths currently in use aren't affected. Given a volume name in oldName or a volume reference number in vRefNum, Rename changes the name of the specified volume to newName.

**Warning:** If you're renaming a volume, be sure that oldName ends with a colon, or Rename will consider it a file name.

Result codes

- noErr: No error
- bdNamErr: Bad file name
- dirFu!Err: Directory full
- dupFNErr: Duplicate file name
- extFSErr: External file system
- fLckdErr: File locked
- fnfErr: File not found
- fsRnErr: Problem during rename
- ioErr: I/O error
- nsvErr: No such volume
- paramErr: No default volume
- vLckdErr: Software volume lock
- wPrErr: Hardware volume lock
FUNCTION FSDelete (fileName: Str255; vRefNum: INTEGER) : OSErr;
[Not in ROM]

FSDelete removes the closed file having the name fileName from the specified volume.

Note: This function will delete both forks of the file.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fBsyErr</td>
<td>File busy</td>
</tr>
<tr>
<td>fLckdErr</td>
<td>File locked</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
</tbody>
</table>

LOW-LEVEL FILE MANAGER ROUTINES

This section contains information for programmers using the low-level Pascal or assembly­language routines of the File Manager, and describes them in detail.

Most low-level File Manager routines can be executed either synchronously (meaning that the application can't continue until the routine is completed) or asynchronously (meaning that the application is free to perform other tasks while the routine is executing). Some cannot be executed asynchronously, because they use the Memory Manager to allocate and release memory.

When an application calls a File Manager routine asynchronously, an I/O request is placed in the file I/O queue, and control returns to the calling program—possibly even before the actual I/O is completed. Requests are taken from the queue one at a time, and processed; meanwhile, the calling program is free to work on other things.

The calling program may specify a completion routine to be executed at the end of an asynchronous operation.

At any time, you can clear all queued File Manager calls except the current one by using the InitQueue procedure. InitQueue is especially useful when an error occurs and you no longer want queued calls to be executed.

Routine parameters passed by an application to the File Manager and returned by the File Manager to an application are contained in a parameter block, which is a data structure in the heap or stack. Most low-level calls to the File Manager are of the form

FUNCTION PBCallName (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

PBCallName is the name of the routine. ParmBlkPtr points to the parameter block containing the parameters for the routine. If async is TRUE, the call is executed asynchronously; otherwise the call is executed synchronously. The routine returns an integer result code of type OSErr. Each routine description lists all of the applicable result codes, along with a short description of what the result code means. Lengthier explanations of all the result codes can be found in the summary at the end of this chapter.
Assembly-language note: When you call a File Manager routine, A0 must point to a
parameter block containing the parameters for the routine. If you want the routine to be
executed asynchronously, set bit 10 of the routine trap word. You can do this by
supplying the word ASYNC as the second argument to the routine macro. For example:

_Read , ASYNC

You can set or test bit 10 of a trap word by using the global constant asyncTrpBit. (The
syntax shown above applies to the Lisa Workshop Assembler; programmers using another
development system should consult its documentation for the proper syntax.)

All routines except InitQueue return a result code in D0.

Routine Parameters

There are three different kinds of parameter blocks you'll pass to File Manager routines. Each
kind is used with a particular set of routine calls: I/O routines, file information routines, and
volume information routines.

The lengthy, variable-length data structure of a parameter block is given below. The Device
Manager and File Manager use this same data structure, but only the parts relevant to the File
Manager are discussed here. Each kind of parameter block contains eight fields of standard
information and nine to 16 fields of additional information:

TYPE ParamBlkType = (ioParam, fileParam, volumeParam, cntrlParam);

ParamBlockRec = RECORD
  qLink: QElemPtr;       {next queue entry}
  qType: INTEGER;        {queue type}
  ioTrap: INTEGER;       {routine trap}
  ioCmdAddr: Ptr;        {routine address}
  ioCompletion: ProcPtr; {completion routine}
  ioResult: OSErr;       {result code}
  ioNamePtr: StringPtr;  {volume or file name}
  ioVRefNum: INTEGER;    {volume reference or drive number}
CASE ParamBlkType OF
  ioParam:
    . . . {I/O routine parameters}
  fileParam:
    . . . {file information routine parameters}
  volumeParam:
    . . . {volume information routine parameters}
  cntrlParam:
    . . . {used by the Device Manager}
END;

ParmBlkPtr = ^ParamBlockRec;

II-98 Low-Level File Manager Routines
The first four fields in each parameter block are handled entirely by the File Manager, and most programmers needn't be concerned with them; programmers who are interested in them should see the section "Data Structures in Memory".

IOCompletion contains a pointer to a completion routine to be executed at the end of an asynchronous call; it should be NIL for asynchronous calls with no completion routine, and is automatically set to NIL for all synchronous calls.

**Warning:** Completion routines are executed at the interrupt level and must preserve all registers other than A0, A1, and D0-D2. Your completion routine must not make any calls to the Memory Manager, directly or indirectly, and can't depend on handles to unlocked blocks being valid. If it uses application globals, it must also ensure that register A5 contains the address of the boundary between the application globals and the application parameters; for details, see SetUpA5 and RestoreA5 in chapter 13.

---

**Assembly-language note:** When your completion routine is called, register A0 points to the parameter block of the asynchronous call and register D0 contains the result code.

---

Routines that are executed asynchronously return control to the calling program with the result code noErr as soon as the call is placed in the file I/O queue. This isn't an indication of successful call completion, but simply indicates that the call was successfully queued. To determine when the call is actually completed, you can poll the ioResult field; this field is set to 1 when the call is made, and receives the actual result code upon completion of the call. Completion routines are executed after the result code is placed in ioResult.

IONamePtr points to either a volume name or a file name (which can be prefixed by a volume name).

**Note:** Although ioNamePtr can include both the volume name and the file name, applications shouldn't encourage users to prefix a file name with a volume name.

IOVRefNum contains either the reference number of a volume or the drive number of a drive containing a volume.

For routines that access volumes, the File Manager determines which volume to access by using one of the following:

1. IONamePtr, a pointer to the volume name (which must be followed by a colon).
2. If IONamePtr is NIL, or points to an improper volume name, then IOVRefNum. (If IOVRefNum is negative, it's a volume reference number; if positive, it's a drive number.)
3. If IOVRefNum is 0, the default volume. (If there isn't a default volume, an error is returned.)

For routines that access closed files, the File Manager determines which file to access by using IONamePtr, a pointer to the name of the file (and possibly also of the volume).

- If the string pointed to by IONamePtr doesn't include the volume name, the File Manager uses steps 2 and 3 above to determine the volume.
- If IONamePtr is NIL or points to an improper file name, an error is returned.
I/O Parameters

When you call one of the I/O routines, you'll use these nine additional fields after the standard eight fields in the parameter block:

```plaintext
ioParam:
  (ioRefNum: INTEGER; {path reference number})
  ioVersNum: SignedByte; {version number}
  ioPermssn: SignedByte; {read/write permission}
  ioMisc: Ptr; {miscellaneous}
  ioBuffer: Ptr; {data buffer}
  ioReqCount: LONGINT; {requested number of bytes}
  ioActCount: LONGINT; {actual number of bytes}
  ioPosMode: INTEGER; {positioning mode and newline character}
  ioPosOffset: LONGINT); {positioning offset}
```

For routines that access open files, the File Manager determines which file to access by using the path reference number in ioRefNum. IOVersNum is the file's version number, normally 0. IOPermssn requests permission to read or write via an access path, and must contain one of the following values:

- CONST fsCurPerm = 0; {whatever is currently allowed}
- fsRdPerm = 1; {request to read only}
- fsWrPerm = 2; {request to write only}
- fsRdWrPerm = 3; {request to read and write}

This request is compared with the open permission of the file. If the open permission doesn't allow I/O as requested, a result code indicating the error is returned.

The content of ioMisc depends on the routine called. It contains either a new logical end-of-file, a new version number, a pointer to an access path buffer, or a pointer to a new volume or file name. Since ioMisc is of type Ptr, you'll need to perform type coercion to correctly interpret the value of ioMisc when it contains an end-of-file (a LONGINT) or version number (a SignedByte).

IOBuffer points to a data buffer into which data is written by Read calls and from which data is read by Write calls. IOReqCount specifies the requested number of bytes to be read, written, or allocated. IOActCount contains the number of bytes actually read, written, or allocated.

IOPosMode and ioPosOffset contain positioning information used for Read, Write, and SetFPos calls. IOPosMode contains the positioning mode; bits 0 and 1 indicate how to position the mark, and you can use the following predefined constants to set or test their value:

```plaintext
CONST fsAtMark = 0; {at current mark}
fsFromStart = 1; {offset relative to beginning of file}
fsFromLEOF = 2; {offset relative to logical end-of-file}
fsFromMark = 3; {offset relative to current mark}
```

IOPosOffset specifies the byte offset (either positive or negative), relative to the position specified by the positioning mode, where the operation will be performed (except when the positioning mode is fsAtMark, in which case ioPosOffset is ignored).

To have the File Manager verify that all data written to a volume exactly matches the data in memory, make a Read call right after the Write call. The parameters for a read-verify operation...
are the same as for a standard Read call, except that the following constant must be added to the
positioning mode:

```
CONST rdVerify = 64;  {read-verify mode}
```

The result code ioErr is returned if any of the data doesn't match.

**Note:** Advanced programmers: Bit 7 of ioPosMode is the newline flag; it's set if read
operations should terminate at a newline character. The ASCII code of the newline
character is specified in the high-order byte of ioPosMode. If the newline flag is set, the
data will be read one byte at a time until the newline character is encountered, ioReqCount
bytes have been read, or the end-of-file is reached. If the newline flag is clear, the data will
be read one byte at a time until ioReqCount bytes have been read or the end-of-file is
reached.

**File Information Parameters**

Some File Manager routines, including GetFileInfo and SetFileInfo, use the following 16
additional fields after the standard eight fields in the parameter block:

```
fileParam:
    (ioFRefNum: INTEGER;  {path reference number}
ioFVersNum: SignedByte;  {version number}
filler1: SignedByte;  {not used}
ioFDirIndex: INTEGER;  {sequence number of file}
ioFlAttrib: SignedByte;  {file attributes}
ioFlVersNum: SignedByte;  {version number}
ioFlPndrInfo: Finfo;  {information used by the Finder}
ioFlNum: LONGINT;  {file number}
ioFlStBlk: INTEGER;  {first allocation block of data fork}
ioFlP的缘Len: LONGINT;  {logical end-of-file of data fork}
ioFlP的缘Len: LONGINT;  {physical end-of-file of data fork}
ioFlRStBlk: INTEGER;  {first allocation block of resource fork}
ioFlRLgLen: LONGINT;  {logical end-of-file of resource fork}
ioFlP的缘Len: LONGINT;  {physical end-of-file of resource fork}
ioFlCrDat: LONGINT;  {date and time of creation}
ioFlMdDat: LONGINT);  {date and time of last modification}
```

IOFDdirIndex contains the sequence number of the file, and can be used as a way of indexing all
the files on a volume. IOFINum is a unique number assigned to a file; most programmers needn't
be concerned with file numbers, but those interested can read the section "Data Organization on
Volumes".

**Note:** IOFDdirIndex maintains the sequence numbers without gaps, so you can use it as a
way of indexing all the files on a volume.

IOFIAttrib contains the following file attributes:

```
Bit  Meaning
0  Set if file is locked
```
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IOF1StBlk and ioFIRSTBlk contain 0 if the file's data or resource fork is empty, respectively. The date and time in the ioFICrDat and ioFIMdDat fields are specified in seconds since midnight, January 1, 1904.

Volume Information Parameters

When you call GetVolInfo, you'll use the following 14 additional fields:

volumeParam:

(filler2: LONGINT; {not used}
ioVolIndex: INTEGER; {volume index}
ioVcryDate: LONGINT; {date and time of initialization}
ioVLsBkUp: LONGINT; {date and time of last backup}
ioVAtrb: INTEGER; {bit 15=1 if volume locked}
ioVNmFls: INTEGER; {number of files in directory}
ioVDirSt: INTEGER; {first block of directory}
ioVBlnLn: INTEGER; {length of directory in blocks}
ioVNmAlBlks: INTEGER; {number of allocation blocks}
ioVAlBlks: LONGINT; {size of allocation blocks}
ioVClnpSiz: LONGINT; {number of bytes to allocate}
ioValBlSt: INTEGER; {first block in volume block map}
ioVNxtFNum: LONGINT; {next unused file number}
ioVFrBlk: INTEGER; {number of unused allocation blocks}

IOVolIndex contains the volume index, another method of referring to a volume; the first volume mounted has an index of 1, and so on.

Note: IOVolIndex maintains the volume numbers sequentially (without gaps), so you can use it as a way of indexing all mounted volumes.

Most programmers needn't be concerned with the parameters providing information about file directories and block maps (such as ioVNmFls), but interested programmers can read the section "Data Organization on Volumes".

Routine Descriptions

This section describes the procedures and functions. Each routine description includes the low-level Pascal form of the call and the routine's assembly-language macro. A list of the fields in the parameter block affected by the call is also given.

Assembly-language note: The field names given in these descriptions are those of the ParamBlockRec data type; see the summary at the end of this chapter for the names of the corresponding assembly-language offsets. (The names for some offsets differ from their Pascal equivalents, and in certain cases more than one name for the same offset is provided.)
The number next to each parameter name indicates the byte offset of the parameter from the start of the parameter block pointed to by register AO; only assembly-language programmers need be concerned with it. An arrow next to each parameter name indicates whether it's an input, output, or input/output parameter:

<table>
<thead>
<tr>
<th>Arrow</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>➞</td>
<td>Parameter is passed to the routine</td>
</tr>
<tr>
<td>←</td>
<td>Parameter is returned by the routine</td>
</tr>
<tr>
<td>↔</td>
<td>Parameter is passed to and returned by the routine</td>
</tr>
</tbody>
</table>

**Initializing the File I/O Queue**

PROCEDURE FInitQueue;

Trap macro _InitQueue

FInitQueue clears all queued File Manager calls except the current one.

**Accessing Volumes**

To get the volume reference number of a volume, given the path reference number of a file on that volume, both Pascal and assembly-language programmers should call the high-level File Manager function GetVRefNum.

FUNCTION PBMountVol (paramBlock: ParmBlkPtr) : OSErr;

Trap macro _MountVol

Parameter block

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>←</td>
<td>16</td>
<td>ioResult word</td>
</tr>
<tr>
<td>↔</td>
<td>22</td>
<td>ioVRefNum word</td>
</tr>
</tbody>
</table>

PBMountVol mounts the volume in the drive specified by ioVRefNum, and returns a volume reference number in ioVRefNum. If there are no volumes already mounted, this volume becomes the default volume. PBMountVol is always executed synchronously.

Result codes

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bad MDBErr</td>
<td>Bad master directory block</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>mem FullErr</td>
<td>Not enough room in heap zone</td>
</tr>
<tr>
<td>no MacDskErr</td>
<td>Not a Macintosh disk</td>
</tr>
<tr>
<td>ns DrvErr</td>
<td>No such drive</td>
</tr>
<tr>
<td>paramErr</td>
<td>Bad drive number</td>
</tr>
<tr>
<td>vol On LinErr</td>
<td>Volume already on-line</td>
</tr>
</tbody>
</table>
FUNCTION PBGetVInfo (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _GetVolInfo

Parameter block

→  12 ioCompletion  pointer
→  16 ioResult     word
←  18 ioNamePtr    pointer
←  22 ioVRefNum    word
→  28 ioVolIndex   word
←  30 ioVCrDate    long word
←  34 ioVLsBkUp    long word
←  38 ioVAtrb      word
←  40 ioVNmFls     word
←  42 ioVDirSt     word
←  44 ioVBILn      word
←  46 ioVNmAlBlks  word
←  48 ioVAlBlkSiz  long word
←  52 ioVClpSiz    long word
←  56 ioAlBlkSt    word
←  58 ioVNxtFNum  long word
←  62 ioVFrbBlk    word

PBGetVInfo returns information about the specified volume. If ioVolIndex is positive, the File Manager attempts to use it to find the volume; for instance, if ioVolIndex is 2, the File Manager will attempt to access the second mounted volume. If ioVolIndex is negative, the File Manager uses ioNamePtr and ioVRefNum in the standard way to determine which volume. If ioVolIndex is 0, the File Manager attempts to access the volume by using ioVRefNum only. The volume reference number is returned in ioVRefNum, and the volume name is returned in ioNamePtr (unless ioNamePtr is NIL).

Result codes

noErr   No error
nsvErr  No such volume
paramErr No default volume

FUNCTION PBGetVol (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _GetVol

Parameter block

→  12 ioCompletion  pointer
←  16 ioResult     word
←  18 ioNamePtr    pointer
←  22 ioVRefNum    word

PBGetVol returns the name of the default volume in ioNamePtr (unless ioNamePtr is NIL) and its volume reference number in ioVRefNum.
Result codes
noErr  No error
nsvErr  No default volume

FUNCTION PBSetVol (paramBlock: ParmBlkPtr; async: BOOLEAN) :
OSErr;

Trap macro  _SetVol
Parameter block
→ 12  ioCompletion  pointer
← 16  ioResult  word
→ 18  ioNamePtr  pointer
→ 22  ioVRefNum  word

PBSetVol sets the default volume to the mounted volume specified by ioNamePtr or ioVRefNum.

Result codes
noErr  No error
bdNamErr  Bad volume name
nsvErr  No such volume
paramErr  No default volume

FUNCTION PBFlushVol (paramBlock: ParmBlkPtr; async: BOOLEAN) :
OSErr;

Trap macro  _FlushVol
Parameter block
→ 12  ioCompletion  pointer
← 16  ioResult  word
→ 18  ioNamePtr  pointer
→ 22  ioVRefNum  word

On the volume specified by ioNamePtr or ioVRefNum, PBFlushVol writes descriptive information about the volume, the contents of the associated volume buffer, and all access path buffers for the volume (if they've changed since the last time PBFlushVol was called). The date and time of the last modification to the volume are set to the current date and time.

Result codes
noErr  No error
bdNamErr  Bad volume name
extFSErr  External file system
ioErr  I/O error
nsDrvErr  No such drive
nsvErr  No such volume
paramErr  No default volume
FUNCTION PBUnmountVol (paramBlock: ParmBlkPtr) : OSErr;

Trap macro      _UnmountVol

Parameter block

←  16  ioResult     word
→  18  ioNamePtr   pointer
→  22  ioVRefNum   word

PBUnmountVol unmounts the volume specified by ioNamePtr or ioVRefNum, by calling
PBFlushVol to flush the volume, closing all open files on the volume, and releasing the memory
used for the volume. PBUnmountVol is always executed synchronously.

Warning: Don't unmount the startup volume.

Result codes

noErr      No error
bdNamErr   Bad volume name
extFSErr   External file system
ioErr      I/O error
nsDrvErr   No such drive
nsvErr     No such volume
paramErr   No default volume

FUNCTION PBOffLine (paramBlock: ParmBlkPtr) : OSErr;

Trap macro      _OffLine

Parameter block

→  12  ioCompletion pointer
←  16  ioResult     word
→  18  ioNamePtr   pointer
→  22  ioVRefNum   word

PBOffLine places off-line the volume specified by ioNamePtr or ioVRefNum, by calling
PBFlushVol to flush the volume, and releasing all the memory used for the volume except for 94
bytes of descriptive information. PBOffLine is always executed synchronously.

Result codes

noErr      No error
bdNamErr   Bad volume name
extFSErr   External file system
ioErr      I/O error
nsDrvErr   No such drive
nsvErr     No such volume
paramErr   No default volume
FUNCTION PBEject (paramBlock: ParmBlkPtr) : OSErr;

Trap macro _Eject

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 18 ioNamePtr pointer
→ 22 ioVRefNum word

PBEject flushes the volume specified by ioNamePtr or ioVRefNum, places it off-line, and then ejects the volume.

---

Assembly-language note: You may invoke the macro _Eject asynchronously; the first part of the call is executed synchronously, and the actual ejection is executed asynchronously.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad volume name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>No such drive</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>paramErr</td>
<td>No default volume</td>
</tr>
</tbody>
</table>

---

Accessing Files

FUNCTION PBCreate (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Create

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 18 ioNamePtr pointer
→ 22 ioVRefNum word
→ 26 ioFVersNum byte

PBCreate creates a new file (both forks) having the name ioNamePtr and the version number ioFVersNum, on the volume specified by ioVRefNum. The new file is unlocked and empty. The date and time of its creation and last modification are set to the current date and time. If the file created isn't temporary (that is, if it will exist after the application terminates), the application should call PBCSetFinfo (after PBCreate) to fill in the information needed by the Finder.
Inside Macintosh

Assembly-language note: If a desk accessory creates a file, it should always create it on the system startup volume (and not on the default volume) by passing the reference number of the system startup volume in ioVRefNum. The volume reference number can be obtained by calling the high-level File Manager function GetVRefNum with the reference number of the system resource file, which is stored in the global variable SysMap.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>No error</th>
</tr>
</thead>
<tbody>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>dupFNErr</td>
<td>Duplicate file name and version</td>
</tr>
<tr>
<td>dirFulErr</td>
<td>File directory full</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
</tbody>
</table>

FUNCTION PBOpen (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Parameter block

- ioCompletion: pointer 12
- ioResult: word 16
- ioNamePtr: pointer 18
- ioVRefNum: word 22
- ioRefNum: word 24
- ioVersNum: byte 26
- ioPerms: byte 27
- ioMisc: pointer 28

PBOpen creates an access path to the file having the name ioNamePtr and the version number ioVersNum, on the volume specified by ioVRefNum. A path reference number is returned in ioRefNum.

IOMisc either points to a 524-byte portion of memory to be used as the access path's buffer, or is NIL if you want the volume buffer to be used instead.

Warning: All access paths to a single file that's opened multiple times should share the same buffer so that they will read and write the same data.

IOPermssn specifies the path's read/write permission. A path can be opened for writing even if it accesses a file on a locked volume, and an error won't be returned until a PBWrite, PBSetEOF, or PBAlocate call is made.

If you attempt to open a locked file for writing, PBOpen will return permErr as its function result. If you attempt to open a file for writing and it already has an access path that allows writing, PBOpen will return the reference number of the existing access path in ioRefNum and opWrErr as its function result.

II-108 Low-Level File Manager Routines
Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fntErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>opWrErr</td>
<td>File already open for writing</td>
</tr>
<tr>
<td>permErr</td>
<td>Attempt to open locked file for writing</td>
</tr>
<tr>
<td>tmfoErr</td>
<td>Too many files open</td>
</tr>
</tbody>
</table>

FUNCTION PBOpenRF (paramBlock: ParmBlkPtr; async: BOOLEAN) :

OSErr;

Trap macro _OpenRF

Parameter block

\[
\begin{matrix}
\rightarrow & 12 & \text{ioCompletion} & \text{pointer} \\
\leftarrow & 16 & \text{ioResult} & \text{word} \\
\rightarrow & 18 & \text{ioNamePtr} & \text{pointer} \\
\rightarrow & 22 & \text{ioVRefNum} & \text{word} \\
\leftarrow & 24 & \text{ioRefNum} & \text{word} \\
\rightarrow & 26 & \text{ioVersNum} & \text{byte} \\
\rightarrow & 27 & \text{ioPermssn} & \text{byte} \\
\rightarrow & 28 & \text{ioMisc} & \text{pointer} \\
\end{matrix}
\]

PBOpenRF is identical to PBOpen, except that it opens the file's resource fork instead of its data fork.

Note: Normally you should access a file's resource fork through the routines of the Resource Manager rather than the File Manager. PBOpenRF doesn't read the resource map into memory; it's really only useful for block-level operations such as copying files.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fntErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>opWrErr</td>
<td>File already open for writing</td>
</tr>
<tr>
<td>permErr</td>
<td>Attempt to open locked file for writing</td>
</tr>
<tr>
<td>tmfoErr</td>
<td>Too many files open</td>
</tr>
</tbody>
</table>
FUNCTION PBRead (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Read

Parameter block

\[\begin{array}{ll}
\rightarrow & 12 \text{ ioCompletion pointer} \\
\leftarrow & 16 \text{ ioResult word} \\
\rightarrow & 24 \text{ ioRefNum word} \\
\rightarrow & 32 \text{ ioBuffer pointer} \\
\rightarrow & 36 \text{ ioReqCount long word} \\
\leftarrow & 40 \text{ ioActCount long word} \\
\rightarrow & 44 \text{ ioPosMode word} \\
\leftarrow & 46 \text{ ioPosOffset long word}
\end{array}\]

PBRead attempts to read ioReqCount bytes from the open file whose access path is specified by ioRefNum, and transfer them to the data buffer pointed to by ioBuffer. The position of the mark is specified by ioPosMode and ioPosOffset. If you try to read past the logical end-of-file, PBRead moves the mark to the end-of-file and returns eofErr as its function result. After the read is completed, the mark is returned in ioPosOffset and the number of bytes actually read is returned in ioActCount.

Result codes

- noErr: No error
- eofErr: End-of-file
- extFSErr: External file system
- fnOpnErr: File not open
- ioErr: I/O error
- paramErr: Negative ioReqCount
- refNumErr: Bad reference number

FUNCTION PBWrite (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Write

Parameter block

\[\begin{array}{ll}
\rightarrow & 12 \text{ ioCompletion pointer} \\
\leftarrow & 16 \text{ ioResult word} \\
\rightarrow & 24 \text{ ioRefNum word} \\
\rightarrow & 32 \text{ ioBuffer pointer} \\
\rightarrow & 36 \text{ ioReqCount long word} \\
\leftarrow & 40 \text{ ioActCount long word} \\
\rightarrow & 44 \text{ ioPosMode word} \\
\leftarrow & 46 \text{ ioPosOffset long word}
\end{array}\]

PBWrite takes ioReqCount bytes from the buffer pointed to by ioBuffer and attempts to write them to the open file whose access path is specified by ioRefNum. The position of the mark is specified by ioPosMode and ioPosOffset. After the write is completed, the mark is returned in ioPosOffset and the number of bytes actually written is returned in ioActCount.
Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>dskFulErr</td>
<td>Disk full</td>
</tr>
<tr>
<td>fLckdErr</td>
<td>File locked</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>paramErr</td>
<td>Negative ioReqCount</td>
</tr>
<tr>
<td>posErr</td>
<td>Attempt to position before start of file</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
<tr>
<td>wrPermErr</td>
<td>Read/write permission doesn't allow writing</td>
</tr>
</tbody>
</table>

FUNCTION PBGetFPPos (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _GetFPPos

Parameter block

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>ioCompletion pointer</td>
</tr>
<tr>
<td>16</td>
<td>ioResult word</td>
</tr>
<tr>
<td>24</td>
<td>ioRefNum word</td>
</tr>
<tr>
<td>36</td>
<td>ioReqCount long word</td>
</tr>
<tr>
<td>40</td>
<td>ioActCount long word</td>
</tr>
<tr>
<td>44</td>
<td>ioPosMode word</td>
</tr>
<tr>
<td>46</td>
<td>ioPosOffset long word</td>
</tr>
</tbody>
</table>

PBGetFPPos returns, in ioPosOffset, the mark of the open file whose access path is specified by ioRefNum. It sets ioReqCount, ioActCount, and ioPosMode to 0.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>gfpErr</td>
<td>Error during GetFPPos</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>

FUNCTION PBSetFPPos (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _SetFPPos

Parameter block

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>ioCompletion pointer</td>
</tr>
<tr>
<td>16</td>
<td>ioResult word</td>
</tr>
<tr>
<td>24</td>
<td>ioRefNum word</td>
</tr>
<tr>
<td>44</td>
<td>ioPosMode word</td>
</tr>
<tr>
<td>46</td>
<td>ioPosOffset long word</td>
</tr>
</tbody>
</table>

PBSetFPPos sets the mark of the open file whose access path is specified by ioRefNum, to the position specified by ioPosMode and ioPosOffset. The position at which the mark is actually set.
is returned in ioPosOffset. If you try to set the mark past the logical end-of-file, PBSetFPos
moves the mark to the end-of-file and returns eofErr as its function result.

**Result codes**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>eofErr</td>
<td>End-of-file</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>posErr</td>
<td>Attempt to position before start of file</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>

**FUNCTION PBGetEOF (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;**

**Trap macro** _GetEOF

**Parameter block**

<table>
<thead>
<tr>
<th>Offset</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>pointer</td>
<td>ioCompletion</td>
</tr>
<tr>
<td>16</td>
<td>word</td>
<td>ioResult</td>
</tr>
<tr>
<td>24</td>
<td>word</td>
<td>ioRefNum</td>
</tr>
<tr>
<td>28</td>
<td>long</td>
<td>ioMisc</td>
</tr>
</tbody>
</table>

PBGetEOF returns, in ioMisc, the logical end-of-file of the open file whose access path is specified by ioRefNum.

**Result codes**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>File not open</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>rfNumErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>

**FUNCTION PBSetEOF (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;**

**Trap macro** _SetEOF

**Parameter block**

<table>
<thead>
<tr>
<th>Offset</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>pointer</td>
<td>ioCompletion</td>
</tr>
<tr>
<td>16</td>
<td>word</td>
<td>ioResult</td>
</tr>
<tr>
<td>24</td>
<td>word</td>
<td>ioRefNum</td>
</tr>
<tr>
<td>28</td>
<td>long</td>
<td>ioMisc</td>
</tr>
</tbody>
</table>

PBSetEOF sets the logical end-of-file of the open file whose access path is specified by ioRefNum, to ioMisc. If you attempt to set the logical end-of-file beyond the physical end-of-file, the physical end-of-file is set to one byte beyond the end of the next free allocation block; if there isn't enough space on the volume, no change is made, and PBSetEOF returns dskFulErr as its function result. If ioMisc is 0, all space occupied by the file on the volume is released.
FUNCTION PBAllocate (paramBlock: ParmBlkPtr; async: BOOLEAN) :
OSErr;

Trap macro _Allocate

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 24 ioRefNum word
→ 36 ioReqCount long word
← 40 ioActCount long word

PBAllocate adds ioReqCount bytes to the open file whose access path is specified by ioRefNum, and sets the physical end-of-file to one byte beyond the last block allocated. The number of bytes actually allocated is rounded up to the nearest multiple of the allocation block size, and returned in ioActCount. If there isn't enough empty space on the volume to satisfy the allocation request, PBAllocate allocates the rest of the space on the volume and returns dskFulErr as its function result.

Result codes

noErr No error
dskFulErr Disk full
fLckdErr File locked
fnOpnErr File not open
ioErr I/O error
rfNumErr Bad reference number
vLckdErr Software volume lock
wPrErr Hardware volume lock
wrPermErr Read/write permission doesn't allow writing
FUNCTION PBFlushFile (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _FlushFile

Parameter block
→ 12 ioCompletion pointer
← 16 ioResult word
→ 24 ioRefNum word

PBFlushFile writes the contents of the access path buffer indicated by ioRefNum to the volume, and updates the file's entry in the file directory.

Warning: Some information stored on the volume won't be correct until PBFlushVol is called.

Result codes
noErr No error
extFSErr External file system
fnfErr File not found
fnOpnErr File not open
ioErr I/O error
nsvErr No such volume
rtNumErr Bad reference number

FUNCTION PBClose (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Close

Parameter block
→ 12 ioCompletion pointer
← 16 ioResult word
→ 24 ioRefNum word

PBClose writes the contents of the access path buffer specified by ioRefNum to the volume and removes the access path.

Warning: Some information stored on the volume won't be correct until PBFlushVol is called.

Result codes
noErr No error
extFSErr External file system
fnfErr File not found
fnOpnErr File not open
ioErr I/O error
nsvErr No such volume
rtNumErr Bad reference number
Changing Information About Files

All of the routines described in this section affect both forks of a file, and don't require the file to be open.

FUNCTION PBGetFinfo (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _GetFileInfo

Parameter block

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
↔ 18 ioNamePtr pointer
→ 22 ioVRefNum word
← 24 ioFRefNum word
→ 26 ioFVersNum byte
← 28 ioFDirIndex word
← 30 ioFAttrib byte
← 31 ioFVersNum byte
← 32 ioFINameInfo 16 bytes
← 48 ioFLNum long word
← 52 ioFStBlk word
← 54 ioFLgLen long word
← 58 ioFPyLen long word
← 62 ioFIRStBlk word
← 64 ioFIRLgLen long word
← 68 ioFIRPyLen long word
← 72 ioFICrDat long word
← 76 ioFIMdDat long word

PBGetFinfo returns information about the specified file. If ioFDirIndex is positive, the File Manager returns information about the file whose sequence number is ioFDirIndex on the volume specified by ioVRefNum (see the section "Data Organization on Volumes" if you're interested in using this method). If ioFDirIndex is negative or 0, the File Manager returns information about the file having the name ioNamePtr and the version number ioFVersNum, on the volume specified by ioFVRefNum. If the file is open, the reference number of the first access path found is returned in ioFRefNum, and the name of the file is returned in ioNamePtr (unless ioNamePtr is NIL).

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>paramErr</td>
<td>No default volume</td>
</tr>
</tbody>
</table>
FUNCTION PBSetFInfo (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _SetFileInfo

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 18 ioNamePtr pointer
→ 22 ioVRefNum word
→ 26 ioFVersNum byte
→ 32 ioFIFndrInfo 16 bytes
→ 72 ioFICrDat long word
→ 76 ioFIMdDat long word

PBSetFInfo sets information (including the date and time of creation and modification, and information needed by the Finder) about the file having the name ioNamePtr and the version number ioFVersNum, on the volume specified by ioVRefNum. You should call PBGetFInfo just before PBSetFInfo, so the current information is present in the parameter block.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>Bad file name</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>flckdErr</td>
<td>File locked</td>
</tr>
<tr>
<td>fnfErr</td>
<td>File not found</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>nsvErr</td>
<td>No such volume</td>
</tr>
<tr>
<td>vLckdErr</td>
<td>Software volume lock</td>
</tr>
<tr>
<td>wPrErr</td>
<td>Hardware volume lock</td>
</tr>
</tbody>
</table>

FUNCTION PBSetFLock (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _SetFileLock

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 18 ioNamePtr pointer
→ 22 ioVRefNum word
→ 26 ioFVersNum byte

PBSetFLock locks the file having the name ioNamePtr and the version number ioFVersNum on the volume specified by ioVRefNum. Access paths currently in use aren't affected.

Note: This lock is controlled by your application, and is distinct from the user-accessible lock maintained by the Finder.
FUNCTION PBRstFLock (paramBlock: ParmBkpPtr; async: BOOLEAN) :
OSErr;

Trap macro _RstFilLock

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 18 ioNamePtr pointer
→ 22 ioVRefNum word
→ 26 ioFVersNum byte

PBRstFLock unlocks the file having the name ioNamePtr and the version number ioFVersNum
on the volume specified by ioVRefNum. Access paths currently in use aren't affected.

Result codes

noErr No error
extFSErr External file system
fnfErr File not found
ioErr I/O error
nsvErr No such volume
vLckdErr Software volume lock
wPrErr Hardware volume lock

FUNCTION PBSetFVers (paramBlock: ParmBkpPtr; inc: BOOLEAN) :
OSErr;

Trap macro _SetFilType

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 18 ioNamePtr pointer
→ 22 ioVRefNum word
→ 26 ioVersNum byte
→ 28 ioMisc byte

PBSetFVers changes the version number of the file having the name ioName
number ioVersNum, on the volume specified by ioVRefNum, to the version
high-order byte of ioMisc. Access paths currently in use aren't affected.
Warning: The Resource Manager, the Segment Loader, and the Standard File Package operate only on files with version number 0; changing the version number of a file to a nonzero number will prevent them from operating on it.

Result codes
- `noErr`: No error
- `bdNamErr`: Bad file name
- `dupFNErr`: Duplicate file name and version
- `extFSErr`: External file system
- `fLckdErr`: File locked
- `fnfErr`: File not found
- `nsvErr`: No such volume
- `ioErr`: I/O error
- `paramErr`: No default volume
- `vLckdErr`: Software volume lock
- `wPrErr`: Hardware volume lock

FUNCTION PBRename (paramBlock: ParmBlkPtr; async: BOOLEAN) :

```
OSError;
```

Parameter block:
- `ioCompletion`: pointer
- `ioResult`: word
- `ioNamePtr`: pointer
- `ioVersNum`: word
- `ioVRefNum`: byte
- `ioMisc`: pointer

Given a file name in `ioName` and a version number in `ioVersNum`, PBRename changes the name of the file to the name specified by `ioMisc`. Access paths currently in use aren't affected.

Given a volume name in `ioNamePtr` or a volume reference number in `ioVRefNum`, it changes the name of the volume to the one specified by `ioMisc`.

Warning: If you're renaming a volume, be sure that the volume name given in `ioNamePtr` ends with a null; PB Rename will consider it a file name.

Result codes
- `noErr`: No error
- `bdErr`: Bad file name
- `dErr`: Duplicate file name and version
- `eErr`: External file system
- `fErr`: File locked
- `fnfErr`: File not found
- `pErr`: Problem during rename
- `ioErr`: I/O error
- `nsvErr`: No such volume
- `paramErr`: No default volume
- `vLckdErr`: Software volume lock
- `wPrErr`: Hardware volume lock
The File Manager

FUNCTION PBDelete (paramBlock: ParmBlkPtr; async: BOOLEAN) :
  OSErr;

Trap macro  _Delete
Parameter block

→  12  ioCompletion    pointer
←  16  ioResult        word
→  18  ioNamePtr       pointer
→  22  ioVRefNum       word
→  26  ioFVersNum      byte

PBDelete removes the closed file having the name ioNamePtr and the version number
ioFVersNum, from the volume specified by ioVRefNum.

Note: This function will delete both forks of the file.

Result codes  noErr   No error
              bdNamErr  Bad file name
              extFSErr  External file system
              fBsyErr   File busy
              fLckdErr  File locked
              fnfErr    File not found
              nsvErr    No such volume
              ioErr     I/O error
              vLckdErr  Software volume lock
              wPrErr    Hardware volume lock

DATA ORGANIZATION ON VOLUMES

This section explains how information is organized on volumes. Most of the information is
accessible only through assembly language, but some advanced Pascal programmers may be
interested.

The File Manager communicates with device drivers that read and write data via block-level
requests to devices containing Macintosh-initialized volumes. (Macintosh-initialized volumes are
volumes initialized by the Disk Initialization Package.) The actual type of volume and device is
unimportant to the File Manager; the only requirements are that the volume was initialized by the
Disk Initialization Package and that the device driver is able to communicate via block-level
requests.

The 3 1/2-inch built-in and optional external drives are accessed via the Disk Driver. If you want
to use the File Manager to access files on Macintosh-initialized volumes on other types of devices,
you must write a device driver that can read and write data via block-level requests to the device
on which the volume will be mounted. If you want to access files on volumes not initialized by
the Macintosh, you must write your own external file system (see the section "Using an External
File System").

The information on all block-formatted volumes is organized in logical blocks and allocation
blocks. Logical blocks contain a number of bytes of standard information (512 bytes on
Macintosh-initialized volumes), and an additional number of bytes of information specific to the

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Inside Macintosh

Disk Driver (12 bytes on Macintosh-initialized volumes; for details, see chapter 7). Allocation blocks are composed of any integral number of logical blocks, and are simply a means of grouping logical blocks together in more convenient parcels.

The remainder of this section applies only to Macintosh-initialized volumes; the information may be different in future versions of Macintosh system software. Other volumes must be accessed via an external file system, and the information on them must be organized by an external initializing program.

A Macintosh-initialized volume contains system startup information in logical blocks 0 and 1 (see Figure 6) that's read in at system startup. This information consists of certain configurable system parameters, such as the capacity of the event queue, the initial size of the system heap, and the number of open files allowed. The development system you're using may include a utility program for modifying the system startup blocks on a volume.

![Logical Blocks Diagram](image)

**Figure 6. A 400K-Byte Volume with 1K-Byte Allocation Blocks**

Logical block 2 of the volume begins the master directory block. The master directory block contains volume information and the volume allocation block map, which records whether each block on the volume is unused or what part of a file it contains data from.

The master directory "block" always occupies two blocks—the Disk Initialization Package varies the allocation block size as necessary to achieve this constraint.

In the next logical block following the block map begins the file directory, which contains descriptions and locations of all the files on the volume. The rest of the logical blocks on the
volume contain files or garbage (such as parts of deleted files). The exact format of the volume information, volume allocation block map, and file directory is explained in the following sections.

**Volume Information**

The volume information is contained in the first 64 bytes of the master directory block (see Figure 7). This information is written on the volume when it's initialized, and modified thereafter by the File Manager.

<table>
<thead>
<tr>
<th>byte 0</th>
<th>DrSigWord (word)</th>
<th>always $D2D7</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>DrCrDate (long word)</td>
<td>date and time of initialization</td>
</tr>
<tr>
<td>6</td>
<td>DrLsBkUp (long word)</td>
<td>date and time of last backup</td>
</tr>
<tr>
<td>10</td>
<td>DrAtrb (word)</td>
<td>volume attributes</td>
</tr>
<tr>
<td>12</td>
<td>DrNmFls (word)</td>
<td>number of files in directory</td>
</tr>
<tr>
<td>14</td>
<td>DrDirSt (word)</td>
<td>first block of directory</td>
</tr>
<tr>
<td>16</td>
<td>DrBILen (word)</td>
<td>length of directory in blocks</td>
</tr>
<tr>
<td>18</td>
<td>DrNmAIBlks (word)</td>
<td>number of allocation blocks on volume</td>
</tr>
<tr>
<td>20</td>
<td>DrAIBkSiz (long word)</td>
<td>size of allocation blocks</td>
</tr>
<tr>
<td>24</td>
<td>DrClpSiz (long word)</td>
<td>number of bytes to allocate</td>
</tr>
<tr>
<td>28</td>
<td>DrAIBlSt (word)</td>
<td>first allocation block in block map</td>
</tr>
<tr>
<td>30</td>
<td>DrNxtFNum (long word)</td>
<td>next unused file number</td>
</tr>
<tr>
<td>34</td>
<td>DrFreeBks (word)</td>
<td>number of unused allocation blocks</td>
</tr>
<tr>
<td>36</td>
<td>DrVN (byte)</td>
<td>length of volume name</td>
</tr>
<tr>
<td>37</td>
<td>DrVN + 1 (bytes)</td>
<td>characters of volume name</td>
</tr>
</tbody>
</table>

Figure 7. Volume Information

DrAtrb contains the volume attributes, as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>Set if volume is locked by hardware</td>
</tr>
<tr>
<td>15</td>
<td>Set if volume is locked by software</td>
</tr>
</tbody>
</table>

*Data Organization on Volumes II-121*
DrClpSiz contains the minimum number of bytes to allocate each time the Allocate function is called, to minimize fragmentation of files; it’s always a multiple of the allocation block size. DrNxtFNum contains the next unused file number (see the "File Directory" section below for an explanation of file numbers).

**Warning:** The format of the volume information may be different in future versions of Macintosh system software.

**Volume Allocation Block Map**

The volume allocation block map represents every allocation block on the volume with a 12-bit entry indicating whether the block is unused or allocated to a file. It begins in the master directory block at the byte following the volume information, and continues for as many logical blocks as needed.

The first entry in the block map is for block number 2; the block map doesn’t contain entries for the system startup blocks. Each entry specifies whether the block is unused, whether it’s the last block in the file, or which allocation block is next in the file:

<table>
<thead>
<tr>
<th>Entry</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Block is unused</td>
</tr>
<tr>
<td>1</td>
<td>Block is the last block of the file</td>
</tr>
<tr>
<td>2 to 4095</td>
<td>Number of next block in the file</td>
</tr>
</tbody>
</table>

For instance, assume that there’s one file on the volume, stored in allocation blocks 8, 11, 12, and 17; the first 16 entries of the block map would read

```
0 0 0 0 0 0 11 0 0 12 17 0 0 0 1
```

The first allocation block on a volume typically follows the file directory. It’s numbered 2 because of the special meaning of numbers 0 and 1.

**Note:** As explained below, it’s possible to begin the allocation blocks immediately following the master directory block and place the file directory somewhere within the allocation blocks. In this case, the allocation blocks occupied by the file directory must be marked with $FFF’s in the allocation block map.

**File Directory**

The file directory contains an entry for each file. Each entry lists information about one file on the volume, including its name and location. Each file is listed by its own unique file number, which the File Manager uses to distinguish it from other files on the volume.

A file directory entry contains 51 bytes plus one byte for each character in the file name. If the file names average 20 characters, a directory can hold seven file entries per logical block. Entries are always an integral number of words and don’t cross logical block boundaries. The length of a file directory depends on the maximum number of files the volume can contain; for example, on a 400K-byte volume the file directory occupies 12 logical blocks.
The file directory conventionally follows the block map and precedes the allocation blocks, but a volume-initializing program could actually place the file directory anywhere within the allocation blocks as long as the blocks occupied by the file directory are marked with $FFFs in the block map.

The format of a file directory entry is shown in Figure 8.

<table>
<thead>
<tr>
<th>byte 0</th>
<th>flFlags (byte)</th>
<th>bit 7 = 1 if entry used; bit 0 = 1 if file locked</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>flTyp (byte)</td>
<td>version number</td>
</tr>
<tr>
<td>2</td>
<td>fUsrWds (16 bytes)</td>
<td>information used by the Finder</td>
</tr>
<tr>
<td>18</td>
<td>fFINum (long word)</td>
<td>file number</td>
</tr>
<tr>
<td>22</td>
<td>fIStBlok (word)</td>
<td>first allocation block of data fork</td>
</tr>
<tr>
<td>24</td>
<td>fILgLen (long word)</td>
<td>logical end-of-file of data fork</td>
</tr>
<tr>
<td>28</td>
<td>fIPyLen (long word)</td>
<td>physical end-of-file of data fork</td>
</tr>
<tr>
<td>32</td>
<td>fIRStBlok (word)</td>
<td>first allocation block of resource fork</td>
</tr>
<tr>
<td>34</td>
<td>fIRLgLen (long word)</td>
<td>logical end-of-file of resource fork</td>
</tr>
<tr>
<td>38</td>
<td>fIRPyLen (long word)</td>
<td>physical end-of-file of resource fork</td>
</tr>
<tr>
<td>42</td>
<td>fICrDat (long word)</td>
<td>date and time of creation</td>
</tr>
<tr>
<td>46</td>
<td>fIMdDat (long word)</td>
<td>date and time of last modification</td>
</tr>
<tr>
<td>50</td>
<td>fINam (byte)</td>
<td>length of file name</td>
</tr>
<tr>
<td>51</td>
<td>fINam + 1 (bytes)</td>
<td>characters of file name</td>
</tr>
</tbody>
</table>

Figure 8. A File Directory Entry

fIStBlok and fIRStBlok are 0 if the data or resource fork doesn't exist. fICrDat and fIMdDat are given in seconds since midnight, January 1, 1904.

Each time a new file is created, an entry for the new file is placed in the file directory. Each time a file is deleted, its entry in the file directory is cleared, and all blocks used by that file on the volume are released.

**Warning:** The format of the file directory may be different in future versions of Macintosh system software.
DATA STRUCTURES IN MEMORY

This section describes the memory data structures used by the File Manager and any external file system that accesses files on Macintosh-initialized volumes. Some of this data is accessible only through assembly language.

The data structures in memory used by the File Manager and all external file systems include:

- the file I/O queue, listing all asynchronous routines awaiting execution (including the currently executing routine, if any)
- the volume-control-block queue, listing information about each mounted volume
- copies of volume allocation block maps (one for each on-line volume)
- the file-control-block buffer, listing information about each access path
- volume buffers (one for each on-line volume)
- optional access path buffers (one for each access path)
- the drive queue, listing information about each drive connected to the Macintosh

The File I/O Queue

The file I/O queue is a standard Operating System queue (described in chapter 13) that contains parameter blocks for all asynchronous routines awaiting execution. Each time a routine is called, an entry is placed in the queue; each time a routine is completed, its entry is removed from the queue.

Each entry in the file I/O queue consists of a parameter block for the routine that was called. Most of the fields of this parameter block contain information needed by the specific File Manager routines; these fields are explained above in the section "Low-Level File Manager Routines". The first four fields of the parameter block, shown below, are used by the File Manager in processing the I/O requests in the queue.

```fortran
TYPE ParamBlockRec = RECORD
  qLink: QElemPtr; {next queue entry}
  qType: INTEGER; {queue type}
  ioTrap: INTEGER; {routine trap}
  ioCmdAddr: Ptr; {routine address}
  . . . {rest of block}
END;
```

QLink points to the next entry in the queue, and qType indicates the queue type, which must always be ORD(ioQType). IOTrap and ioCmdAddr contain the trap word and address of the File Manager routine that was called.

You can get a pointer to the header of the file I/O queue by calling the File Manager function GetFSQHdr.
The File Manager

FUNCTION GetFSQHdr : QHdrPtr; [Not in ROM]

GetFSQHdr returns a pointer to the header of the file I/O queue.

Assembly-language note: The global variable FSQHdr contains the header of the file I/O queue.

Volume Control Blocks

Each time a volume is mounted, its volume information is read from it and is used to build a new volume control block in the volume-control-block queue (unless an ejected or off-line volume is being remounted). A copy of the volume allocation block map is also read from the volume and placed in the system heap, and a volume buffer is created in the system heap.

The volume-control-block queue is a standard Operating System queue that's maintained in the system heap. It contains a volume control block for each mounted volume. A volume control block is a 94-byte nonrelocatable block that contains volume-specific information, including the first 64 bytes of the master directory block (bytes 8-71 of the volume control block match bytes 0-63 of the volume information). It has the following structure:

TYPE VCB =
  RECORD
    qLink: QElemPtr; {next queue entry}
    qType: INTEGER; {queue type}
    vcbFlags: INTEGER; {bit 15=1 if dirty}
    vcbSigWord: INTEGER; {always $D2D7}
    vcbCrDate: LONGINT; {date and time of initialization}
    vcbLsBkUp: LONGINT; {date and time of last backup}
    vcbAttb: INTEGER; {volume attributes}
    vcbNmFls: INTEGER; {number of files in directory}
    vcbDirSt: INTEGER; {first block of directory}
    vcbBlLn: INTEGER; {length of directory in blocks}
    vcbNmBlks: INTEGER; {number of allocation blocks}
    vcbAlBkSz: LONGINT; {size of allocation blocks}
    vcbClpSz: LONGINT; {number of bytes to allocate}
    vcbAlBlSt: INTEGER; {first allocation block in block map}
    vcbNxtFNum: LONGINT; {next unused file number}
    vcbFreeBks: INTEGER; {number of unused allocation blocks}
    vcbVN: STRING[27]; {volume name}
    vcbDrvNum: INTEGER; {drive number}
    vcbDRefNum: INTEGER; {driver reference number}
    vcbFSID: INTEGER; {file-system identifier}
    vcbVRefNum: INTEGER; {volume reference number}
    vcbMAdr: Ptr; {pointer to block map}
    vcbBufAdr: Ptr; {pointer to volume buffer}
    vcbMLen: INTEGER; {number of bytes in block map}
    vcbDirIndex: INTEGER; {used internally}
    vcbDirBlk: INTEGER {used internally}
  END;
QLink points to the next entry in the queue, and qType indicates the queue type, which must always be \( \text{ORD}(\text{fsQType}) \). Bit 15 of vcbFlags is set if the volume information has been changed by a routine call since the volume was last affected by a FlushVol call. VCBAtrb contains the volume attributes, as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>Set if inconsistencies were found between the volume information and the file directory when the volume was mounted</td>
</tr>
<tr>
<td>6</td>
<td>Set if volume is busy (one or more files are open)</td>
</tr>
<tr>
<td>7</td>
<td>Set if volume is locked by hardware</td>
</tr>
<tr>
<td>15</td>
<td>Set if volume is locked by software</td>
</tr>
</tbody>
</table>

VCBDirSt contains the number of the first logical block of the file directory; vcbNmBlks, the number of allocation blocks on the volume; vcbAIBlSt, the number of the first logical block in the block map; and vcbFreeBks, the number of unused allocation blocks on the volume.

VCBDrvNum contains the drive number of the drive on which the volume is mounted; vcbDRefNum contains the driver reference number of the driver used to access the volume. When a mounted volume is placed off-line, vcbDrvNum is cleared. When a volume is ejected, vcbDrvNum is cleared and vcbDRefNum is set to the negative of vcbDrvNum (becoming a positive number). VCBFSID identifies the file system handling the volume; it's 0 for volumes handled by the File Manager, and nonzero for volumes handled by other file systems.

When a volume is placed off-line, its buffer and block map are released. When a volume is unmounted, its volume control block is removed from the volume-control-block queue.

You can get a pointer to the header of the volume-control-block queue by calling the File Manager function GetVCBQHdr.

\[
\text{FUNCTION GetVCBQHdr : QHdrPtr; [Not in ROM]}
\]

GetVCBQHdr returns a pointer to the header of the volume-control-block queue.

---

**Assembly-language note:** The global variable VCBQHdr contains the header of the volume-control-block queue. The default volume's volume control block is pointed to by the global variable DefVCBPtr.

---

**File Control Blocks**

Each time a file is opened, the file's directory entry is used to build a file control block in the file-control-block buffer, which contains information about all access paths. Each open fork of a file requires one access path. Two access paths are used for the system and application resource files (whose resource forks are always open); this leaves a capacity of up to 10 file control blocks on a Macintosh 128K, and up to 46 file control blocks on the Macintosh 512K and XL.

**Note:** The size of the file-control-block buffer is determined by the system startup information stored on a volume.

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The file-control-block buffer is a nonrelocatable block in the system heap; the first word contains the length of the buffer. You can refer to the file-control-block buffer by using the global variable FCBSPtr, which points to the length word. Each file control block contains 30 bytes of information about an access path (Figure 9).

<table>
<thead>
<tr>
<th>byte 0</th>
<th>fcbFINum (long word)</th>
<th>file number</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>fcbMdRByt (byte)</td>
<td>flags</td>
</tr>
<tr>
<td>5</td>
<td>fcbTypByt (byte)</td>
<td>version number</td>
</tr>
<tr>
<td>6</td>
<td>fcbSBlk (word)</td>
<td>first allocation block of file</td>
</tr>
<tr>
<td>8</td>
<td>fcbEOF (long word)</td>
<td>logical end-of-file</td>
</tr>
<tr>
<td>12</td>
<td>fcbPLen (long word)</td>
<td>physical end-of-file</td>
</tr>
<tr>
<td>16</td>
<td>fcbCrPs (long word)</td>
<td>mark</td>
</tr>
<tr>
<td>20</td>
<td>fcbVPtr (pointer)</td>
<td>pointer to volume control block</td>
</tr>
<tr>
<td>24</td>
<td>fcbBlAddr (pointer)</td>
<td>pointer to access path buffer</td>
</tr>
<tr>
<td>28</td>
<td>fcbFIPos (word)</td>
<td>for internal use of File Manager</td>
</tr>
</tbody>
</table>

Figure 9. A File Control Block

Warning: The size and structure of a file control block may be different in future versions of Macintosh system software.

Bit 7 of fcbMdRByt is set if the file has been changed since it was last flushed; bit 1 is set if the entry describes a resource fork; bit 0 is set if data can be written to the file.

The Drive Queue

Disk drives connected to the Macintosh are opened when the system starts up, and information describing each is placed in the drive queue. This is a standard Operating System queue, and each entry in it has the following structure:

```plaintext
TYPE DrvQEl = RECORD
    qLink: QElemPtr; {next queue entry}
    qType: INTEGER; {queue type}
    dQDrive: INTEGER; {drive number}
    dQRefNum: INTEGER; {driver reference number}
    dQFSID: INTEGER; {file-system identifier}
    dQDrvSize: INTEGER {number of logical blocks}
END;
```

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Inside Macintosh

QLink points to the next entry in the queue, and qType indicates the queue type, which must always be ORD(drvQType). DQDrive contains the drive number of the drive on which the volume is mounted; dQRefNum contains the driver reference number of the driver controlling the device on which the volume is mounted. DQFSID identifies the file system handling the volume in the drive; it's 0 for volumes handled by the File Manager, and nonzero for volumes handled by other file systems. If the volume isn't a 3 1/2-inch disk, dQDrvSize contains the number of 512-byte blocks on the volume mounted in this drive; if the volume is a 3 1/2-inch disk, this field isn't used. Four bytes of flags precede each drive queue entry; they're accessible only from assembly language.

Assembly-language note: These bytes contain the following:

<table>
<thead>
<tr>
<th>Byte</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Bit 7=1 if volume is locked</td>
</tr>
<tr>
<td>1</td>
<td>0 if no disk in drive; 1 or 2 if disk in drive; 8 if nonejectable disk in drive; $FC-$FF if disk was ejected within last 1.5 seconds</td>
</tr>
<tr>
<td>2</td>
<td>Used internally during system startup</td>
</tr>
<tr>
<td>3</td>
<td>Bit 7=0 if disk is single-sided</td>
</tr>
</tbody>
</table>

You can get a pointer to the header of the drive queue by calling the File Manager function GetDrvQHdrc.

FUNCTION GetDrvQHdrc : QHdrPtr; [Not in ROM]

GetDrvQHdrc returns a pointer to the header of the drive queue.

Assembly-language note: The global variable DrvQHdrc contains the header of the drive queue.

The drive queue can support any number of drives, limited only by memory space.

USING AN EXTERNAL FILE SYSTEM

The File Manager is used to access files on Macintosh-initialized volumes. If you want to access files on other volumes, you must write your own external file system and volume-initializing program. After the external file system has been written, it must be used in conjunction with the File Manager as described in this section.

Before any File Manager routines are called, you must place the memory location of the external file system in the global variable ToExtFS, and link the drive(s) accessed by your file system into the drive queue. As each volume is mounted, you must create your own volume control block for each mounted volume and link each one into the volume-control-block queue. As each access
path is opened, you must create your own file control block and add it to the file-control-block buffer.

All SetVol, GetVol, and GetVolInfo calls then can be handled by the File Manager via the volume-control-block queue and drive queue; external file systems needn't support these calls.

When the application calls any other File Manager routine accessing a volume, the File Manager passes control to the address contained in ToExtFS (if ToExtFS is 0, the File Manager returns directly to the application with the result code extFSErr). The external file system must then use the information in the file I/O queue to handle the call as it wishes, set the result code, and return control to the File Manager. Control is passed to an external file system for the following specific routine calls:

- **for MountVol** if the drive queue entry for the requested drive has a nonzero file-system identifier
- **for Create, Open, OpenRF, GetFileInfo, SetFileInfo, SetFilLock, RstFilLock, SetFilType, Rename, Delete, FlushVol, Eject, OffLine, and UnmountVol** if the volume control block for the requested file or volume has a nonzero file-system identifier
- **for Close, Read, Write, Allocate, GetEOF, SetEOF, GetFPos, SetFPos, and FlushFile** if the file control block for the requested file points to a volume control block with a nonzero file-system identifier
SUMMARY OF THE FILE MANAGER

Constants

CONST { Flags in file information used by the Finder }

fHasBundle = 8192; {set if file has a bundle}
fInvisible = 16384; {set if file's icon is invisible}
fTrash = -3; {file is in Trash window}
fDesktop = -2; {file is on desktop}
fDisk = 0; {file is in disk window}

{ Values for requesting read/write access }

fsCurPerm = 0; {whatever is currently allowed}
fsRdPerm = 1; {request to read only}
fsWrPerm = 2; {request to write only}
fsRdWrPerm = 3; {request to read and write}

{ Positioning modes }

fsAtMark = 0; {at current mark}
fsFromStart = 1; {offset relative to beginning of file}
fsFromLEOF = 2; {offset relative to logical end-of-file}
fsFromMark = 3; {offset relative to current mark}
rdVerify = 64; {add to above for read-verify}

Data Types

TYPE FInfo = RECORD
  fdType: OSType; {file type}
  fdCreator: OSType; {file's creator}
  fdFlags: INTEGER; {flags}
  fdLocation: Point; {file's location}
  fdFldr: INTEGER {file's window}
END;

ParamBlkType = (ioParam, fileParam, volumeParam, cntrlParam);
ParamBlkPtr = ^ParamBlockRec;
ParamBlockRec = RECORD
  qLink: QElemPtr; {next queue entry}
  qType: INTEGER; {queue type}
  ioTrap: INTEGER; {routine trap}
  ioCmdAddr: Ptr; {routine address}
  ioCompletion: ProcPtr; {completion routine}
  ioResult: OSErr; {result code}
  ioNamePtr: StringPtr; {volume or file name}
  ioVRefNum: INTEGER; {volume reference or drive number}
CASE ParamBlkType OF
  ioParam:
    (ioRefNum: INTEGER;  (path reference number)
     ioVersNum: SignedByte; (version number)
     ioPermssn: SignedByte; (read/write permission)
     ioMisc: Ptr; (miscellaneous)
     ioBuffer: Ptr; (data buffer)
     ioReqCount: LONGINT; (requested number of bytes)
     ioActCount: LONGINT; (actual number of bytes)
     ioPosMode: INTEGER; (positioning mode and newline character)
     ioPosOffset: LONGINT); (positioning offset)
  fileParam:
    (ioFRefNum: INTEGER; (path reference number)
     ioFVersNum: SignedByte; (version number)
     filler1: SignedByte; (not used)
     ioFDIIndex: INTEGER; (sequence number of file)
     ioFlAttrib: SignedByte; (file attributes)
     ioFlVersNum: SignedByte (version number)
     ioFlFndrinfo: Finfo; (information used by the Finder)
     ioFlNum: LONGINT; (file number)
     ioFlStBlk: INTEGER; (first allocation block of data fork)
     ioFlLgLen: LONGINT; (logical end-of-file of data fork)
     ioFlPyLen: LONGINT; (physical end-of-file of data fork)
     ioFlRBk: INTEGER; (first allocation block of resource fork)
     ioFlRPyLen: LONGINT; (physical end-of-file of resource fork)
     ioFlCrDat: LONGINT; (date and time of creation)
     ioFlMdDat: LONGINT; (date and time of last modification)
  volumeParam:
    (filler2: LONGINT; (not used)
     ioVolIndex: INTEGER; (volume index)
     ioVlCrDate: LONGINT; (date and time of initialization)
     ioVLSBkUp: LONGINT; (date and time of last backup)
     ioVAtrb: INTEGER; (bit 15=1 if volume locked)
     ioVNMPls: INTEGER; (number of files in directory)
     ioVDirSt: INTEGER; (first block of directory)
     ioVBlLn: INTEGER; (length of directory in blocks)
     ioVNMAlBlks: INTEGER; (number of allocation blocks)
     ioVALBlkSiz: LONGINT; (size of allocation blocks)
     ioVCpSiz: LONGINT; (number of bytes to allocate)
     ioALBlkSt: INTEGER; (first allocation block in block map)
     ioVNTFmNum: LONGINT; (next unused file number)
     ioVFrmBlk: INTEGER); (number of unused allocation blocks)
  cntrlParam:
    . . . (used by Device Manager)
END;
VCB = RECORD
  qLink: QElemPtr; {next queue entry}
  qType: INTEGER; {queue type}
  vbFlags: INTEGER; {bit 15=1 if dirty}
  vbSigWord: INTEGER; {always $D2D7}
  vcbCrDate: LONGINT; {date and time of initialization}
  vcbLsBkUp: LONGINT; {date and time of last backup}
  vcbMtrb: INTEGER; {volume attributes}
  vcbNmFls: INTEGER; {number of files in directory}
  vcbDirSt: INTEGER; {first block of directory}
  vcbBlLn: INTEGER; {length of directory in blocks}
  vcbNmBlks: INTEGER; {number of allocation blocks}
  vcbAlBlkSiz: LONGINT; {size of allocation blocks}
  vcbClpSiz: LONGINT; {number of bytes to allocate}
  vcbAlBlSt: INTEGER; {first allocation block in block map}
  vcbNxtFNum: INTEGER; {next unused file number}
  vcbFreeBks: INTEGER; {number of unused allocation blocks}
  vcbVN: STRING[27]; {volume name}
  vcbDrvNum INTEGER; {drive number}
  vcbDrvRefNum: INTEGER; {driver reference number}
  vcbFSID: INTEGER; {file-system identifier}
  vcbVRefNum: INTEGER; {volume reference number}
  vcbMadr: Ptr; {pointer to block map}
  vcbBufadr: Ptr; {pointer to volume buffer}
  vcbMLen: INTEGER; {number of bytes in block map}
  vcbDirIndex: INTEGER; {used internally}
  vcbDirBlk: INTEGER {used internally}
END;

DrvQEl = RECORD
  qLink: QElemPtr; {next queue entry}
  qType: INTEGER; {queue type}
  dQDrive: INTEGER; {drive number}
  dQRefNum: INTEGER; {driver reference number}
  dQFSID: INTEGER; {file-system identifier}
  dQDrvSize: INTEGER {number of logical blocks}
END;

High-Level Routines [Not in ROM]

Accessing Volumes

FUNCTION GetVInfo (drvNum: INTEGER; volName: StringPtr; VAR vRefNum: INTEGER; VAR freeBytes: LONGINT) : OSErr;
FUNCTION GetVRefNum (pathRefNum: INTEGER; VAR vRefNum: INTEGER) : OSErr;
FUNCTION GetVol (volName: StringPtr; VAR vRefNum: INTEGER) : OSErr;
FUNCTION SetVol (volName: StringPtr; vRefNum: INTEGER) : OSErr;
FUNCTION FlushVol (volName: StringPtr; vRefNum: INTEGER) : OSErr;
FUNCTION UnmountVol (volName: StringPtr; vRefNum: INTEGER) : OSErr;
FUNCTION Eject (volName: StringPtr; vRefNum: INTEGER) : OSErr;

II-132 Summary of the File Manager
Accessing Files

**FUNCTION Create**
(fileName: Str255; vRefNum: INTEGER; creator: OSType; fileTyp e: OSType) : OSErr;

**FUNCTION FSOpen**
(fileName: Str255; vRefNum: INTEGER; VAR refNum: INTEGER) : OSErr;

**FUNCTION OpenRF**
(fileName: Str255; vRefNum: INTEGER; VAR refNum: INTEGER) : OSErr;

**FUNCTION FSRead**
(refNum: INTEGER; VAR count: LONGINT; buffPtr: Ptr) : OSErr;

**FUNCTION FSWrite**
(refNum: INTEGER; VAR count: LONGINT; buffPtr: Ptr) : OSErr;

**FUNCTION GetFPos**
(refNum: INTEGER; VAR filePos: LONGINT) : OSErr;

**FUNCTION SetFPos**
(refNum: INTEGER; posMode: INTEGER; posOff: LONGINT) : OSErr;

**FUNCTION GetEOF**
(refNum: INTEGER; VAR logEOF: LONGINT) : OSErr;

**FUNCTION SetEOF**
(refNum: INTEGER; logEOF: LONGINT) : OSErr;

**FUNCTION Allocate**
(refNum: INTEGER; VAR count: LONGINT) : OSErr;

**FUNCTION FSClose**
(refNum: INTEGER) : OSErr;

Changing Information About Files

**FUNCTION GetFInfo**
(fileName: Str255; vRefNum: INTEGER; VAR fndrInfo: Finfo) : OSErr;

**FUNCTION SetFInfo**
(fileName: Str255; vRefNum: INTEGER; fndrInfo: Finfo) : OSErr;

**FUNCTION SetFLock**
(fileName: Str255; vRefNum: INTEGER) : OSErr;

**FUNCTION RstFLock**
(fileName: Str255; vRefNum: INTEGER) : OSErr;

**FUNCTION Rename**
(oldName: Str255; vRefNum: INTEGER; newName: Str255) : OSErr;

**FUNCTION FSDelete**
(fileName: Str255; vRefNum: INTEGER) : OSErr;

Low-Level Routines

Initializing the File I/O Queue

PROCEDURE FInitQueue;

Accessing Volumes

**FUNCTION PBMountVol**
(paramBlock: ParmBlkPtr) : OSErr;

← 16  ioResult word
↔ 22  ioVRefNum word

Summary of the File Manager II-133
FUNCTION PBGetVInfo (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   ← 18 ioNamePtr pointer
   ← 22 ioVRefNum word
   → 28 ioVolIndex word
   ← 30 ioVCrDate long word
   ← 34 ioVLsBkUp long word
   ← 38 ioVAtb word
   ← 40 ioVNmFls word
   ← 42 ioVDirSt word
   ← 44 ioVBILn word
   ← 46 ioVNmAlBlks word
   ← 48 ioVAIBlkSiz long word
   ← 52 ioVCipSiz long word
   ← 56 ioAlBlkSt word
   ← 58 ioVNxtFNum long word
   ← 62 ioVFrBlk word

FUNCTION PBGetVol (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   ← 18 ioNamePtr pointer
   ← 22 ioVRefNum word

FUNCTION PBSetVol (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   ← 18 ioNamePtr pointer
   ← 22 ioVRefNum word

FUNCTION PBFlushVol (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   ← 18 ioNamePtr pointer
   ← 22 ioVRefNum word

FUNCTION PBUnmountVol (paramBlock: ParmBlkPtr) : OSErr;
   ← 16 ioResult word
   ← 18 ioNamePtr pointer
   ← 22 ioVRefNum word

FUNCTION PBOffLine (paramBlock: ParmBlkPtr) : OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   ← 18 ioNamePtr pointer
   ← 22 ioVRefNum word

II-134 Summary of the File Manager
FUNCTION PBEject (paramBlock: ParmBlkPtr): OSErr;
   -> 12 ioCompletion pointer
   ← 16 ioResult word
   → 18 ioNamePtr pointer
   → 22 ioVRefNum word

Accessing Files

FUNCTION PBCreate (paramBlock: ParmBlkPtr; async: BOOLEAN): OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   → 18 ioNamePtr pointer
   → 22 ioVRefNum word
   → 26 ioFVersNum byte

FUNCTION PBOpen (paramBlock: ParmBlkPtr; async: BOOLEAN): OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   → 18 ioNamePtr pointer
   → 22 ioVRefNum word
   ← 24 ioRefNum word
   → 26 ioVersNum byte
   → 27 ioPermssn byte
   → 28 ioMisc pointer

FUNCTION PBOpenRF (paramBlock: ParmBlkPtr; async: BOOLEAN): OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   → 18 ioNamePtr pointer
   → 22 ioVRefNum word
   ← 24 ioRefNum word
   → 26 ioVersNum byte
   → 27 ioPermssn byte
   → 28 ioMisc pointer

FUNCTION PBRead (paramBlock: ParmBlkPtr; async: BOOLEAN): OSErr;
   → 12 ioCompletion pointer
   ← 16 ioResult word
   → 24 ioRefNum word
   → 32 ioBuffer pointer
   → 36 ioReqCount long word
   ← 40 ioActCount long word
   → 44 ioPosMode word
   ← 46 ioPosOffset long word
FUNCTION PBWrite (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   \rightarrow 12 ioCompletion \quad pointer
   \leftarrow 16 ioResult \quad word
   \rightarrow 24 ioRefNum \quad word
   \rightarrow 32 ioBuffer \quad pointer
   \rightarrow 36 ioReqCount \quad long word
   \leftarrow 40 ioActCount \quad long word
   \rightarrow 44 ioPosMode \quad word
   \leftarrow 46 ioPosOffset \quad long word

FUNCTION PBGetFPos (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   \rightarrow 12 ioCompletion \quad pointer
   \leftarrow 16 ioResult \quad word
   \rightarrow 24 ioRefNum \quad word
   \rightarrow 36 ioReqCount \quad long word
   \leftarrow 40 ioActCount \quad long word
   \leftarrow 44 ioPosMode \quad word
   \leftarrow 46 ioPosOffset \quad long word

FUNCTION PBSetFPos (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   \rightarrow 12 ioCompletion \quad pointer
   \leftarrow 16 ioResult \quad word
   \rightarrow 24 ioRefNum \quad word
   \rightarrow 44 ioPosMode \quad word
   \leftarrow 46 ioPosOffset \quad long word

FUNCTION PBGetEOF (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   \rightarrow 12 ioCompletion \quad pointer
   \leftarrow 16 ioResult \quad word
   \rightarrow 24 ioRefNum \quad word
   \leftarrow 28 ioMisc \quad long word

FUNCTION PBSetEOF (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   \rightarrow 12 ioCompletion \quad pointer
   \leftarrow 16 ioResult \quad word
   \rightarrow 24 ioRefNum \quad word
   \leftarrow 28 ioMisc \quad long word

FUNCTION PBAllocate (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   \rightarrow 12 ioCompletion \quad pointer
   \leftarrow 16 ioResult \quad word
   \rightarrow 24 ioRefNum \quad word
   \rightarrow 36 ioReqCount \quad long word
   \leftarrow 40 ioActCount \quad long word

FUNCTION PBFlushFile (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   \rightarrow 12 ioCompletion \quad pointer
   \leftarrow 16 ioResult \quad word
   \rightarrow 24 ioRefNum \quad word
FUNCTION PBClose (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12    ioCompletion   pointer
   ← 16    ioResult      word
   → 24    ioRefNum      word

Changing Information About Files

FUNCTION PBGetFinfo (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12    ioCompletion   pointer
   ← 16    ioResult      word
   ← 18    ioNamePtr     pointer
   → 22    ioVRefNum     word
   ← 24    ioFRefNum     word
   → 26    ioFVersNum    byte
   → 28    ioFDirIndex   word
   ← 30    ioFAttrib     byte
   ← 31    ioFVersNum    byte
   ← 32    ioFIndrInfo   16 bytes
   ≤ 48    ioFNum        long word
   ≤ 52    ioFStBlk      word
   ≤ 54    ioFlgLen      long word
   ≤ 58    ioFpyLen      long word
   ≤ 62    ioFIRStBlk    word
   ≤ 64    ioFIRlgnLen   long word
   ≤ 68    ioFIPyLen     long word
   ← 72    ioFCrDat      long word
   ≤ 76    ioFMDat       long word

FUNCTION PBSetFinfo (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12    ioCompletion   pointer
   ← 16    ioResult      word
   → 18    ioNamePtr     pointer
   → 22    ioVRefNum     word
   → 26    ioFVersNum    byte
   → 32    ioFIndrInfo   16 bytes
   → 72    ioFCrDat      long word
   ≤ 76    ioFMDat       long word

FUNCTION PBSetFlock (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12    ioCompletion   pointer
   ← 16    ioResult      word
   → 18    ioNamePtr     pointer
   → 22    ioVRefNum     word
   → 26    ioFVersNum    byte

FUNCTION PBReflock (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12    ioCompletion   pointer
   ← 16    ioResult      word
   → 18    ioNamePtr     pointer
   → 22    ioVRefNum     word
   → 26    ioFVersNum    byte
FUNCTION PBSetFVers (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12  ioCompletion    pointer
   ← 16  ioResult       word
   → 18  ioNamePtr      pointer
   → 22  ioVRefNum      word
   → 26  ioVersNum      byte
   → 28  ioMisc         byte

FUNCTION PBRename (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
   → 12  ioCompletion    pointer
   ← 16  ioResult       word
   → 18  ioNamePtr      pointer
   → 22  ioVRefNum      word
   → 26  ioVersNum      byte
   → 28  ioMisc         pointer

FUNCTION PBDelete (paramBlock: ParmBlkPtr; async : BOOLEAN) : OSErr;
   → 12  ioCompletion    pointer
   ← 16  ioResult       word
   → 18  ioNamePtr      pointer
   → 22  ioVRefNum      word
   → 26  ioFVersNum     byte

Accessing Queues  [Not in ROM]

FUNCTION GetFSQHdr : QHdrPtr;
FUNCTION GetVCBQHdr : QHdrPtr;
FUNCTION GetDrvQHdr : QHdrPtr;

Result Codes

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>badMDBErr</td>
<td>-60</td>
<td>Master directory block is bad; must reinitialize volume</td>
</tr>
<tr>
<td>bdNamErr</td>
<td>-37</td>
<td>Bad file name or volume name (perhaps zero-length)</td>
</tr>
<tr>
<td>dirFulErr</td>
<td>-33</td>
<td>File directory full</td>
</tr>
<tr>
<td>dskFulErr</td>
<td>-34</td>
<td>All allocation blocks on the volume are full</td>
</tr>
<tr>
<td>dupFNErr</td>
<td>-48</td>
<td>A file with the specified name and version number already exists</td>
</tr>
<tr>
<td>eofErr</td>
<td>-39</td>
<td>Logical end-of-file reached during read operation</td>
</tr>
<tr>
<td>extFSErr</td>
<td>-58</td>
<td>External file system; file-system identifier is nonzero, or path</td>
</tr>
<tr>
<td></td>
<td></td>
<td>reference number is greater than 1024</td>
</tr>
<tr>
<td>fBsyErr</td>
<td>-47</td>
<td>One or more files are open</td>
</tr>
<tr>
<td>fLckdErr</td>
<td>-45</td>
<td>File locked</td>
</tr>
<tr>
<td>fnfErr</td>
<td>-43</td>
<td>File not found</td>
</tr>
<tr>
<td>fnOpnErr</td>
<td>-38</td>
<td>File not open</td>
</tr>
</tbody>
</table>

II-138 Summary of the File Manager
### Name | Value | Meaning
--- | --- | ---
fsRnErr | -59 | Problem during rename
GfpErr | -52 | Error during GetFPos
ioErr | -36 | I/O error
memFullErr | -108 | Not enough room in heap zone
noErr | 0 | No error
noMacDskErr | -57 | Volume lacks Macintosh-format directory
nsDrvErr | -56 | Specified drive number doesn't match any number in the drive queue
nsvErr | -35 | Specified volume doesn't exist
opWrErr | -49 | The read/write permission of only one access path to a file can allow writing
paramErr | -50 | Parameters don't specify an existing volume, and there's no default volume
permErr | -54 | Attempt to open locked file for writing
posErr | -40 | Attempt to position before start of file
rfNumErr | -51 | Reference number specifies nonexistent access path
tmfoErr | -42 | Too many files open
volOftLinErr | -53 | Volume not on-line
volOnLinErr | -55 | Specified volume is already mounted and on-line
vlckdErr | -46 | Volume is locked by a software flag
wrPermErr | -61 | Read/write permission doesn't allow writing
wPrErr | -44 | Volume is locked by a hardware setting

### Assembly-Language Information

#### Constants

; Flags in file information used by the Finder

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>fHasBundle</td>
<td>EQU 13</td>
<td>; set if file has a bundle</td>
</tr>
<tr>
<td>fInvisible</td>
<td>EQU 14</td>
<td>; set if file's icon is invisible</td>
</tr>
</tbody>
</table>

; Flags in trap words

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>asyncTrpBit</td>
<td>EQU 10</td>
<td>; set for an asynchronous call</td>
</tr>
<tr>
<td>noQueueBit</td>
<td>EQU 9</td>
<td>; set for immediate execution</td>
</tr>
</tbody>
</table>
Values for requesting read/write access

```plaintext
fsCurPerm .EQU 0 ; whatever is currently allowed
fsRdPerm .EQU 1 ; request to read only
fsWrPerm .EQU 2 ; request to write only
fsRdWrPerm .EQU 3 ; request to read and write
```

Positioning modes

```plaintext
fsAtMark .EQU 0 ; at current mark
fsFromStart .EQU 1 ; offset relative to beginning of file
fsFromLEOF .EQU 2 ; offset relative to logical end-of-file
fsFromMark .EQU 3 ; offset relative to current mark
rdVerify .EQU 64 ; add to above for read-verify
```

Structure of File Information Used by the Finder

- `fdType`: File type (long)
- `fdCreator`: File's creator (long)
- `fdFlags`: Flags (word)
- `fdLocation`: File's location (point; long)
- `fdFladr`: File's window (word)

Standard Parameter Block Data Structure

- `qLink`: Pointer to next queue entry
- `qType`: Queue type (word)
- `ioTrap`: Routine trap (word)
- `ioCmdAddr`: Routine address
- `ioCompletion`: Address of completion routine
- `ioResult`: Result code (word)
- `ioFileName`: Pointer to file name (preceded by length byte)
- `ioVNPtr`: Pointer to volume name (preceded by length byte)
- `ioVRefNum`: Volume reference number (word)
- `ioDrvNum`: Drive number (word)

I/O Parameter Block Data Structure

- `ioRefNum`: Path reference number (word)
- `ioFileType`: Version number (byte)
- `ioPermsn`: Read/write permission (byte)
- `ioNewName`: Pointer to new file or volume name for Rename
- `ioLEOF`: Logical end-of-file for SetEOF (long)
- `ioOwnBuf`: Pointer to access path buffer
- `ioNewType`: New version number for SetFileType (byte)
- `ioBuffer`: Pointer to data buffer
- `ioReqCount`: Requested number of bytes (byte)
- `ioActCount`: Actual number of bytes (long)
- `ioPosMode`: Positioning mode and newline character (word)
ioPosOffset  Positioning offset (long)
ioQEISize  Size in bytes of I/O parameter block

Structure of File Information Parameter Block

ioRefNum  Path reference number (word)
ioFileType  Version number (byte)
ioFDirIndex  Sequence number of file (word)
ioFIAttrib  File attributes (byte)
ioFFIType  Version number (byte)
ioFIUsrWds  Information used by the Finder (16 bytes)
ioFFINum  File number (long)
ioFLstBlk  First allocation block of data fork (word)
ioFLgLen  Logical end-of-file of data fork (long)
ioFIPyLen  Physical end-of-file of data fork (long)
ioFISRStBlk  First allocation block of resource fork (word)
ioFIRgLlen  Logical end-of-file of resource fork (long)
ioFIRPyLen  Physical end-of-file of resource fork (long)
ioFICrDat  Date and time of creation (long)
ioFIMdDat  Date and time of last modification (long)
ioFQElSize  Size in bytes of file information parameter block

Structure of Volume Information Parameter Block

ioVollndex  Volume index (word)
ioVCrDate  Date and time of initialization (long)
ioVLsBkUp  Date and time of last backup (long)
ioVAtrb  Volume attributes (word)
ioVNmFls  Number of files in directory (word)
ioVDirSt  First block of directory (word)
ioVBlLn  Length of directory in blocks (word)
ioVNmAlBIks  Number of allocation blocks on volume (word)
ioVAIBlkSiz  Size of allocation blocks (long)
ioVCtpSiz  Number of bytes to allocate (long)
ioAIBlkSt  First allocation block in block map (word)
ioVNxtFNum  Next unused file number (long)
ioVFrBlk  Number of unused allocation blocks (word)
ioVQElSize  Size in bytes of volume information parameter block

Volume Information Data Structure

drSigWord  Always $D2D7 (word)
drCrDate  Date and time of initialization (long)
drLsBkUp  Date and time of last backup (long)
drAtrb  Volume attributes (word)
drNmFls  Number of files in directory (word)
drDirSt  First block of directory (word)
drBlLn  Length of directory in blocks (word)
drNmAlBIks  Number of allocation blocks on volume (word)
drAIBlkSiz  Size of allocation blocks (long)
Inside Macintosh

- drClpSiz: Number of bytes to allocate (long)
- drAIBlSt: First allocation block in block map (word)
- drNxtFNum: Next unused file number (long)
- drFreeBks: Number of unused allocation blocks (word)
- drVN: Volume name preceded by length byte (28 bytes)

File Directory Entry Data Structure

- flFlags: Bit 7=1 if entry used; bit 0=1 if file locked (byte)
- flTyp: Version number (byte)
- flUsrWds: Information used by the Finder (16 bytes)
- flFlNum: File number (long)
- flStBlk: First allocation block of data fork (word)
- flLgLen: Logical end-of-file of data fork (long)
- flPyLen: Physical end-of-file of data fork (long)
- flRSBlk: First allocation block of resource fork (word)
- flRLgLen: Logical end-of-file of resource fork (long)
- flRPyLen: Physical end-of-file of resource fork (long)
- flCrDat: Date and time file of creation (long)
- flMdDat: Date and time of last modification (long)
- flNam: File name preceded by length byte

Volume Control Block Data Structure

- qLink: Pointer to next queue entry
- qType: Queue type (word)
- vcbFlags: Bit 15=1 if volume control block is dirty (word)
- vcbSigWord: Always $D2D7 (word)
- vcbCrDate: Date and time of initialization (word)
- vcbLsBkUp: Date and time of last backup (long)
- vcbAttr: Volume attributes (word)
- vcbNmFls: Number of files in directory (word)
- vcbDirSt: First block of directory (word)
- vcbBLn: Length of directory in blocks (word)
- vcbNmBlks: Number of allocation blocks on volume (word)
- vcbAliBlkSiz: Size of allocation blocks (long)
- vcbClpSiz: Number of bytes to allocate (long)
- vcbAliBlSt: First allocation block in block map (word)
- vcbNxtFNum: Next unused file number (long)
- vcbFreeBks: Number of unused allocation blocks (word)
- vcbVN: Volume name preceded by length byte (28 bytes)
- vcbDrvNum: Drive number of drive in which volume is mounted (word)
- vcbDRefNum: Driver reference number of driver for drive in which volume is mounted (word)
- vcbFSID: File-system identifier (word)
- vcbVRefNum: Volume reference number (word)
- vcbMAdr: Pointer to volume block map
- vcbBufAdr: Pointer to volume buffer
- vcbMLen: Number of bytes in volume block map (word)

II-142 Summary of the File Manager
### File Control Block Data Structure

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fcbFlNum</td>
<td>File number (long)</td>
</tr>
<tr>
<td>fcbMdRByt</td>
<td>Flags (byte)</td>
</tr>
<tr>
<td>fcbTypByt</td>
<td>Version number (byte)</td>
</tr>
<tr>
<td>fcbSBlk</td>
<td>First allocation block of file (word)</td>
</tr>
<tr>
<td>fcbEOF</td>
<td>Logical end-of-file (long)</td>
</tr>
<tr>
<td>fcbFLen</td>
<td>Physical end-of-file (long)</td>
</tr>
<tr>
<td>fcbCrPs</td>
<td>Mark (long)</td>
</tr>
<tr>
<td>fcbVPtr</td>
<td>Pointer to volume control block (long)</td>
</tr>
<tr>
<td>fcbBfAdr</td>
<td>Pointer to access path buffer (long)</td>
</tr>
</tbody>
</table>

### Drive Queue Entry Data Structure

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>qLink</td>
<td>Pointer to next queue entry</td>
</tr>
<tr>
<td>qType</td>
<td>Queue type (word)</td>
</tr>
<tr>
<td>dQDrive</td>
<td>Drive number (word)</td>
</tr>
<tr>
<td>dQRefNum</td>
<td>Driver reference number (word)</td>
</tr>
<tr>
<td>dQFSID</td>
<td>File-system identifier (word)</td>
</tr>
<tr>
<td>dQDrvSize</td>
<td>Number of logical blocks (word)</td>
</tr>
</tbody>
</table>

### Macro Names

<table>
<thead>
<tr>
<th>Pascal name</th>
<th>Macro name</th>
</tr>
</thead>
<tbody>
<tr>
<td>FInitQueue</td>
<td>_InitQueue</td>
</tr>
<tr>
<td>PBMountVol</td>
<td>_MountVol</td>
</tr>
<tr>
<td>PBGetVInfo</td>
<td>_GetVolInfo</td>
</tr>
<tr>
<td>PBGetVol</td>
<td>_GetVol</td>
</tr>
<tr>
<td>PBSetVol</td>
<td>_SetVol</td>
</tr>
<tr>
<td>PBFlushVol</td>
<td>_FlushVol</td>
</tr>
<tr>
<td>PBUmountVol</td>
<td>_UnmountVol</td>
</tr>
<tr>
<td>PBOffLine</td>
<td>_OffLine</td>
</tr>
<tr>
<td>PBEject</td>
<td>_Eject</td>
</tr>
<tr>
<td>PBCreate</td>
<td>_Create</td>
</tr>
<tr>
<td>PBOpen</td>
<td>_Open</td>
</tr>
<tr>
<td>PBOpenRF</td>
<td>_OpenRF</td>
</tr>
<tr>
<td>PBRead</td>
<td>_Read</td>
</tr>
<tr>
<td>PBBWrite</td>
<td>_Write</td>
</tr>
<tr>
<td>PBGetFPos</td>
<td>_GetFPos</td>
</tr>
<tr>
<td>PBSetFPos</td>
<td>_SetFPos</td>
</tr>
<tr>
<td>PBGetEOF</td>
<td>_GetEOF</td>
</tr>
<tr>
<td>PBSetEOF</td>
<td>_SetEOF</td>
</tr>
<tr>
<td>PBAllocate</td>
<td>_Allocate</td>
</tr>
<tr>
<td>PBFlushFile</td>
<td>_FlushFile</td>
</tr>
<tr>
<td>PBClose</td>
<td>_Close</td>
</tr>
<tr>
<td>PBGetFileInfo</td>
<td>_GetFileInfo</td>
</tr>
<tr>
<td>PBSetFileInfo</td>
<td>_SetFileInfo</td>
</tr>
<tr>
<td>PBSetFlock</td>
<td>_SetFlock</td>
</tr>
<tr>
<td>PBRstFlock</td>
<td>_RstFlock</td>
</tr>
</tbody>
</table>
Inside Macintosh

PBSetFVers  _SetFilType
PBRename    _Rename
PBDelete    _Delete

Variables

FSQHdr      File I/O queue header (10 bytes)
VCBQHdr     Volume-control-block queue header (10 bytes)
DefVCBPtr   Pointer to default volume control block
FCBSPtr     Pointer to file-control-block buffer
DrvQHdr     Drive queue header (10 bytes)
ToExtFS     Pointer to external file system

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5 THE PRINTING MANAGER

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ABOUT THIS CHAPTER

The Printing Manager is a set of RAM-based routines and data types that allow you to use standard QuickDraw routines to print text or graphics on a printer. The Printing Manager calls the Printer Driver, a device driver in RAM. It also includes low-level calls to the Printer Driver so that you can implement alternate, low-level printing routines.

You should already be familiar with the following:
- the Resource Manager
- QuickDraw
- dialogs, as described in chapter 13 of Volume I
- the Device Manager, if you're interested in writing your own Printer Driver

ABOUT THE PRINTING MANAGER

The Printing Manager isn't in the Macintosh ROM; to access the Printing Manager routines, you must link with an object file or files provided as part of your development system.

The Macintosh user prints a document by choosing the Print command from the application's File menu; a dialog then requests information such as the print quality and number of copies. The Page Setup command in the File menu lets the user specify formatting information, such as the page size, that rarely needs to be changed and is saved with the document. The Printing Manager provides your application with two standard dialogs for obtaining Page Setup and Print information. The user can also print directly from the Finder by selecting one or more documents and choosing Print from the Finder's File menu; the Print dialog is then applied to all of the documents selected.

The Printing Manager is designed so that your application doesn't have to be concerned with what kind of printer is connected to the Macintosh; you call the same printing routines, regardless of the printer. This printer independence is possible because the actual printing code (which is different for different printers) is contained in a separate printer resource file on the user's disk. The printer resource file contains a device driver, called the Printer Driver, that communicates between the Printing Manager and the printer.

The user installs a new printer with the Choose Printer desk accessory, which gives the Printing Manager a new printer resource file. This process is transparent to your application, and your application should not make any assumptions about the printer type.

Figure 1 shows the flow of control for printing on the Macintosh.

You define the image to be printed by using a printing grafPort, a QuickDraw grafPort with additional fields that customize it for printing:

```plaintext
TYPE TPrPort = ^TPrPort;
TPrPort = RECORD
  gPort: GrafPort; {grafPort to draw in}
  {more fields for internal use}
END;
```

*About the Printing Manager* II-147
The Printing Manager gives you a printing grafPort when you open a document for printing. You then print text and graphics by drawing into this port with QuickDraw, just as if you were drawing on the screen. The Printing Manager installs its own versions of QuickDraw's low-level drawing routines in the printing grafPort, causing your higher-level QuickDraw calls to drive the printer instead of drawing on the screen.

Warning: You should not try to do your own customization of QuickDraw routines in the printing grafPort unless you're sure of what you're doing.

PRINT RECORDS AND DIALOGS

To format and print a document, your application must know the following:

- the dimensions of the printable area of the page
- if the application must calculate the margins, the size of the physical sheet of paper and the printer's vertical and horizontal resolution
- which printing method is being used (draft or spool, explained below)
This information is contained in a data structure called a print record. The Printing Manager fills in the entire print record for you. Information that the user can specify is set through two standard dialogs.

The style dialog should be presented when the user selects the application's Page Setup command from the File menu. It lets the user specify any options that affect the page dimensions, that is, the information you need for formatting the document to match the printer. Figure 2 shows the standard style dialog for the Imagewriter printer.

![Figure 2. The Style Dialog](image)

The job dialog should be presented when the user chooses to start printing with the Print command. It requests information about how to print the document this time, such as the print quality (for printers that offer a choice of resolutions), the type of paper feed (such as fanfold or cut-sheet), the range of pages to print, and the number of copies. Figure 3 shows the standard job dialog for the Imagewriter.

![Figure 3. The Job Dialog](image)

Note: The dialogs shown in Figures 2 and 3 are examples only; the actual content of these dialogs is customized for each printer.

Print records are referred to by handles. Their structure is as follows:

```pascal
TYPE THPrint = ^TPPrint;
TPPrint = ^TPrint;
TPrint = RECORD
  iPrVersion: INTEGER;  {Printing Manager version}
  prInfo: TPrInfo;     {printer information subrecord}
  rPaper: Rect;       {paper rectangle}
  prStl: TPrStl;      {additional device information}
  prInfoPT: TPrinfo;  {used internally}
  prXInfo: TPrXInfo;  {additional device information}
  prJob: TPrJob;      {job subrecord}
  printX: ARRAY[1..19] OF INTEGER  {not used}
END;
```

*Print Records and Dialogs II-149*
Warning: Your application should not change the data in the print record—be sure to use the standard dialogs for setting this information. The only fields you’ll need to set directly are some containing optional information in the job subrecord (explained below). Attempting to set other values directly in the print record can produce unexpected results.

IPrVersion identifies the version of the Printing Manager that initialized this print record. If you try to use a print record that’s invalid for the current version of the Printing Manager or for the currently installed printer, the Printing Manager will correct the record by filling it with default values.

The other fields of the print record are discussed in separate sections below.

Note: Whenever you save a document, you should write an appropriate print record in the document’s resource file. This lets the document “remember” its own printing parameters for use the next time it’s printed.

The Printer Information Subrecord

The printer information subrecord (field prInfo of the print record) gives you the information needed for page composition. It’s defined as follows:

```plaintext
TYPE TPrInfo = RECORD
  iDev: INTEGER; {used internally}
  iVRes: INTEGER; {vertical resolution of printer}
  iHRes: INTEGER; {horizontal resolution of printer}
  rPage: Rect {page rectangle}
END;
```

RPage is the page rectangle, representing the boundaries of the printable page: The printing graphPort’s boundary rectangle, portRect, and clipRgn are set to this rectangle. Its top left corner always has coordinates (0,0); the coordinates of the bottom right corner give the maximum page height and width attainable on the given printer, in dots. Typically these are slightly less than the physical dimensions of the paper, because of the printer’s mechanical limitations. RPage is set as a result of the style dialog.

The rPage rectangle is inside the paper rectangle, specified by the rPaper field of the print record. RPaper gives the physical paper size, defined in the same coordinate system as rPage (see Figure 4). Thus the top left coordinates of the paper rectangle are typically negative and its bottom right coordinates are greater than those of the page rectangle.

IVRes and iHRes give the printer’s vertical and horizontal resolution in dots per inch. Thus, if you divide the width of rPage by iHRes, you get the width of the page rectangle in inches.

The Job Subrecord

The job subrecord (field prJob of the print record) contains information about a particular printing job. Its contents are set as a result of the job dialog.
The job subrecord is defined as follows:

```pascal
TYPE TPrJob =
  RECORD
    iFstPage: INTEGER;   {first page to print}
    iLstPage: INTEGER;  {last page to print}
    iCopies: INTEGER;   {number of copies}
    bJDocLoop: SignedByte; {printing method}
    fFromUsr: BOOLEAN;  {used internally}
    pIdleProc: ProcPtr; {background procedure}
    pFileName: StringPtr; {spool file name}
    iFileVol: INTEGER; {spool file volume reference number}
    bFileVers: SignedByte; {spool file version number}
    bJobX: SignedByte   {used internally}
  END;
```

`bJDocLoop` designates the printing method that the Printing Manager will use. It will be one of the following predefined constants:

```pascal
CONST bDraftLoop = 0; {draft printing}
bSpoolLoop = 1;   {spool printing}
```

**Draft printing** means that the document will be printed immediately. **Spool printing** means that printing may be deferred: The Printing Manager writes out a representation of the document's printed image to a disk file (or possibly to memory); this information is then converted into a bit image and printed. For details about the printing methods, see the "Methods of Printing" section below. The Printing Manager sets the `bJDocLoop` field; your application should not change it.
IFstPage and iLstPage designate the first and last pages to be printed. These page numbers are relative to the first page counted by the Printing Manager. The Printing Manager knows nothing about any page numbering placed by an application within a document.

ICopies is the number of copies to print. The Printing Manager automatically handles multiple copies for spool printing or for printing on the LaserWriter. Your application only needs this number for draft printing on the Imagewriter.

PIdleProc is a pointer to the background procedure (explained below) for this printing operation. In a newly initialized print record this field is set to NIL, designating the default background procedure, which just polls the keyboard and cancels further printing if the user types Command-period. You can install a background procedure of your own by storing a pointer to your procedure directly into the pIdleProc field.

For spool printing, your application may optionally provide a spool file name, volume reference number, and version number (described in chapter 4):

- PFileName is the name of the spool file. This field is initialized to NIL, and generally not changed by the application. NIL denotes the default file name (normally 'Print File') stored in the printer resource file.
- IFileVol is the volume reference number of the spool file. This field is initialized to 0, representing the default volume. You can use the File Manager function SetVol to change the default volume, or you can override the default setting by storing directly into this field.
- BFileVers is the version number of the spool file, initialized to 0.

**Additional Device Information**

The prStl and prXInfo fields of the print record provide device information that your application may need to refer to.

The prStl field of the print record is defined as follows:

```plaintext
TYPE TPrStl = RECORD
  wDev: INTEGER; {high byte specifies device}
  {more fields for internal use}
END;
```

The high-order byte of the wDev field indicates which printer is currently selected:

```plaintext
CONST bDevCitoh = 1; {Imagewriter printer}
  bDevLaser = 3; {LaserWriter printer}
```

A value of 0 indicates the Macintosh screen; other values are reserved for future use. The low-order byte of wDev is used internally.

The prXInfo field of the print record is defined as follows:

```plaintext
TYPE TPrXInfo = RECORD
  iRowBytes: INTEGER; {used internally}
  iBanDv: INTEGER; {used internally}
  iBanDH: INTEGER; {used internally}
  iDevBytes: INTEGER; {size of buffer}
  {more fields for internal use}
END;
```

*II-152 Print Records and Dialogs*
IDevBytes is the number of bytes of memory required as a buffer for spool printing. (You need this information only if you choose to allocate your own buffer.)

**METHODS OF PRINTING**

There are two basic methods of printing documents: draft and spool. The Printing Manager determines which method to use; the two methods are implemented in different ways for different printers.

In draft printing, your QuickDraw calls are converted directly into command codes the printer understands, which are then immediately used to drive the printer:

- On the Imagewriter, draft printing is used for printing quick, low-quality drafts of text documents that are printed straight down the page from top to bottom and left to right.
- On the LaserWriter, draft printing is used to obtain high-quality output. (This typically requires 15K bytes of memory for your data and printing code.)

Spool printing is a two-stage process. First, the Printing Manager writes out ("spools") a representation of your document's printed image to a disk file or to memory. This information is then converted into a bit image and printed. On the Imagewriter, spool printing is used for standard or high-quality printing.

Spooling and printing are two separate stages because of memory considerations: Spooling a document takes only about 3K bytes of memory, but may require large portions of your application's code and data in memory; printing the spooled document typically requires from 20K to 40K for the printing code, buffers, and fonts, but most of your application's code and data are no longer needed. Normally you'll make your printing code a separate program segment, so you can swap the rest of your code and data out of memory during printing and swap it back in after you're finished (see chapter 2).

Note: This chapter frequently refers to spool files, although there may be cases when the document is spooled to memory. This difference will be transparent to the application.

Note: The internal format of spool files is private to the Printing Manager and may vary from one printer to another. This means that spool files destined for one printer can't be printed on another. In spool files for the Imagewriter, each page is stored as a QuickDraw picture. It's envisioned that most other printers will use this same approach, but there may be exceptions. Spool files can be identified by their file type ('PFIL') and creator ('PSYS'). File type and creator are discussed in chapter 1 of Volume III.

**BACKGROUND PROCESSING**

As mentioned above, the job subrecord includes a pointer, pIdleProc, to an optional background procedure to be run whenever the Printing Manager has directed output to the printer and is waiting for the printer to finish. The background procedure takes no parameters and returns no result; the Printing Manager simply runs it at every opportunity.

If you don't designate a background procedure, the Printing Manager uses a default procedure for canceling printing: The default procedure just polls the keyboard and sets a Printing Manager
error code if the user types Command-period. If you use this option, you should display a dialog box during printing to inform the user that the Command-period option is available.

Note: If you designate a background procedure, you must set pidleProc after presenting the dialogs, validating the print record, and initializing the printing grafPort. The routines that perform these operations reset pidleProc to NIL.

Warning: If you write your own background procedure, you must be careful to avoid a number of subtle concurrency problems that can arise. For instance, if the background procedure uses QuickDraw, it must be sure to restore the printing grafPort as the current port before returning. It's particularly important not to attempt any printing from within the background procedure: The Printing Manager is not reentrant! If you use a background procedure that runs your application concurrently with printing, it should disable all menu items having to do with printing, such as Page Setup and Print.

### USING THE PRINTING MANAGER

To use the Printing Manager, you must first initialize QuickDraw, the Font Manager, the Window Manager, the Menu Manager, TextEdit, and the Dialog Manager. The first Printing Manager routine to call is PrOpen; the last routine to call is PrClose.

Before you can print a document, you need a valid print record. You can either use an existing print record (for instance, one saved with a document), or initialize one by calling PrintDefault or PrValidate. If you use an existing print record, be sure to call PrValidate to make sure it's valid for the current version of the Printing Manager and for the currently installed printer. To create a new print record, you must first create a handle to it with the Memory Manager function NewHandle, as follows:

```pascal
prRecHdl := THPrint(NewHandle(SIZEOF(TPrint)))
```

Print record information is obtained via the style and job dialogs:

- Call PrStlDialog when the user chooses the Page Setup command, to get the page dimensions. From the rPage field of the printer information subrecord, you can then determine where page breaks will be in the document. You can show rulers and margins correctly by using the information in the iVRes, iHRes, and rPaper fields.

- Call PrJobDialog when the user chooses the Print command, to get the specific information about that printing job, such as the page range and number of copies.

You can apply the results of one job dialog to several documents (when printing from the Finder, for example) by calling PrJobMerge.

After getting the job information, you should immediately print the document.

### The Printing Loop

To print a document, you call the following procedures:

1. PrOpenDoc, which returns a printing grafPort that's set up for draft or spool printing (depending on the bJDocLoop field of the job subrecord)

---

*Il-154 Background Processing*
2. PrOpenPage, which starts each new page (reinitializing the grafPort)
3. QuickDraw routines, for drawing the page in the printing grafPort created by PrOpenDoc
4. PrClosePage, which terminates the page
5. PrCloseDoc, at the end of the entire document, to close the printing grafPort

Each page is either printed immediately (draft printing) or written to the disk or to memory (spool printing). You should test to see whether spooling was done, and if so, print the spooled document: First, swap as much of your program out of memory as you can (see chapter 2), and then call PrPicFile.

It's a good idea to call PrError after each Printing Manager call, to check for any errors. To cancel a printing operation in progress, use PrSetError. If an error occurs and you cancel printing (or if the user aborts printing), be sure to exit normally from the printing loop so that all files are closed properly; that is, be sure that every PrOpenPage is matched by a PrClosePage and PrOpenDoc is matched by PrCloseDoc.

To sum up, your application's printing loop will typically use the following basic format for printing:

```
myPrPort := PrOpenDoc(prRecHdl,NIL,NIL); {open printing grafPort}
FOR pg := 1 TO myPgCount DO {page loop: ALL pages of document}
   IF PrError = noErr THEN
      BEGIN
         PrOpenPage(myPrPort,NIL); {start new page}
         IF PrError = noErr THEN MyDrawingProc(pg); {draw page with QuickDraw}
         PrClosePage(myPrPort); {end current page}
      END;
   PrCloseDoc(myPrPort); {close printing grafPort}
IF prRecHdl^^.prJob.bJDocLoop = bSpoolLoop AND PrError = noErr THEN
   BEGIN
      MySwapOutProc; {swap out code and data}
      PrPicFile(prRecHdl,NIL,NIL,NIL,myStRec); {print spooled document}
   END;
   IF PrError <> noErr THEN MyPrErrAlertProc {report any errors}
```

Note an important assumption in this example: The MyDrawingProc procedure must be able to determine the page boundaries without stepping through each page of the document.

Although spool printing may not be supported on all printers, you must be sure to include PrPicFile in your printing code, as shown above. The application should make no assumptions about the printing method.

Note: The maximum number of pages in a spool file is defined by the following constant:

```
CONST iPFMaxPgs = 128;
```

If you need to print more than 128 pages at one time, just repeat the printing loop (without calling PrValidate, PrStlDialog, or PrJobDialog).
Printing a Specified Range of Pages

The above example loops through every page of the document, regardless of which pages the user has selected; the Printing Manager draws each page but actually prints only the pages from IFstPage to ILstPage.

If you know the page boundaries in the document, it's much faster to loop through only the specified pages. You can do this by saving the values of IFstPage and ILstPage and then changing these fields in the print record: For example, to print pages 20 to 25, you would set IFstPage to 1 and ILstPage to 6 (or greater) and then begin printing at your page 20. You could implement this for all cases as follows:

```pascal
myFirst := prRecHdl^.prJob.iFstPage;  {save requested page numbers}
myLast := prRecHdl^.prJob.iLstPage;
prRecHdl^.prJob.iFstPage := 1;       {print "all" pages in loop}
prRecHdl^.prJob.iLstPage := 999;
FOR pg := myFirst TO myLast DO
    {page loop: requested pages only}
    {save requested page numbers}
    {print as in first example}
```

Remember that IFstPage and ILstPage are relative to the first page counted by the Printing Manager. The Printing Manager counts one page each time PrOpenPage is called; the count begins at 1.

Using QuickDraw for Printing

When drawing to the printing grafPort, you should note the following:
- With each new page, you get a completely reinitialized grafPort, so you'll need to reset font information and other grafPort characteristics as desired.
- Don't make calls that don't do anything on the printer. For example, erase operations are quite time-consuming and normally aren't needed on the printer.
- Don't use clipping to select text to be printed. There are a number of subtle differences between how text appears on the screen and how it appears on the printer; you can't count on knowing the exact dimensions of the rectangle occupied by the text.
- Don't use fixed-width fonts to align columns. Since spacing gets adjusted on the printer, you should explicitly move the pen to where you want it.

For printing to the LaserWriter, you'll need to observe the following limitations:
- Regions aren't supported; try to simulate them with polygons.
- Clipping regions should be limited to rectangles.
- "Invert" routines aren't supported.
- Copy is the only transfer mode supported for all objects except text and bit images. For text, Bic is also supported. For bit images, the only transfer mode not supported is Xor.
- Don't change the grafPort's local coordinate system (with SetOrigin) within the printing loop (between PrOpenPage and PrClosePage).

For more information about optimizing your printing code for the LaserWriter, see the Inside LaserWriter manual.
Printing From the Finder

The Macintosh user can choose to print from the Finder as well as from an application. Your application should support both alternatives.

To print a document from the Finder, the user selects the document's icon and chooses the Print command from the File menu. Note that the user can select more than one document, or even a document and an application, which means that the application must verify that it can print the document before proceeding. When the Print command is chosen, the Finder starts up the application, and passes information to it indicating that the document is to be printed rather than opened (see chapter 2). Your application should then do the following, preferably without going through its entire startup sequence:

1. Call PrJobDialog. (If the user selected more than one document, you can use PrJobMerge to apply one job dialog to all of the documents.)
2. Print the document(s).

PRINTING MANAGER ROUTINES

This section describes the high-level Printing Manager routines; low-level routines are described below in the section "The Printer Driver".

Assembly-language note: There are no trap macros for these routines. To print from assembly language, call these Pascal routines from your program.

Initialization and Termination

PROCEDURE PrOpen; [Not in ROM]

PrOpen prepares the Printing Manager for use. It opens the Printer Driver and the printer resource file. If either of these is missing, or if the printer resource file isn't properly formed, PrOpen will do nothing, and PrError will return a Resource Manager result code.

PROCEDURE PrClose; [Not in ROM]

PrClose releases the memory used by the Printing Manager. It closes the printer resource file, allowing the file's resource map to be removed from memory. It doesn't close the Printer Driver.

Note: To close the Printer Driver, call the low-level routine PrDrvrClose, described in the section "The Printer Driver".
Print Records and Dialogs

PROCEDURE PrintDefault (hPrint: THPrint); [Not in ROM]

PrintDefault fills the fields of the specified print record with default values that are stored in the printer resource file. HPrint is a handle to the record, which may be a new print record that you've just allocated with NewHandle or an existing one (from a document, for example).

FUNCTION PrValidate (hPrint: THPrint) : BOOLEAN; [Not in ROM]

PrValidate checks the contents of the specified print record for compatibility with the current version of the Printing Manager and with the currently installed printer. If the record is valid, the function returns FALSE (no change); if invalid, the record is adjusted to the default values stored in the printer resource file, and the function returns TRUE.

PrValidate also makes sure all the information in the print record is internally self-consistent and updates the print record as necessary. These changes do not affect the function's Boolean result.

Warning: You should never call PrValidate (or PrStlDialog or PrJobDialog, which call it) between pages of a document.

FUNCTION PrStlDialog (hPrint: THPrint) : BOOLEAN; [Not in ROM]

PrStlDialog conducts a style dialog with the user to determine the page dimensions and other information needed for page setup. The initial settings displayed in the dialog box are taken from the most recent print record. If the user confirms the dialog, the results of the dialog are saved in the specified print record, PrValidate is called, and the function returns TRUE. Otherwise, the print record is left unchanged and the function returns FALSE.

Note: If the print record was taken from a document, you should update its contents in the document's resource file if PrStlDialog returns TRUE. This makes the results of the style dialog "stick" to the document.

FUNCTION PrJobDialog (hPrint: THPrint) : BOOLEAN; [Not in ROM]

PrJobDialog conducts a job dialog with the user to determine the print quality, range of pages to print, and so on. The initial settings displayed in the dialog box are taken from the printer resource file, where they were remembered from the previous job (with the exception of the page range, set to all, and the copies, set to 1).

If the user confirms the dialog, both the print record and the printer resource file are updated, PrValidate is called, and the function returns TRUE. Otherwise, the print record and printer resource file are left unchanged and the function returns FALSE.

Note: Since the job dialog is associated with the Print command, you should proceed with the requested printing operation if PrJobDialog returns TRUE.
PROCEDURE PrJobMerge (hPrintSrc, hPrintDst: THPrint);  [Not in ROM]

PrJobMerge first calls PrValidate for each of the given print records. It then copies all of the information set as a result of a job dialog from hPrintSrc to hPrintDst. Finally, it makes sure that all the fields of hPrintDst are internally self-consistent.

PrJobMerge allows you to conduct a job dialog just once and then copy the job information to several print records, which means that you can print several documents with one dialog. This is useful when printing from the Finder.

Printing

FUNCTION PrOpenDoc (hPrint: THPrint; pPrPort: TPPrPort; pIOBuf: Ptr) : TPPrPort;  [Not in ROM]

PrOpenDoc initializes a printing grafPort for use in printing a document, makes it the current port, and returns a pointer to it.

HPrint is a handle to the print record for this printing operation; you should already have validated this print record.

Depending on the setting of the bJDocLoop field in the job subrecord, the printing grafPort will be set up for draft or spool printing. For spool printing, the spool file's name, volume reference number, and version number are taken from the job subrecord.

PPrPort and pIOBuf are normally NIL. PPrPort is a pointer to the printing grafPort; if it's NIL, PrOpenDoc allocates a new printing grafPort in the heap. Similarly, pIOBuf points to an area of memory to be used as an input/output buffer; if it's NIL, PrOpenDoc uses the volume buffer for the spool file's volume. If you allocate your own buffer, it must be 522 bytes long.

Note: These parameters are provided because the printing grafPort and input/output buffer are both nonrelocatable objects; to avoid fragmenting the heap, you may want to allocate them yourself.

You must balance every call to PrOpenDoc with a call to PrCloseDoc.

PROCEDURE PrOpenPage (pPrPort: TPPrPort; pPageFrame: TPRect);  [Not in ROM]

PrOpenPage begins a new page. The page is printed only if it falls within the page range given in the job subrecord.

For spool printing, the pPageFrame parameter is used for scaling. It points to a rectangle to be used as the QuickDraw picture frame for this page:

    TYPE TPRect = ARect;

When you print the spooled document, this rectangle will be scaled (with the QuickDraw procedure DrawPicture) to coincide with the rPage rectangle in the printer information subrecord. Unless you want the printout to be scaled, you should set pPageFrame to NIL—this uses the rPage rectangle as the picture frame, so that the page will be printed with no scaling.
Warning: Don't call the QuickDraw function OpenPicture while a page is open (after a
call to PrOpenPage and before the following PrClosePage). You can, however, call
DrawPicture at any time.

Warning: The printing grafPort is completely reinitialized by PrOpenPage. Therefore,
you must set grafPort features such as the font and font size for every page that you draw.

You must balance every call to PrOpenPage with a call to PrClosePage.

PROCEDURE PrClosePage (pPrPort: TPrPort); [Not in ROM]

PrClosePage finishes the printing of the current page. It lets the Printing Manager know that
you're finished with this page, so that it can do whatever is required for the current printer and
printing method.

PROCEDURE PrCloseDoc (pPrPort: TPrPort); [Not in ROM]

PrCloseDoc closes the printing grafPort. For draft printing, PrCloseDoc ends the printing job.
For spool printing, PrCloseDoc ends the spooling process: The spooled document must now be
printed. Before printing it, call PrError to find out whether spooling succeeded; if it did, you
should swap out as much code as possible and then call PrPicFile.

PROCEDURE PrPicFile (hPrint: THPrint; pPrPort: TPrPort; pIOBuf: Ptr; pDevBuf: Ptr; VAR prStatus: TPrStatus); [Not in
ROM]

PrPicFile prints a spooled document. If spool printing is being used, your application should
normally call PrPicFile after PrCloseDoc.

hPrint is a handle to the print record for this printing job. The spool file's name, volume
reference number, and version number are taken from the job subrecord of this print record.
After printing is successfully completed, the Printing Manager deletes the spool file from the disk.
You'll normally pass NIL for pPrPort, pIOBuf, and pDevBuf. PPrPort is a pointer to the
printing grafPort for this operation; if it's NIL, PrPicFile allocates a new printing grafPort in the
heap. Similarly, pIOBuf points to an area of memory to be used as an input/output buffer for
reading the spool file; if it's NIL, PrPicFile uses the volume buffer for the spool file's volume.
PDevBuf points to a device-dependent buffer; if NIL, PrPicFile allocates a buffer in the heap.

Note: If you provide your own storage for pDevBuf, it has to be big enough to hold the
number of bytes indicated by the iDevBytes field of the PrXInfo subrecord.

Warning: Be sure not to pass, in pPrPort, a pointer to the same printing grafPort you
received from PrOpenDoc. If that port was allocated by PrOpenDoc itself (that is, if the
pPrPort parameter to PrOpenDoc was NIL), then PrCloseDoc will have disposed of the
port, making your pointer to it invalid. Of course, if you earlier provided your own
storage to PrOpenDoc, there's no reason you can't use the same storage again for
PrPicFile.

The prStatus parameter is a printer status record that PrPicFile will use to report on its progress:

II-160 Printing Manager Routines
TYPE TPrStatus = RECORD
  iTotPages: INTEGER; \{number of pages in spool file\}
iCurPage: INTEGER; \{page being printed\}
iTotCopies: INTEGER; \{number of copies requested\}
iCurCopy: INTEGER; \{copy being printed\}
iTotBands: INTEGER; \{used internally\}
iCurBand: INTEGER; \{used internally\}
fPgDirty: BOOLEAN; \{TRUE if started printing page\}
fImaging: BOOLEAN; \{used internally\}
hPrint: THPrint; \{print record\}
pPrPort: TPPrPort; \{printing grafPort\}
hPic: PicHandle \{used internally\}
END;

The fPgDirty field is TRUE if anything has already been printed on the current page, FALSE if not.
Your background procedure (if any) can use this record to monitor the state of the printing operation.

Error Handling

FUNCTION PrError : INTEGER; \[Not in ROM\]

PrError returns the result code left by the last Printing Manager routine. Some possible result codes are:

CONSTRoErr = 0; \{no error\}
iPrSavPFil = -1; \{saving print file\}
controlErr = -17; \{unimplemented control instruction\}
iIOAbort = -27; \{I/O error\}
iMemFullErr = -108; \{not enough room in heap zone\}
iPrAbort = 128; \{application or user requested abort\}

ControlErr is returned by the Device Manager. Other Operating System or Toolbox result codes may also be returned; a list of all result codes is given in Appendix A (Volume III).

Assembly-language note: The current result code is contained in the global variable PrintErr.

PROCEDURE PrSetError (iErr: INTEGER); \[Not in ROM\]

PrSetError stores the specified value into the global variable where the Printing Manager keeps its result code. This procedure is used for canceling a printing operation in progress. To do this, call:

IF PrError <> noErr THEN PrSetError(iPrAbort)
Assembly-language note: You can achieve the same effect as PrSetError by storing directly into the global variable PrintErr. You shouldn't, however, store into this variable if it already contains a nonzero value.

THE PRINTER DRIVER

The Printing Manager provides a high-level interface that interprets QuickDraw commands for printing; it also provides a low-level interface that lets you directly access the Printer Driver.

Note: You should not use the high-level and low-level calls together.

The Printer Driver is the device driver that communicates with a printer. You only need to read this section if you're interested in low-level printing or writing your own device driver. For more information, see chapter 6.

The printer resource file for each type of printer includes a device driver for that printer. When the user chooses a printer, the printer's device driver becomes the active Printer Driver.

You can communicate with the Printer Driver via the following low-level routines:

- PrDrvOpen opens the Printer Driver; it remains open until you call PrDrvClose.
- PrCtlCall enables you to perform low-level printing operations such as bit map printing and direct streaming of text to the printer.
- PrDrvVersion tells you the version number of the Printer Driver.
- PrDrvDCE gets a handle to the driver's device control entry.

Note: Advanced programmers: You can also communicate with the Printer Driver through the standard Device Manager calls OpenDriver, CloseDriver, and Control. The driver name and driver reference number are available as predefined constants:

\[
\text{CONST sPrDrvName = } \text{.Print}; \quad \text{[Printer Driver resource name]}
\]
\[
iPrDrvRef = -3; \quad \text{[Printer Driver reference number]}
\]

Note also that when you make direct Device Manager calls, the driver I/O queue entries should be initialized to all zeroes.

Low-Level Driver Access Routines

The routines in this section are used for communicating directly with the Printer Driver.

Assembly-language note: See chapter 6 for information about how to make the Device Manager calls corresponding to these routines.

II-162 Printing Manager Routines
PROCEDURE PrDrvrOpen; [Not in ROM]

PrDrvrOpen opens the Printer Driver, reading it into memory if necessary.

PROCEDURE PrDrvrClose; [Not in ROM]

PrDrvrClose closes the Printer Driver, releasing the memory it occupies. (Notice that PrClose doesn't close the Printer Driver.)

PROCEDURE PrCtlCall (iWhichCtl: INTEGER; lParam1, lParam2, lParam3: LONGINT); [Not in ROM]

PrCtlCall calls the Printer Driver's control routine. The iWhichCtl parameter identifies the operation to perform. The following values are predefined:

`CONST iPrBitsCtl = 4; {bit map printing}`
`iPrIOCtl = 5; {text streaming}`
`iPrDevCtl = 7; {printer control}`

These operations are described in detail in the following sections of this chapter. The meanings of the lParam1, lParam2, and lParam3 parameters depend on the operation.

Note: Advanced programmers: If you're making a direct Device Manager Control call, iWhichCtl will be the csCode parameter, and lParam1, lParam2, and lParam3 will be csParam, csParam+4, and csParam+8.

FUNCTION PrDrvrDCE : Handle; [Not in ROM]

PrDrvrDCE returns a handle to the Printer Driver's device control entry.

FUNCTION PrDrvrVers : INTEGER; [Not in ROM]

PrDrvrVers returns the version number of the Printer Driver in the system resource file. The version number of the Printing Manager is available as the predefined constant iPrRelease. You may want to compare the result of PrDrvrVers with iPrRelease to see if the Printer Driver in the resource file is the most recent version.

Printer Control

The iPrDevCtl parameter to PrCtlCall is used for several printer control operations. The high-order word of the lParam1 parameter specifies the operation to perform:

`CONST lPrReset = $00010000; {reset printer}`
`lPrLineFeed = $00030000; {carriage return only}`
`lPrLFSixth = $0003FFFF; {standard 1/6-inch line feed}`
`lPrPageEnd = $00020000; {end page}`
Inside Macintosh

The low-order word of lParam1 may specify additional information. The lParam2 and lParam3 parameters should always be 0.

Before starting to print, use

```
PrCtlCall(iPrDevCtl, lPrReset, 0, 0)
```

to reset the printer to its standard initial state. This call should be made only once per document.

You can also specify the number of copies to make in the low-order byte of this parameter; for example, a value of $00010002 specifies two copies.

The lParamLineFeed and lParamLFSixth parameters allow you to achieve the effect of carriage returns and line feeds in a printer-independent way:

- lParamLineFeed specifies a carriage return only (with a line feed of 0).
- lParamLFSixth causes a carriage return and advances the paper by 1/6 inch (the standard "CR LF" sequence).

You can also specify the exact number of dots the paper advances in the low-order word of the lParam1 parameter. For example, a value of $00030008 for lParam1 causes a carriage return and advances the paper eight dots.

You should use these methods instead of sending carriage returns and line feeds directly to the printer.

The call

```
PrCtlCall(iPrDevCtl, lPrPageEnd, 0, 0)
```

does whatever is appropriate for the given printer at the end of each page, such as sending a form feed character and advancing past the paper fold. You should use this call instead of just sending a form feed yourself.

Bit Map Printing

To send all or part of a QuickDraw bit map directly to the printer, use

```
PrCtlCall(iPrBitsCtl, pBitMap, pPortRect, lControl)
```

The pBitMap parameter is a pointer to a QuickDraw bit map; pPortRect is a pointer to the rectangle to be printed, in the coordinates of the printing grafPort.

lControl should be one of the following predefined constants:

```
CONST lScreenBits = 0;   {default for printer}
lPaintBits = 1;          {square dots (72 by 72)}
```

The Imagewriter, in standard resolution, normally prints rectangular dots that are taller than they are wide (80 dots per inch horizontally by 72 vertically). Since the Macintosh 128K and 512K screen has square pixels (approximately 72 per inch both horizontally and vertically), lPaintBits gives a truer reproduction of the screen, although printing is somewhat slower.

On the LaserWriter, lControl should always be set to lPaintBits.
Putting all this together, you can print the entire screen at the default setting with

```c
PrCtlCall(iPrBitsCtl, ORD(@screenBits),
         ORD(@screenBits.bounds), lScreenBits)
```

To print the contents of a single window in square dots, use

```c
PrCtlCall(iPrBitsCtl, ORD(@theWindow^.portBits),
         ORD(@theWindow^.portRect), lPaintBits)
```

**Text Streaming**

Text streaming is useful for fast printing of text when speed is more important than fancy formatting or visual fidelity. It gives you full access to the printer's native text facilities (such as control or escape sequences for boldface, italic, underlining, or condensed or extended type), but makes no use of QuickDraw.

You can send a stream of characters (including control and escape sequences) directly to the printer with

```c
PrCtlCall(iPrIOCtl, pBuf, lBufCount, 0)
```

The `pBuf` parameter is a pointer to the beginning of the text. The low-order word of `lBufCount` is the number of bytes to transfer; the high-order word must be 0.

**Warning:** Relying on specific printer capabilities and control sequences will make your application printer-dependent. You can use `iPrDevCtl` to perform form feeds and line feeds in a printer-independent way.

**Note:** Advanced programmers who need more information about sending commands directly to the LaserWriter should see the *Inside LaserWriter* manual.
SUMMARY OF THE PRINTING MANAGER

Constants

CONST { Printing methods }

bdraftloop = 0;  {draft printing}
bspoolloop = 1;  {spool printing}

{ Printer specification in prSt1 field of print record }

bdevcitoh = 1;  {Imagewriter printer}
bdevlaser = 3;  {LaserWriter printer}

{ Maximum number of pages in a spool file }

ipfmaxpgs = 128;

{ Result codes }

noerr  = 0;  {no error}
iPrSavPFil = -1;  {saving spool file}
controUerr = -17;  {unimplemented control instruction}
IIOAbort = -27;  {I/O abort error}
imemFullErr = -108;  {not enough room in heap zone}
iPrAbort = 128;  {application or user requested abort}

{ PrCtlCall parameters }

iPrDevCtl = 7;  {printer control}
iPrReset = $00010000;  {reset printer}
iPrLineFeed = $00030000;  {carriage return only}
iPrLFSixth = $0003FFFF;  {standard 1/6-inch line feed}
iPrPageEnd = $00020000;  {end page}
iPrBitsCtl = 4;  {bit map printing}
iscreenBits = 0;  {default for printer}
iPaintBits = 1;  {square dots (72 by 72)}
iPrIOCtl = 5;  {text streaming}

{ Printer Driver information }

sPrDrvdr = '.Print';  {Printer Driver resource name}
iPrDrvrRef = -3;  {Printer Driver reference number}
Data Types

TYPE TPPrPort = ^TPrPort;
TPrPort = RECORD
  gPort: GrafPort;  {grafPort to draw in}
  {more fields for internal use}
END;

THPrint = ^TPPrint;
TPPrint = ^TPrint;
TPrint = RECORD
  iPrVersion: INTEGER;  {Printing Manager version}
  prInfo: TPrInfo;  {printer information subrecord}
  rPaper: Rect;  {paper rectangle}
  prStl: TPrStl;  {additional device information}
  prInfoPT: TPrInfo;  {used internally}
  prXInfo: TPrXInfo;  {additional device information}
  prJob: TPrJob;  {job subrecord}
  printX: ARRAY[1..19] OF INTEGER  {not used}
END;

TPrInfo = RECORD
  iDev: INTEGER;  {used internally}
  iVRes: INTEGER;  {vertical resolution of printer}
  iHRes: INTEGER;  {horizontal resolution of printer}
  rPage: Rect  {page rectangle}
END;

TPrJob = RECORD
  iFstPage: INTEGER;  {first page to print}
  iLstPage: INTEGER;  {last page to print}
  iCopies: INTEGER;  {number of copies}
  bJDocLoop: SignedByte;  {printing method}
  fFromUsr: BOOLEAN;  {used internally}
  pIdleProc: ProcPtr;  {background procedure}
  pFileName: StringPtr;  {spool file name}
  iFileVol: INTEGER;  {spool file volume reference number}
  bFileVers: SignedByte;  {spool file version number}
  bJobX: SignedByte  {used internally}
END;

TPrStl = RECORD
  wDev: INTEGER;  {high byte specifies device}
  {more fields for internal use}
END;
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TPrXinfo = RECORD
  iRowBytes: INTEGER; {used internally}
iBandV: INTEGER; {used internally}
iBandH: INTEGER; {used internally}
iDevBytes: INTEGER; {size of buffer}
  {more fields for internal use}
END;

TPRect = ^Rect;

TPrStatus = RECORD
  iTotPages: INTEGER; {number of pages in spool file}
iCurPage: INTEGER; {page being printed}
iTotCopies: INTEGER; {number of copies requested}
iCurCopy: INTEGER; {copy being printed}
iTotBands: INTEGER; {used internally}
iCurBand: INTEGER; {used internally}
fPgDirty: BOOLEAN; {TRUE if started printing page}
fImaging: BOOLEAN; {used internally}
hPrint: THPrint; {print record}
pPrPort: TPPrPort; {printing grafPort}
hPic: PicHandle {used internally}
END;

Routines [Not in ROM]

Initialization and Termination

PROCEDURE PrOpen;
PROCEDURE PrClose;

Print Records and Dialogs

PROCEDURE PrintDefault (hPrint: THPrint);
FUNCTION PrValidate (hPrint: THPrint) : BOOLEAN;
FUNCTION PrStdDialog (hPrint: THPrint) : BOOLEAN;
FUNCTION PrJobDialog (hPrint: THPrint) : BOOLEAN;
PROCEDURE PrJobMerge (hPrintSrc,hPrintDst: THPrint);

Printing

FUNCTION PrOpenDoc (hPrint: THPrint; pPrPort: TPPrPort; pIOBuf: Ptr) :
  TPPrPort;
PROCEDURE PrOpenPage (pPrPort: TPPrPort; pPageFrame: TPRect);
PROCEDURE PrClosePage (pPrPort: TPPrPort);
PROCEDURE PrCloseDoc (pPrPort: TPPrPort);
PROCEDURE PrPicFile (hPrint: THPrint; pPrPort: TPPrPort; pIOBuf: Ptr;
  pDevBuf: Ptr; VAR prStatus: TPrStatus);
Error Handling

FUNCTION PrError : INTEGER;
PROCEDURE PrSetError (iErr: INTEGER);

Low-Level Driver Access

PROCEDURE PrDrvrOpen;
PROCEDURE PrDrvrClose;
PROCEDURE PrCtlCall (iWhichCtl: INTEGER; lParam1, lParam2, lParam3: LONGINT);

FUNCTION PrDrvDCE : Handle;
FUNCTION PrDrvVers : INTEGER;

Assembly-Language Information

Constants

; Printing methods
bDraftLoop  .EQU 0      ;draft printing
bSpoolLoop  .EQU 1      ;spool printing

; Result codes
noErr   .EQU 0          ;no error
iPrSavPFl  .EQU -1     ;saving spool file
controlErr .EQU -17    ;unimplemented control instruction
iIOAbort  .EQU -27     ;I/O abort error
iMemFullErr .EQU -108  ;not enough room in heap zone
iPrAbort  .EQU 128     ;application or user requested abort

; Printer Driver Control call parameters
iPrDevCtl  .EQU 7      ;printer control
iPrReset   .EQU 1      ;reset printer
iPrLineFeed .EQU 3     ;carriage return/paper advance
iPrLFSixth .EQU 3      ;standard 1/6-inch line feed
iPrPageEnd .EQU 2      ;end page
iPrBitsCtl .EQU 4      ;bit map printing
iScreenBits .EQU 0     ;default for printer
iPaintBits .EQU 1      ;square dots (72 by 72)
iPrIOCtl   .EQU 5      ;text streaming

; Printer Driver information
iPrDrvRef  .EQU -3     ;Printer Driver reference number
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Printing GrafPort Data Structure

gPort  GrafPort to draw in (portRec bytes)
iPrPortSize  Size in bytes of printing grafPort

Print Record Data Structure

iPrVersion  Printing Manager version (word)
prInfo  Printer information subrecord (14 bytes)
rPaper  Paper rectangle (8 bytes)
prStl  Additional device information (8 bytes)
prXInfo  Additional device information (16 bytes)
prJob  Job subrecord (iPrJobSize bytes)
iPrintSize  Size in bytes of print record

Structure of Printer Information Subrecord

iVRes  Vertical resolution of printer (word)
iHRes  Horizontal resolution of printer (word)
rPage  Page rectangle (8 bytes)

Structure of Job Subrecord

iFstPage  First page to print (word)
iLstPage  Last page to print (word)
iCopies  Number of copies (word)
bJDocLoop  Address of background procedure
pIdleProc  Pointer to spool file name (preceded by length byte)
pFileName  Spool file volume reference number (word)
iFileVol  Spool file version number (byte)
bFileVers  Size in bytes of job subrecord
iPrJobSize

Structure of PrXInfo Subrecord

iDevBytes  Size of buffer (word)

Structure of Printer Status Record

iTotPages  Number of pages in spool file (word)
ICurPage  Page being printed (word)
ITotCopies  Number of copies requested (word)
ICurCopy  Copy being printed (word)
FPgDirty  Nonzero if started printing page (byte)
Hprint  Handle to print record
pPrPort  Pointer to printing grafPort
iPrStatSize  Size in bytes of printer status record

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The Printing Manager

Variables

PrintErr Result code from last Printing Manager routine (word)
6 THE DEVICE MANAGER

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191 The Unit Table
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ABOUT THIS CHAPTER

This chapter describes the Device Manager, the part of the Operating System that controls the exchange of information between a Macintosh application and devices. It gives general information about using and writing device drivers, and also discusses interrupts: how the Macintosh uses them and how you can use them if you're writing your own device driver.

Note: Specific information about the standard Macintosh drivers is contained in separate chapters.

You should already be familiar with resources, as discussed in chapter 5 of Volume I.

ABOUT THE DEVICE MANAGER

The Device Manager is the part of the Operating System that handles communication between applications and devices. A device is a part of the Macintosh, or a piece of external equipment, that can transfer information into or out of the Macintosh. Macintosh devices include disk drives, two serial communications ports, and printers.

Note: The display screen is not a device; drawing on the screen is handled by QuickDraw.

There are two kinds of devices: character devices and block devices. A character device reads or writes a stream of characters, or bytes, one at a time: It can neither skip bytes nor go back to a previous byte. A character device is used to get information from or send information to the world outside of the Operating System and memory: It can be an input device, an output device, or an input/output device. The serial ports and printers are all character devices.

A block device reads and writes blocks of bytes at a time; it can read or write any accessible block on demand. Block devices are usually used to store and retrieve information; for example, disk drives are block devices.

Applications communicate with devices through the Device Manager—either directly or indirectly (through another part of the Operating System or Toolbox). For example, an application can communicate with a disk drive directly via the Device Manager, or indirectly via the File Manager (which calls the Device Manager). The Device Manager doesn't manipulate devices directly; it calls device drivers that do (see Figure 1). Device drivers are programs that take data coming from the Device Manager and convert them into actions of devices, or convert device actions into data for the Device Manager to process.

The Operating System includes three standard device drivers in ROM: the Disk Driver, the Sound Driver, and the ROM Serial Driver. There are also a number of standard RAM drivers, including the Printer Driver, the RAM Serial Driver, the AppleTalk drivers, and desk accessories. RAM drivers are resources, and are read from the system resource file as needed.

You can add other drivers independently or build on top of the existing drivers (for example, the Printer Driver is built on top of the Serial Driver); the section "Writing Your Own Device Drivers" describes how to do this. Desk accessories are a special type of device driver, and are manipulated via the routines of the Desk Manager.
Warning: Information about desk accessories covered in chapter 14 of Volume I is not repeated here. Some information in this chapter may not apply to desk accessories.

A device driver can be either open or closed. The Sound Driver and Disk Driver are opened when the system starts up; the rest of the drivers are opened at the specific request of an application. After a driver has been opened, an application can read data from and write data to it. You can close device drivers that are no longer in use, and recover the memory used by them. Up to 32 device drivers may be open at any one time.

Before it's opened, you identify a device driver by its driver name; after it's opened, you identify it by its reference number. A driver name consists of a period (.) followed by any sequence of 1 to 254 printing characters. A RAM driver's name is the same as its resource name. You can use uppercase and lowercase letters when naming drivers, but the Device Manager ignores case when comparing names (it doesn't ignore diacritical marks).

Note: Although device driver names can be quite long, there's little reason for them to be more than a few characters in length.

The Device Manager assigns each open device driver a driver reference number, from -1 to -32, that's used instead of its driver name to refer to it.

Most communication between an application and an open device driver occurs by reading and writing data. Data read from a driver is placed in the application's data buffer, and data written to a driver is taken from the application's data buffer. A data buffer is memory allocated by the application for communication with drivers.

In addition to data that's read from or written to device drivers, drivers may require or provide other information. Information transmitted to a driver by an application is called control information; information provided by a driver is called status information. Control information may select modes of operation, start or stop processes, enable buffers, choose protocols, and so on. Status information may indicate the current mode of operation, the readiness of the device, the occurrence of errors, and so on. Each device driver may respond to a
number of different types of control information and may provide a number of different types of status information.

Each of the standard Macintosh drivers includes predefined calls for transmitting control information and receiving status information. Explanations of these calls can be found in the chapters describing the drivers.

**USING THE DEVICE MANAGER**

You can call Device Manager routines via three different methods: high-level Pascal calls, low-level Pascal calls, and assembly language. The high-level Pascal calls are designed for Pascal programmers interested in using the Device Manager in a simple manner; they provide adequate device I/O and don't require much special knowledge to use. The low-level Pascal and assembly-language calls are designed for advanced Pascal programmers and assembly-language programmers interested in using the Device Manager to its fullest capacity; they require some special knowledge to be used most effectively.

Note: The names used to refer to routines here are actually assembly-language macro names for the low-level routines, but the Pascal routine names are very similar.

The Device Manager is automatically initialized each time the system starts up.

Before an application can exchange information with a device driver, the driver must be opened. The Sound Driver and Disk Driver are opened when the system starts up; for other drivers, the application must call Open. The Open routine will return the driver reference number that you'll use every time you want to refer to that device driver.

An application can send data from its data buffer to an open driver with a Write call, and transfer data from an open driver to its data buffer with Read. An application passes control information to a device driver by calling Control, and receives status information from a driver by calling Status.

Whenever you want to stop a device driver from completing I/O initiated by a Read, Write, Control, or Status call, call KillIO. KillIO halts any current I/O and deletes any pending I/O.

When you're through using a driver, call Close. Close forces the device driver to complete any pending I/O, and then releases all the memory used by the driver.

**DEVICE MANAGER ROUTINES**

This section describes the Device Manager routines used to call drivers. It's divided into two parts: The first describes all the high-level Pascal routines of the Device Manager, and the second presents information about calling the low-level Pascal and assembly-language routines.

All the Device Manager routines in this section return an integer result code of type OSErr. Each routine description lists all of the applicable result codes, along with a short description of what the result code means. Lengthier explanations of all the result codes can be found in the summary at the end of this chapter.
High-Level Device Manager Routines

Note: As described in chapter 4, the FSRead and FSWrite routines are also used to read from and write to files.

FUNCTION OpenDriver (name: Str255; VAR refNum: INTEGER) : OSErr; [Not in ROM]

OpenDriver opens the device driver specified by name and returns its reference number in refNum.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badUnitErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>dInstErr</td>
<td>Couldn't find driver in resource file</td>
</tr>
<tr>
<td>openErr</td>
<td>Driver can't perform the requested reading or writing</td>
</tr>
<tr>
<td>unitEmptyErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>

FUNCTION CloseDriver (refNum: INTEGER) : OSErr; [Not in ROM]

CloseDriver closes the device driver having the reference number refNum. Any pending I/O is completed, and the memory used by the driver is released.

Warning: Before using this command to close a particular driver, refer to the chapter describing the driver for the consequences of closing it.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badUnitErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>dRemoveErr</td>
<td>Attempt to remove an open driver</td>
</tr>
<tr>
<td>unitEmptyErr</td>
<td>Bad reference number</td>
</tr>
</tbody>
</table>

FUNCTION FSRead (refNum: INTEGER; VAR count: LONGINT; buffPtr: Ptr) : OSErr; [Not in ROM]

FSRead attempts to read the number of bytes specified by the count parameter from the open device driver having the reference number refNum, and transfer them to the data buffer pointed to by buffPtr. After the read operation is completed, the number of bytes actually read is returned in the count parameter.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badUnitErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>notOpenErr</td>
<td>Driver isn't open</td>
</tr>
<tr>
<td>unitEmptyErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>readErr</td>
<td>Driver can't respond to Read calls</td>
</tr>
</tbody>
</table>

II-178 Device Manager Routines
FUNCTION FSWrite (refNum: INTEGER; VAR count: LONGINT; buffPtr: Ptr) : OSErr; [Not in ROM]

FSWrite takes the number of bytes specified by the count parameter from the buffer pointed to by buffPtr and attempts to write them to the open device driver having the reference number refNum. After the write operation is completed, the number of bytes actually written is returned in the count parameter.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badUnitErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>notOpenErr</td>
<td>Driver isn't open</td>
</tr>
<tr>
<td>unitEmptyErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>writErr</td>
<td>Driver can't respond to Write calls</td>
</tr>
</tbody>
</table>

FUNCTION Control (refNum: INTEGER; csCode: INTEGER; csParamPtr: Ptr) : OSErr; [Not in ROM]

Control sends control information to the device driver having the reference number refNum. The type of information sent is specified by csCode, and the information itself is pointed to by csParamPtr. The values passed in csCode and pointed to by csParamPtr depend on the driver being called.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badUnitErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>notOpenErr</td>
<td>Driver isn't open</td>
</tr>
<tr>
<td>unitEmptyErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>controlErr</td>
<td>Driver can't respond to this Control call</td>
</tr>
</tbody>
</table>

FUNCTION Status (refNum: INTEGER; csCode: INTEGER; csParamPtr: Ptr) : OSErr; [Not in ROM]

Status returns status information about the device driver having the reference number refNum. The type of information returned is specified by csCode, and the information itself is pointed to by csParamPtr. The values passed in csCode and pointed to by csParamPtr depend on the driver being called.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badUnitErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>notOpenErr</td>
<td>Driver isn't open</td>
</tr>
<tr>
<td>unitEmptyErr</td>
<td>Bad reference number</td>
</tr>
<tr>
<td>statusErr</td>
<td>Driver can't respond to this Status call</td>
</tr>
</tbody>
</table>

FUNCTION KillIO (refNum: INTEGER) : OSErr; [Not in ROM]

KillIO terminates all current and pending I/O with the device driver having the reference number refNum.
Result codes

noErr            No error
badUnitErr       Bad reference number
unitEmptyErr     Bad reference number

Low-Level Device Manager Routines

This section contains special information for programmers using the low-level Pascal or assembly-language routines of the Device Manager, and describes them in detail.

Note: The Device Manager routines for writing device drivers are described in the section "Writing Your Own Device Drivers".

All low-level Device Manager routines can be executed either synchronously (meaning that the application can't continue until the routine is completed) or asynchronously (meaning that the application is free to perform other tasks while the routine is executing). Some cannot be executed asynchronously, because they use the Memory Manager to allocate and release memory.

When an application calls a Device Manager routine asynchronously, an I/O request is placed in the driver I/O queue, and control returns to the calling program—possibly even before the actual I/O is completed. Requests are taken from the queue one at a time, and processed; meanwhile, the calling program is free to work on other things.

The calling program may specify a completion routine to be executed at the end of an asynchronous operation.

Routine parameters passed by an application to the Device Manager and returned by the Device Manager to an application are contained in a parameter block, which is a data structure in the heap or stack. All low-level Pascal calls to the Device Manager are of the form

FUNCTION PBCallName (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

PBCallName is the name of the routine. ParamBlock points to the parameter block containing the parameters for the routine. If async is TRUE, the call is executed asynchronously; otherwise the call is executed synchronously. Each call returns an integer result code of type OSErr.

Assembly-language note: When you call a Device Manager routine, A0 must point to a parameter block containing the parameters for the routine. If you want the routine to be executed asynchronously, set bit 10 of the routine trap word. You can do this by supplying the word ASYNC as the second argument to the routine macro. For example:

_Read , ASYNC

You can set or test bit 10 of a trap word by using the global constant asyncTrpBit.

If you want a routine to be executed immediately (bypassing the driver I/O queue), set bit 9 of the routine trap word. This can be accomplished by supplying the word IMMED as the second argument to the routine macro. (The driver must be able to handle immediate calls for this to work.) For example:

_Write , IMMED
You can set or test bit 9 of a trap word by using the global constant noQueueBit. You can specify either ASYNC or IMMED, but not both. (The syntax shown above applies to the Lisa Workshop Assembler; programmers using another development system should consult its documentation for the proper syntax.)

All routines return a result code in D0.

Routine Parameters

There are two different kinds of parameter blocks you'll pass to Device Manager routines: one for I/O routines and another for Control and Status calls.

The lengthy, variable-length data structure of a parameter block is given below. The Device Manager and File Manager use this same data structure, but only the parts relevant to the Device Manager are discussed here. Each kind of parameter block contains eight fields of standard information and three to nine fields of additional information:

TYPE ParamBlkType = (ioParam, fileParam, volumeParam, cntrlParam);

ParamBlockRec = RECORD
    qLink: QElemPtr;  {next queue entry}
    qType: INTEGER;  {queue type}
    ioTrap: INTEGER;  {routine trap}
    ioCmdAddr: Ptr;  {routine address}
    ioCompletion: ProcPtr;  {completion routine}
    ioResult: OSErr;  {result code}
    ioNamePtr: StringPtr;  {driver name}
    ioVRefNum: INTEGER;  {volume reference or drive number}
END;

CASE ParamBlkType OF
    ioParam:
        ... {I/O routine parameters}
    fileParam:
        ... {used by the File Manager}
    volumeParam:
        ... {used by the File Manager}
    cntrlParam:
        ... {Control and Status call parameters}
END;

ParmBlkPtr = ^ParamBlockRec;

The first four fields in each parameter block are handled entirely by the Device Manager, and most programmers needn't be concerned with them; programmers who are interested in them should see the section "The Structure of a Device Driver".

IOCompletion contains a pointer to a completion routine to be executed at the end of an asynchronous call; it should be NIL for asynchronous calls with no completion routine, and is automatically set to NIL for all synchronous calls.

Warning: Completion routines are executed at the interrupt level and must preserve all registers other than A0, A1, and D0-D2. Your completion routine must not make any calls.
to the Memory Manager, directly or indirectly, and can't depend on handles to unlocked blocks being valid. If it uses application globals, it must also ensure that register A5 contains the address of the boundary between the application globals and the application parameters; for details, see SetUpA5 and RestoreA5 in chapter 13.

**Assembly-language note:** When your completion routine is called, register A0 points to the parameter block of the asynchronous call and register D0 contains the result code.

Routines that are executed asynchronously return control to the calling program with the result code noErr as soon as the call is placed in the driver I/O queue. This isn't an indication of successful call completion, but simply indicates that the call was successfully queued. To determine when the call is actually completed, you can poll the ioResult field; this field is set to 1 when the call is made, and receives the actual result code upon completion of the call.

Completion routines are executed after the result code is placed in ioResult.

IOPNamePtr is a pointer to the name of a driver and is used only for calls to the Open function. IOVRefNum is used by the Disk Driver to identify drives.

I/O routines use the following additional fields:

```
ioParam:
  (ioRefNum: INTEGER;  [driver reference number]
  ioVersNum: SignedByte;  [not used]
  ioPermssn: SignedByte;  [read/write permission]
  ioMisc:    Ptr;         [not used]
  ioBuffer:  Ptr;         [pointer to data buffer]
  ioReqCount:  LONGINT;  [requested number of bytes]
  ioActCount:  LONGINT;  [actual number of bytes]
  ioPosMode:  INTEGER;  [positioning mode]
  ioPosOffset:  LONGINT);  [positioning offset]
```

IOPermssn requests permission to read from or write to a driver when the driver is opened, and must contain one of the following values:

```
CONST fsCurPerm = 0;  {whatever is currently allowed}
  fsRdPerm = 1;  {request to read only}
  fsWrPerm = 2;  {request to write only}
  fsRdWrPerm = 3;  {request to read and write}
```

This request is compared with the capabilities of the driver (some drivers are read-only, some are write-only). If the driver is incapable of performing as requested, a result code indicating the error is returned.

IOBuffer points to a data buffer into which data is written by Read calls and from which data is read by Write calls. IOReqCount specifies the requested number of bytes to be read or written. IOActCount contains the number of bytes actually read or written.

IOPosMode and ioPosOffset contain positioning information used for Read and Write calls by drivers of block devices. IOPosMode contains the positioning mode; bits 0 and 1 indicate where
The Device Manager

an operation should begin relative to the physical beginning of the block-formatted medium (such as a disk). You can use the following predefined constants to test or set the value of these bits:

```
CONST fsAtMark = 0;  {at current position}
fsFromStar = 1;    {offset relative to beginning of medium}
fsFromMark = 3;    {offset relative to current position}
```

IOPosOffset specifies the byte offset (either positive or negative), relative to the position specified by the positioning mode, where the operation will be performed (except when the positioning mode is fsAtMark, in which case ioPosOffset is ignored). IOPosOffset must be a 512-byte multiple.

To verify that data written to a block device matches the data in memory, make a Read call right after the Write call. The parameters for a read-verify operation are the same as for a standard Read call, except that the following constant must be added to the positioning mode:

```
CONST_rdVerify = 64;  {read-verify mode}
```

The result code ioErr is returned if any of the data doesn’t match.

Control and Status calls use three additional fields:

```
cntrlParam:
   (ioCRefNum: INTEGER;  {driver reference number}
    csCode: INTEGER;    {type of Control or Status call}
    csParam: ARRAY[0..10] OF INTEGER);  {control or status information}
```

IOCrefNum contains the reference number of the device driver. The csCode field contains a number identifying the type of call; this number may be interpreted differently by each driver. The csParam field contains the control or status information for the call; it’s declared as up to 22 bytes of information because its exact contents will vary from one Control or Status call to the next. To store information in this field, you must perform the proper type coercion.

**Routine Descriptions**

This section describes the procedures and functions. Each routine description includes the low-level Pascal form of the call and the routine's assembly-language macro. A list of the fields in the parameter block affected by the call is also given.

---

**Assembly-language note:** The field names given in these descriptions are those of the ParamBlockRec data type; see the summary at the end of this chapter for the names of the corresponding assembly-language offsets. (The names for some offsets differ from their Pascal equivalents, and in certain cases more than one name for the same offset is provided.)

---

The number next to each parameter name indicates the byte offset of the parameter from the start of the parameter block pointed to by register A0; only assembly-language programmers need be concerned with it. An arrow next to each parameter name indicates whether it's an input, output, or input/output parameter.
Arrow | Meaning
--- | ---
→ | Parameter is passed to the routine
← | Parameter is returned by the routine
↔ | Parameter is passed to and returned by the routine

**Note:** As described in chapter 4, the Open and Close functions are also used to open and close files.

```c
FUNCTION PBOpen (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
```

**Trap macro** `_Open`

**Parameter block**

- → 12 ioCompletion pointer
- ← 16 ioResult word
- → 18 ioNamePtr pointer
- ← 24 ioRefNum word
- → 27 ioPermssn byte

PBOpen opens the device driver specified by ioNamePtr, reading it into memory if necessary, and returns its reference number in ioRefNum. IOPermssn specifies the requested read/write permission.

**Result codes**

- noErr | No error
- badUnitErr | Bad reference number
- dInstErr | Couldn't find driver in resource file
- openErr | Driver can't perform the requested reading or writing
- unitEmptyErr | Bad reference number

```c
FUNCTION PBClose (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
```

**Trap macro** `_Close`

**Parameter block**

- → 12 ioCompletion pointer
- ← 16 ioResult word
- → 24 ioRefNum word

PBClose closes the device driver having the reference number ioRefNum. Any pending I/O is completed, and the memory used by the driver is released.

**Result codes**

- noErr | No error
- badUnitErr | Bad reference number
- dRemovErr | Attempt to remove an open driver
- unitEmptyErr | Bad reference number

**II-184 Device Manager Routines**
FUNCTION PBRead (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Read

Parameter block

→ 12 ioCompletion pointer
→ 16 ioResult word
→ 22 ioVRefNum word
→ 24 ioRefNum word
→ 32 ioBuffer pointer
→ 36 ioReqCount long word
← 40 ioActCount long word
→ 44 ioPosMode word
← 46 ioPosOffset long word

PBRead attempts to read ioReqCount bytes from the device driver having the reference number ioRefNum, and transfer them to the data buffer pointed to by ioBuffer. The drive number, if any, of the device to be read from is specified by ioVRefNum. After the read is completed, the position is returned in ioPosOffset and the number of bytes actually read is returned in ioActCount.

Result codes

- noErr: No error
- badUnitErr: Bad reference number
- notOpenErr: Driver isn't open
- unitEmptyErr: Bad reference number
- readErr: Driver can't respond to Read calls

FUNCTION PBWrite (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Write

Parameter block

→ 12 ioCompletion pointer
→ 16 ioResult word
→ 22 ioVRefNum word
→ 24 ioRefNum word
→ 32 ioBuffer pointer
→ 36 ioReqCount long word
← 40 ioActCount long word
← 44 ioPosMode word
← 46 ioPosOffset long word

PBWrite takes ioReqCount bytes from the buffer pointed to by ioBuffer and attempts to write them to the device driver having the reference number ioRefNum. The drive number, if any, of the device to be written to is specified by ioVRefNum. After the write is completed, the position is returned in ioPosOffset and the number of bytes actually written is returned in ioActCount.

Result codes

- noErr: No error
- badUnitErr: Bad reference number
- notOpenErr: Driver isn't open
- unitEmptyErr: Bad reference number
- writErr: Driver can't respond to Write calls
Inside Macintosh

FUNCTION PBControl (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Control

Parameter block

→ 12 ioCompletion pointer
→ 16 ioResult word
→ 22 ioVRefNum word
→ 24 ioRefNum word
→ 26 csCode word
→ 28 csParam record

PBControl sends control information to the device driver having the reference number ioRefNum; the drive number, if any, is specified by ioVRefNum. The type of information sent is specified by csCode, and the information itself begins at csParam. The values passed in csCode and csParam depend on the driver being called.

Result codes

noErr No error
badUnitErr Bad reference number
notOpenErr Driver isn't open
unitEmptyErr Bad reference number
ccontrolErr Driver can't respond to this Control call

FUNCTION PBStatus (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;

Trap macro _Status

Parameter block

→ 12 ioCompletion pointer
← 16 ioResult word
→ 22 ioVRefNum word
→ 24 ioRefNum word
→ 26 csCode word
← 28 csParam record

PBStatus returns status information about the device driver having the reference number ioRefNum; the drive number, if any, is specified by ioVRefNum. The type of information returned is specified by csCode, and the information itself begins at csParam. The values passed in csCode and csParam depend on the driver being called.

Result codes

noErr No error
badUnitErr Bad reference number
notOpenErr Driver isn't open
unitEmptyErr Bad reference number
statusErr Driver can't respond to this Status call
FUNCTION PBKillIO (paramBlock: ParmBlkPtr; async: BOOLEAN) :
  OSErr;

Trap macro _KillIO

Parameter block
→ 12  ioCompletion  pointer
← 16  ioResult  word
→ 24  ioRefNum  word

PBKillIO stops any current I/O request being processed, and removes all pending I/O requests from the I/O queue of the device driver having the reference number ioRefNum. The completion routine of each pending I/O request is called, with the ioResult field of each request equal to the result code abortErr.

Result codes
noErr  No error
badUnitErr  Bad reference number
unitEmptyErr  Bad reference number

THE STRUCTURE OF A DEVICE DRIVER

This section describes the structure of device drivers for programmers interested in writing their own driver or manipulating existing drivers. Some of the information presented here is accessible only through assembly language.

RAM drivers are stored in resource files. The resource type for drivers is 'DRVR'. The resource name is the driver name. The resource ID for a driver is its unit number (explained below) and must be between 0 and 31 inclusive.

Warning: Don't use the unit number of an existing driver unless you want the existing driver to be replaced.

As shown in Figure 2, a driver begins with a few words of flags and other data, followed by offsets to the routines that do the work of the driver, an optional title, and finally the routines themselves.

Every driver contains a routine to handle Open and Close calls, and may contain routines to handle Read, Write, Control, Status, and KillIO calls. The driver routines that handle Device Manager calls are as follows:

<table>
<thead>
<tr>
<th>Device Manager call</th>
<th>Driver routine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open</td>
<td>Open</td>
</tr>
<tr>
<td>Read</td>
<td>Prime</td>
</tr>
<tr>
<td>Write</td>
<td>Prime</td>
</tr>
<tr>
<td>Control</td>
<td>Control</td>
</tr>
<tr>
<td>KillIO</td>
<td>Control</td>
</tr>
<tr>
<td>Status</td>
<td>Status</td>
</tr>
<tr>
<td>Close</td>
<td>Close</td>
</tr>
</tbody>
</table>
For example, when a KillIO call is made to a driver, the driver's control routine must implement the call.

Each bit of the high-order byte of the drvrFlags word contains a flag:

- dReadEnable . EQU 0 ; set if driver can respond to Read calls
- dWriteEnable . EQU 1 ; set if driver can respond to Write calls
- dCtlEnable . EQU 2 ; set if driver can respond to Control calls
- dStatEnable . EQU 3 ; set if driver can respond to Status calls
- dNeedGoodBye . EQU 4 ; set if driver needs to be called before the application heap is reinitialized
- dNeedTime . EQU 5 ; set if driver needs time for performing a periodic action
- dNeedLock . EQU 6 ; set if driver will be locked in memory as soon as it's opened (always set for ROM drivers)

Bits 8-11 (bits 0-3 of the high-order byte) indicate which Device Manager calls the driver's routines can respond to.

Unlocked RAM drivers in the application heap will be lost every time the heap is reinitialized (when an application starts up, for example). If dNeedGoodBye is set, the control routine of the...
device driver will be called before the heap is reinitialized, and the driver can perform any "clean-up" actions it needs to. The driver's control routine identifies this "good-bye" call by checking the csCode parameter—it will be the global constant 

```asm
goodBye .EQU -1 ; heap will be reinitialized, clean up if necessary
```

Device drivers may need to perform predefined actions periodically. For example, a network driver may want to poll its input buffer every ten seconds to see if it has received any messages. If the dNeedTime flag is set, the driver does need to perform a periodic action, and the drvrDelay word contains a tick count indicating how often the periodic action should occur. A tick count of 0 means it should happen as often as possible, 1 means it should happen at most every sixtieth of a second, 2 means at most every thirtieth of a second, and so on. Whether the action actually occurs this frequently depends on how often the application calls the Desk Manager procedure SystemTask. SystemTask calls the driver's control routine (if the time indicated by drvrDelay has elapsed), and the control routine must perform whatever predefined action is desired. The driver's control routine identifies the SystemTask call by checking the csCode parameter—it will be the global constant 

```asm
accRun .EQU 65 ; take the periodic action, if any, for this driver
```

Note: Some drivers may not want to rely on the application to call SystemTask. They can instead install a task to be executed during the vertical retrace interrupt. There are, however, certain restrictions on tasks performed during interrupts, such as not being able to make calls to the Memory Manager. For more information on these restrictions, see chapter 11. Periodic actions performed in response to SystemTask calls are not performed via an interrupt and so don't have these restrictions.

DrvrEMask and drvrMenu are used only for desk accessories and are discussed in chapter 14 of Volume I.

Following drvrMenu are the offsets to the driver routines, a title for the driver (preceded by its length in bytes), and the routines that do the work of the driver.

Note: Each of the driver routines must be aligned on a word boundary.

**Device Control Entry**

The first time a driver is opened, information about it is read into a structure in memory called a device control entry. A device control entry contains the header of the driver's I/O queue, the location of the driver's routines, and other information. A device control entry is a 40-byte relocatable block located in the system heap. It's locked while the driver is open, and unlocked while the driver is closed.

Most of the data in the device control entry is stored and accessed only by the Device Manager, but in some cases the driver itself must store into it. The structure of a device control entry is shown below; note that the first four words of the driver are copied into the dCtlFlags, dCtlDelay, dCtlEMask, and dCtlMenu fields.
Inside Macintosh

TYPE DctlEntry =
RECORD
  dCtlDriver:   Ptr;            [pointer to ROM driver or handle to RAM driver]
  dCtlFlags:   INTEGER;        [flags]
  dCtlQHdr:    QHdr;           [driver I/O queue header]
  dCtlPosition: LONGINT;      [byte position used by Read and Write calls]
  dCtlStorage: Handle;        [handle to RAM driver's private storage]
  dCtlRefNum:  INTEGER;       [driver reference number]
  dCtlCurTicks: LONGINT;      [used internally]
  dCtlWindow:  WindowPtr;     [pointer to driver's window]
  dCtlDelay:   INTEGER;       [number of ticks between periodic actions]
  dCtlEMask:   INTEGER;       [desk accessory event mask]
  dCtlMenu:    INTEGER;       [menu ID of menu associated with driver]
END;

DCtlPtr   = ^DctlEntry;
DCtlHandle = ^DctlPtr;

The low-order byte of the dCtlFlags word contains the following flags:

<table>
<thead>
<tr>
<th>Bit number</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Set if driver is open</td>
</tr>
<tr>
<td>6</td>
<td>Set if driver is RAM-based</td>
</tr>
<tr>
<td>7</td>
<td>Set if driver is currently executing</td>
</tr>
</tbody>
</table>

Assembly-language note: These flags can be accessed with the global constants dOpened, dRAMBased, and drvrActive.

The high-order byte of the dCtlFlags word contains flags copied from the drvrFlags word of the driver, as described above.

DCtlQHdr contains the header of the driver's I/O queue (described below). DCtlPosition is used only by drivers of block devices, and indicates the current source or destination position of a Read or Write call. The position is given as a number of bytes beyond the physical beginning of the medium used by the device. For example, if one logical block of data has just been read from a 3 1/2-inch disk via the Disk Driver, dCtlPosition will be 512.

ROM drivers generally use locations in low memory for their local storage. RAM drivers may reserve memory within their code space, or allocate a relocatable block and keep a handle to it in dCtlStorage (if the block resides in the application heap, its handle will be set to NIL when the heap is reinitialized).

You can get a handle to a driver's device control entry by calling the Device Manager function GetDctlEntry.

FUNCTION GetDctlEntry (refNum: INTEGER) : DctlHandle; [Not in ROM]

GetDctlEntry returns a handle to the device control entry of the device driver having the reference number refNum.

II-190 The Structure of a Device Driver
The Driver I/O Queue

Each device driver has a driver I/O queue; this is a standard Operating System queue (described in chapter 13) that contains the parameter blocks for all asynchronous routines awaiting execution. Each time a routine is called, the driver places an entry in the queue; each time a routine is completed, its entry is removed from the queue. The queue's header is located in the dCtlQHdr field of the driver's device control entry. The low-order byte of the queue flags field in the queue header contains the version number of the driver, and can be used for distinguishing between different versions of the same driver.

Each entry in the driver I/O queue consists of a parameter block for the routine that was called. Most of the fields of this parameter block contain information needed by the specific Device Manager routines; these fields are explained above in the section "Low-Level Device Manager Routines". The first four fields of this parameter block, shown below, are used by the Device Manager in processing the I/O requests in the queue.

```
TYPE ParamBlockRec = RECORD
    qLink: QElemPtr; [next queue entry]
    qType: INTEGER; [queue type]
    ioTrap: INTEGER; [routine trap]
    ioCmdAddr: Ptr; [routine address]
    . . .
END;
```

QLink points to the next entry in the queue, and qType indicates the queue type, which must always be ORD(ioQType). IOTrap and ioCmdAddr contain the trap and address of the Device Manager routine that was called.

The Unit Table

The location of each device control entry is maintained in a list called the unit table. The unit table is a 128-byte nonrelocatable block containing 32 four-byte entries. Each entry has a number, from 0 to 31, called the unit number, and contains a handle to the device control entry for a driver. The unit number can be used as an index into the unit table to locate the handle to a specific driver's device control entry; it's equal to

\[-1 \times (\text{refNum} + 1)\]

where refNum is the driver reference number. For example, the Sound Driver's reference number is -4 and its unit number is 3.

Figure 3 shows the layout of the unit table with the standard drivers and desk accessories installed.
### Figure 3. The Unit Table

<table>
<thead>
<tr>
<th>byte 0</th>
<th>reserved</th>
<th>unit number 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>hard disk driver (XL only)</td>
<td>1</td>
</tr>
<tr>
<td>8</td>
<td>Printer Driver</td>
<td>2</td>
</tr>
<tr>
<td>12</td>
<td>Sound Driver</td>
<td>3</td>
</tr>
<tr>
<td>16</td>
<td>Disk Driver</td>
<td>4</td>
</tr>
<tr>
<td>20</td>
<td>Serial Driver port A input</td>
<td>5</td>
</tr>
<tr>
<td>24</td>
<td>Serial Driver port A output</td>
<td>6</td>
</tr>
<tr>
<td>28</td>
<td>Serial Driver port B input</td>
<td>7</td>
</tr>
<tr>
<td>32</td>
<td>Serial Driver port B output</td>
<td>8</td>
</tr>
<tr>
<td>36</td>
<td>AppleTalk .MPP Driver</td>
<td>9</td>
</tr>
<tr>
<td>40</td>
<td>AppleTalk .ATP Driver</td>
<td>10</td>
</tr>
<tr>
<td>44</td>
<td>reserved</td>
<td>11</td>
</tr>
<tr>
<td>48</td>
<td>Calculator</td>
<td>12</td>
</tr>
<tr>
<td>52</td>
<td>Alarm Clock</td>
<td>13</td>
</tr>
<tr>
<td>56</td>
<td>Key Caps</td>
<td>14</td>
</tr>
<tr>
<td>60</td>
<td>Puzzle</td>
<td>15</td>
</tr>
<tr>
<td>64</td>
<td>Note Pad</td>
<td>16</td>
</tr>
<tr>
<td>68</td>
<td>Scrapbook</td>
<td>17</td>
</tr>
<tr>
<td>72</td>
<td>Control Panel</td>
<td>18</td>
</tr>
<tr>
<td>124</td>
<td>not used</td>
<td>31</td>
</tr>
<tr>
<td></td>
<td>not used</td>
<td></td>
</tr>
</tbody>
</table>

**Warning:** Any new drivers contained in resource files should have resource IDs that don't conflict with the unit numbers of existing drivers—unless you want an existing driver to be replaced. Be sure to check the unit table before installing a new driver; the base address of the unit table is stored in the global variable UTableBase.
WRITING YOUR OWN DEVICE DRIVERS

Drivers are usually written in assembly language. The structure of your driver must match that shown in the previous section. The routines that do the work of the driver should be written to operate the device in whatever way you require. Your driver must contain routines to handle Open and Close calls, and may choose to handle Read, Write, Control, Status, and KillIO calls as well.

Warning: A device driver doesn't "own" the hardware it operates, and has no way of determining whether another driver is attempting to use that hardware at the same time. There's a possibility of conflict in situations where two drivers that operate the same device are installed concurrently.

When the Device Manager executes a driver routine to handle an application call, it passes a pointer to the call's parameter block in register A0 and a pointer to the driver's device control entry in register A1. From this information, the driver can determine exactly what operations are required to fulfill the call's requests, and do them.

Open and close routines must execute synchronously and return via an RTS instruction. They needn't preserve any registers that they use. Close routines should put a result code in register D0. Since the Device Manager sets D0 to 0 upon return from an Open call, open routines should instead place the result code in the ioResult field of the parameter block.

The open routine must allocate any private storage required by the driver, store a handle to it in the device control entry (in the dCtlStorage field), initialize any local variables, and then be ready to receive a Read, Write, Status, Control, or KillIO call. It might also install interrupt handlers, change interrupt vectors, and store a pointer to the device control entry somewhere in its local storage for its interrupt handlers to use. The close routine must reverse the effects of the open routine, by releasing all used memory, removing interrupt handlers, and replacing changed interrupt vectors. If anything about the operational state of the driver should be saved until the next time the driver is opened, it should be kept in the relocatable block of memory pointed to by dCtlStorage.

Prime, control, and status routines must be able to respond to queued calls and asynchronous calls, and should be interrupt-driven. Asynchronous portions of the routines can use registers A0-A3 and D0-D3, but must preserve any other registers used; synchronous portions can use all registers. Prime, control, and status routines should return a result code in D0. They must return via an RTS if called immediately (with noQueueBit set in the ioTrap field) or if the device couldn't complete the I/O request right away, or via a JMP to the IODone routine (explained below) if not called immediately and if the device completed the request.

Warning: If the prime, control, and status routines can be called as the result of an interrupt, they must preserve all registers other than A0, A1, and D0-D2. They can't make any calls to the Memory Manager and cannot depend on unlocked handles being valid. If they use application globals, they must also ensure that register A5 contains the address of the boundary between the application globals and the application parameters; for details, see SetUpA5 and RestoreA5 in chapter 13.

The prime routine implements Read and Write calls made to the driver. It can distinguish between Read and Write calls by comparing the low-order byte of the ioTrap field with the following predefined constants:
You may want to use the Fetch and Stash routines (described below) to read and write characters. If the driver is for a block device, it should update the dCtlPosition field of the device control entry after each read or write.

The control routine accepts the control information passed to it, and manipulates the device as requested. The status routine returns requested status information. Since both the control and status routines may be subjected to Control and Status calls sending and requesting a variety of information, they must be prepared to respond correctly to all types. The control routine must handle KillIO calls. The driver identifies KillIO calls by checking the csCode parameter—it will be the global constant

```
killCode .EQU 1 ;handle the KillIO call
```

Warning: KillIO calls must return via an RTS, and shouldn't jump (via JMP) to the IODone routine.

### Routines for Writing Drivers

The Device Manager includes three routines—Fetch, Stash, and IODone—that provide low-level support for driver routines. These routines can be used only with a pending, asynchronous request; include them in the code of your device driver if they're useful to you. A pointer to the device control entry is passed to each of these routines in register A1. The device control entry contains the driver I/O queue header, which is used to locate the pending request. If there are no pending requests, these routines generate the system error dsIOCoreErr (see chapter 12 for more information).

Fetch, Stash, and IODone are invoked via "jump vectors" (stored in the global variables JFetch, JStash, and JIODone) rather than macros, in the interest of speed. You use a jump vector by moving its address onto the stack. For example:

```
MOVE.L JIODone,-(SP)
RTS
```

Fetch and Stash don't return a result code; if an error occurs, the System Error Handler is invoked. IODone may return a result code.

#### Fetch function

- **Jump vector**: JFetch
- **On entry**: A1: pointer to device control entry
- **On exit**: D0: character fetched; bit 15=1 if it's the last character in data buffer

Fetch gets the next character from the data buffer pointed to by ioBuffer and places it in D0. IOActCount is incremented by 1. If ioActCount equals ioReqCount, bit 15 of D0 is set. After receiving the last byte requested, the driver should call IODone.
Stash function

Jump vector: JStash
On entry:
A1: pointer to device control entry
D0: character to stash
On exit:
D0: bit 15=1 if it's the last character requested

Stash places the character in D0 into the data buffer pointed to by ioBuffer, and increments ioActCount by 1. If ioActCount equals ioReqCount, bit 15 of D0 is set. After stashing the last byte requested, the driver should call IODone.

IODone function

Jump vector: JIODone
On entry:
A1: pointer to device control entry
D0: result code (word)

IODone removes the current I/O request from the driver I/O queue, marks the driver inactive, unlocks the driver and its device control entry (if it's allowed to by the dNeedLock bit of the dCtlFlags word), and executes the completion routine (if there is one). Then it begins executing the next I/O request in the driver I/O queue.

Warning: Due to the way the File Manager does directory lookups, block device drivers should take care to support asynchronous I/O operations. If the driver's prime routine has completed an asynchronous Read or Write call just prior to calling IODone and its completion routine starts an additional Read or Write, large amounts of the stack may be used (potentially causing the stack to expand into the heap). To avoid this problem, the prime routine should exit via an RTS instruction and then jump to IODone via an interrupt.

INTERRUPTS

This section discusses how interrupts are used on the Macintosh 128K and 512K; only programmers who want to write interrupt-driven device drivers need read this section.

Warning: Only the Macintosh 128K and 512K are covered in this section. Much of the information presented here is hardware-dependent; programmers are encouraged to write code that's hardware-independent to ensure compatibility with future versions of the Macintosh.

An interrupt is a form of exception: an error or abnormal condition detected by the processor in the course of program execution. Specifically, an interrupt is an exception that's signaled to the processor by a device, as distinct from a trap, which arises directly from the execution of an instruction. Interrupts are used by devices to notify the processor of a change in condition of the device, such as the completion of an I/O request. An interrupt causes the processor to suspend normal execution, save the address of the next instruction and the processor's internal status on the stack, and execute an interrupt handler.
The MC68000 recognizes seven different levels of interrupt, each with its own interrupt handler. The addresses of the various handlers, called interrupt vectors, are kept in a vector table in low memory. Each level of interrupt has its own vector located in the vector table. When an interrupt occurs, the processor fetches the proper vector from the table, uses it to locate the interrupt handler for that level of interrupt, and jumps to the handler. On completion, the handler restores the internal status of the processor from the stack and resumes normal execution from the point of suspension.

There are three devices that can create interrupts: the Synertek SY6522 Versatile Interface Adapter (VIA), the Zilog Z8530 Serial Communications Controller (SCC), and the debugging switch. They send a three-bit number called the interrupt priority level to the processor. This number indicates which device is interrupting, and which interrupt handler should be executed:

<table>
<thead>
<tr>
<th>Level</th>
<th>Interrupting device</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>None</td>
</tr>
<tr>
<td>1</td>
<td>VIA</td>
</tr>
<tr>
<td>2</td>
<td>SCC</td>
</tr>
<tr>
<td>3</td>
<td>VIA and SCC</td>
</tr>
<tr>
<td>4-7</td>
<td>Debugging switch</td>
</tr>
</tbody>
</table>

A level-3 interrupt occurs when both the VIA and the SCC interrupt at the same instant; the interrupt handler for a level-3 interrupt is simply an RTE instruction. Debugging interrupts shouldn't occur during the normal execution of an application.

The interrupt priority level is compared with the processor priority in bits 8-10 of the status register. If the interrupt priority level is greater than the processor priority, the MC68000 acknowledges the interrupt and initiates interrupt processing. The processor priority determines which interrupting devices are ignored, and which are serviced:

<table>
<thead>
<tr>
<th>Level</th>
<th>Services</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>All interrupts</td>
</tr>
<tr>
<td>1</td>
<td>SCC and debugging interrupts only</td>
</tr>
<tr>
<td>2-6</td>
<td>Debugging interrupts only</td>
</tr>
<tr>
<td>7</td>
<td>No interrupts</td>
</tr>
</tbody>
</table>

When an interrupt is acknowledged, the processor priority is set to the interrupt priority level, to prevent additional interrupts of equal or lower priority, until the interrupt handler has finished servicing the interrupt.

The interrupt priority level is used as an index into the primary interrupt vector table. This table contains seven long words beginning at address $64. Each long word contains the starting address of an interrupt handler (see Figure 4).

Execution jumps to the interrupt handler at the address specified in the table. The interrupt handler must identify and service the interrupt. Then it must restore the processor priority, status register, and program counter to the values they contained before the interrupt occurred.
Level-1 (VIA) Interrupts

Level-1 interrupts are generated by the VIA. You'll need to read the Synertek manual describing the VIA to use most of the information provided in this section. The level-1 interrupt handler determines the source of the interrupt (via the VIA's interrupt flag register and interrupt enable register) and then uses a table of secondary vectors in low memory to determine which interrupt handler to call (see Figure 5).

![Primary Interrupt Vector Table](image)

<table>
<thead>
<tr>
<th>Address</th>
<th>Interrupt</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>$64</td>
<td>autoInt1</td>
<td>vector to level-1 interrupt handler</td>
</tr>
<tr>
<td>$68</td>
<td>autoInt2</td>
<td>vector to level-2 interrupt handler</td>
</tr>
<tr>
<td>$6C</td>
<td>autoInt3</td>
<td>vector to level-3 interrupt handler</td>
</tr>
<tr>
<td>$70</td>
<td>autoInt4</td>
<td>vector to level-4 interrupt handler</td>
</tr>
<tr>
<td>$74</td>
<td>autoInt5</td>
<td>vector to level-5 interrupt handler</td>
</tr>
<tr>
<td>$78</td>
<td>autoInt6</td>
<td>vector to level-6 interrupt handler</td>
</tr>
<tr>
<td>$7C</td>
<td>autoInt7</td>
<td>vector to level-7 interrupt handler</td>
</tr>
</tbody>
</table>

Figure 4. Primary Interrupt Vector Table

![Level-1 Secondary Interrupt Vector Table](image)

<table>
<thead>
<tr>
<th>Byte</th>
<th>Interrupt Description</th>
<th>Control Line</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>one-second interrupt</td>
<td>VIA's CA2 control line</td>
</tr>
<tr>
<td>4</td>
<td>vertical retrace interrupt</td>
<td>VIA's CA1 control line</td>
</tr>
<tr>
<td>8</td>
<td>shift-register interrupt</td>
<td>VIA's shift register</td>
</tr>
<tr>
<td>12</td>
<td>not used</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>not used</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>T2 timer: Disk Driver</td>
<td>VIA's timer 2</td>
</tr>
<tr>
<td>24</td>
<td>T1 timer: Sound Driver</td>
<td>VIA's timer 1</td>
</tr>
<tr>
<td>28</td>
<td>not used</td>
<td></td>
</tr>
</tbody>
</table>

Figure 5. Level-1 Secondary Interrupt Vector Table

The level-1 secondary interrupt vector table is stored in the global variable Lv11DT. Each vector in the table points to the interrupt handler for a different source of interrupt. The interrupts are handled in order of their entry in the table, and only one interrupt handler is called per level-1 interrupt (even if two or more sources are interrupting). This allows the level-1 interrupt handler
to be reentrant; interrupt handlers should lower the processor priority as soon as possible in order to enable other pending interrupts to be processed.

The one-second interrupt updates the global variable Time (explained in chapter 13); it's also used for inverting ("blinking") the apple symbol in the menu bar when the alarm goes off. Vertical retrace interrupts are generated once every vertical retrace interval; control is passed to the Vertical Retrace Manager, which performs recurrent system tasks (such as updating the global variable Ticks) and executes tasks installed by the application. (For more information, see chapter 11.)

If the cumulative elapsed time for all tasks during a vertical retrace interrupt exceeds about 16 milliseconds (one video frame), the vertical retrace interrupt may itself be interrupted by another vertical retrace interrupt. In this case, tasks to be performed during the second vertical retrace interrupt are ignored, with one exception: The global variable Ticks will still be updated.

The shift-register interrupt is used by the keyboard and mouse interrupt handlers. Whenever the Disk Driver or Sound Driver isn't being used, you can use the T1 and T2 timers for your own needs; there's no way to tell, however, when they'll be needed again by the Disk Driver or Sound Driver.

The base address of the VIA (stored in the global variable VIA) is passed to each interrupt handler in register A1.

**Level-2 (SCC) Interrupts**

Level-2 interrupts are generated by the SCC. You'll need to read the Zilog manual describing the SCC to effectively use the information provided in this section. The level-2 interrupt handler determines the source of the interrupt, and then uses a table of secondary vectors in low memory to determine which interrupt handler to call (see Figure 6).

<table>
<thead>
<tr>
<th>byte</th>
<th>Interrupt Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>channel B transmit buffer empty</td>
</tr>
<tr>
<td>4</td>
<td>channel B external/status change</td>
</tr>
<tr>
<td>8</td>
<td>channel B receive character available</td>
</tr>
<tr>
<td>12</td>
<td>channel B special receive condition</td>
</tr>
<tr>
<td>16</td>
<td>channel A transmit buffer empty</td>
</tr>
<tr>
<td>20</td>
<td>channel A external/status change</td>
</tr>
<tr>
<td>24</td>
<td>channel A receive character available</td>
</tr>
<tr>
<td>28</td>
<td>channel A special receive condition</td>
</tr>
</tbody>
</table>

Figure 6. Level-2 Secondary Interrupt Vector Table
The level-2 secondary interrupt vector table is stored in the global variable Lvl2DT. Each vector in the table points to the interrupt handler for a different source of interrupt. The interrupts are handled according to the following fixed priority:

- channel A receive character available and special receive
- channel A transmit buffer empty
- channel A external/status change
- channel B receive character available and special receive
- channel B transmit buffer empty
- channel B external/status change

Only one interrupt handler is called per level-2 interrupt (even if two or more sources are interrupting). This allows the level-2 interrupt handler to be reentrant; interrupt handlers should lower the processor priority as soon as possible in order to enable other pending interrupts to be processed.

External/status interrupts pass through a tertiary vector table in low memory to determine which interrupt handler to call (see Figure 7).

```
byte 0         channel B communications interrupt
4            mouse vertical interrupt
8            channel A communications interrupt
12           mouse horizontal interrupt
```

**Figure 7. Level-2 External/Status Interrupt Vector Table**

The external/status interrupt vector table is stored in the global variable ExtStsDT. Each vector in the table points to the interrupt handler for a different source of interrupt. Communications interrupts (break/abort, for example) are always handled before mouse interrupts.

When a level-2 interrupt handler is called, DO contains the address of the SCC read register 0 (external/status interrupts only), and D1 contains the bits of read register 0 that have changed since the last external/status interrupt. A0 points to the SCC channel A or channel B control read address and A1 points to SCC channel A or channel B control write address, depending on which channel is interrupting. The SCC's data read address and data write address are located four bytes beyond A0 and A1, respectively; they're also contained in the global variables SCCWr and SCCRd. You can use the following predefined constants as offsets from these base addresses to locate the SCC control and data lines:

```
aData .EQU 6 ;channel A data in or out
aCtl  .EQU 2 ;channel A control
bData .EQU 4 ;channel B data in or out
bCtl  .EQU 0 ;channel B control
```
Writing Your Own Interrupt Handlers

You can write your own interrupt handlers to replace any of the standard interrupt handlers just described. Be sure to place a vector that points to your interrupt handler in one of the vector tables.

Both the level-1 and level-2 interrupt handlers preserve registers A0-A3 and D0-D3. Every interrupt handler (except for external/status interrupt handlers) is responsible for clearing the source of the interrupt, and for saving and restoring any additional registers used. Interrupt handlers should return directly via an RTS instruction, unless the interrupt is completing an asynchronous call, in which case they should jump (via JMP) to the IODone routine.
SUMMARY OF THE DEVICE MANAGER

Constants

CONST { Values for requesting read/write access }

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fsCurPerm</td>
<td>whatever is currently allowed</td>
</tr>
<tr>
<td>fsRdPerm</td>
<td>request to read only</td>
</tr>
<tr>
<td>fsWrPerm</td>
<td>request to write only</td>
</tr>
<tr>
<td>fsRdWrPerm</td>
<td>request to read and write</td>
</tr>
</tbody>
</table>

{ Positioning modes }

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fsAtMark</td>
<td>at current position</td>
</tr>
<tr>
<td>fsFromStart</td>
<td>offset relative to beginning of medium</td>
</tr>
<tr>
<td>fsFromMark</td>
<td>offset relative to current position</td>
</tr>
<tr>
<td>rdVerify</td>
<td>add to above for read-verify</td>
</tr>
</tbody>
</table>

Data Types

TYPE ParamBlkType = (ioParam, fileParam, volumeParam, cntrlParam);

ParmBlkPtr = ^ParamBlockRec;

ParamBlockRec = RECORD
  qLink: QElemPtr; {next queue entry}
  qType: INTEGER; {queue type}
  ioTrap: INTEGER; {routine trap}
  ioCmdAddr: Ptr; {routine address}
  ioCompletion: ProcPtr; {completion routine}
  ioResult: OSErr; {result code}
  ioNamePtr: StringPtr; {driver name}
  ioVRefNum: INTEGER; {volume reference or drive number}

CASE ParamBlkType OF
  ioParam:
    {ioRefNum: INTEGER; {driver reference number}
    ioVersNum: SignedByte; {not used}
    ioPermssn: SignedByte; {read/write permission}
    ioMisc: Ptr; {not used}
    ioBuffer: Ptr; {pointer to data buffer}
    ioReqCount: LONGINT; {requested number of bytes}
    ioActCount: LONGINT; {actual number of bytes}
    ioPosMode: INTEGER; {positioning mode}
    ioPosOffset: LONGINT; {positioning offset}

fileParam:
  ... {used by File Manager}

volumeParam:
  ... {used by File Manager}
Inside Macintosh

cntrlParam:
  (ioCRefNum: INTEGER; {driver reference number})
  csCode: INTEGER; {type of Control or Status call}
  csParam: ARRAY[0..10] OF INTEGER) {control or status information}
END;

DCtlHandle = ^DCtlPtr;
DCtlPtr = ^DCtlEntry;
DCtlEntry = *
RECORD
  dCtlDriver: Ptr; {pointer to ROM driver or handle to }
    { RAM driver}
  dCtlFlags: INTEGER; {flags}
  dCtlQHdr: QHdr; {driver I/O queue header}
  dCtlPosition: LONGINT; {byte position used by Read and }
    { Write calls}
  dCtlStorage: Handle; {handle to RAM driver's private }
    { storage}
  dCtlRefNum: INTEGER; {driver reference number}
  dCtlCurTicks: LONGINT; {used internally}
  dCtlWindow: WindowPtr; {pointer to driver's window}
  dCtlDelay: INTEGER; {number of ticks between periodic }
    { actions}
  dCtlEMask: INTEGER; {desk accessory event mask}
  dCtlMenu: INTEGER {menu ID of menu associated with }
    { driver}
END;

High-Level Routines [Not in ROM]

FUNCTION OpenDriver (name: Str255; VAR refNum: INTEGER) : OSErr;
FUNCTION CloseDriver (refNum: INTEGER) : OSErr;
FUNCTION FSRead (refNum: INTEGER; VAR count: LONGINT; buffPtr: Ptr)
  : OSErr;
FUNCTION FSWrite (refNum: INTEGER; VAR count: LONGINT; buffPtr: Ptr)
  : OSErr;
FUNCTION Control (refNum: INTEGER; csCode: INTEGER; csParamPtr: Ptr)
  : OSErr;
FUNCTION Status (refNum: INTEGER; csCode: INTEGER; csParamPtr: Ptr)
  : OSErr;
FUNCTION KillIO (refNum: INTEGER) : OSErr;

Low-Level Routines

FUNCTION PBOpen (paramBlock: ParmBlkptr; async: BOOLEAN) : OSErr;
  12  ioCompletion pointer
  16  ioResult word
  18  ioNamePtr pointer
  24  ioRefNum word
  27  ioPermssn byte

II-202 Summary of the Device Manager
FUNCTION PBClose (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
 → 12  ioCompletion pointer
 ← 16  ioResult word
 → 24  ioRefNum word

FUNCTION PBRead (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
 → 12  ioCompletion pointer
 ← 16  ioResult word
 → 22  ioVRefNum word
 → 24  ioRefNum word
 → 32  ioBuffer pointer
 → 36  ioReqCount long word
 ← 40  ioActCount long word
 → 44  ioPosMode word
 ← 46  ioPosOffset long word

FUNCTION PBWrite (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
 → 12  ioCompletion pointer
 ← 16  ioResult word
 → 22  ioVRefNum word
 → 24  ioRefNum word
 → 32  ioBuffer pointer
 → 36  ioReqCount long word
 ← 40  ioActCount long word
 → 44  ioPosMode word
 ← 46  ioPosOffset long word

FUNCTION PBControl (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
 → 12  ioCompletion pointer
 ← 16  ioResult word
 → 22  ioVRefNum word
 → 24  ioRefNum word
 → 26  csCode word
 → 28  csParam record

FUNCTION PBStatus (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
 → 12  ioCompletion pointer
 ← 16  ioResult word
 → 22  ioVRefNum word
 → 24  ioRefNum word
 → 26  csCode word
 ← 28  csParam record

FUNCTION PBKillIO (paramBlock: ParmBlkPtr; async: BOOLEAN) : OSErr;
 → 12  ioCompletion pointer
 ← 16  ioResult word
 → 24  ioRefNum word

Summary of the Device Manager II-203
**Accessing a Driver's Device Control Entry**

FUNCTION GetDCtlEntry (refNum: INTEGER) : DCtlHandle; [Not in ROM]

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>abortErr</td>
<td>-27</td>
<td>I/O request aborted by KillIO</td>
</tr>
<tr>
<td>badUnitErr</td>
<td>-21</td>
<td>Driver reference number doesn't match unit table</td>
</tr>
<tr>
<td>controlErr</td>
<td>-17</td>
<td>Driver can't respond to this Control call</td>
</tr>
<tr>
<td>dInstErr</td>
<td>-26</td>
<td>Couldn't find driver in resource file</td>
</tr>
<tr>
<td>dRemovErr</td>
<td>-25</td>
<td>Attempt to remove an open driver</td>
</tr>
<tr>
<td>noErr</td>
<td>0</td>
<td>No error</td>
</tr>
<tr>
<td>notOpenErr</td>
<td>-28</td>
<td>Driver isn't open</td>
</tr>
<tr>
<td>openErr</td>
<td>-23</td>
<td>Requested read/write permission doesn't match driver's open permission</td>
</tr>
<tr>
<td>readErr</td>
<td>-19</td>
<td>Driver can't respond to Read calls</td>
</tr>
<tr>
<td>statusErr</td>
<td>-18</td>
<td>Driver can't respond to this Status call</td>
</tr>
<tr>
<td>unitEmptyErr</td>
<td>-22</td>
<td>Driver reference number specifies NIL handle in unit table</td>
</tr>
<tr>
<td>writErr</td>
<td>-20</td>
<td>Driver can't respond to Write calls</td>
</tr>
</tbody>
</table>

**Assembly-Language Information**

**Constants**

; Flags in trap words

asyncTrpBit .EQU 10 ; set for an asynchronous call
noQueueBit .EQU 9 ; set for immediate execution

; Values for requesting read/write access

fsCurPerm .EQU 0 ; whatever is currently allowed
fsRdPerm .EQU 1 ; request to read only
fsWrPerm .EQU 2 ; request to write only
fsRdWrPerm .EQU 3 ; request to read and write

; Positioning modes

fsAtMark .EQU 0 ; at current position
fsFromStart .EQU 1 ; offset relative to beginning of medium
fsFromMark .EQU 3 ; offset relative to current position
rdVerify .EQU 64 ; add to above for read-verify

**II-204 Summary of the Device Manager**
The Device Manager

; Driver flags

dRead.Enable .EQU 0 ;set if driver can respond to Read calls
dWritEnable .EQU 1 ;set if driver can respond to Write calls
dCtlEnable .EQU 2 ;set if driver can respond to Control calls
dStatEnable .EQU 3 ;set if driver can respond to Status calls
dNeedGoodBye .EQU 4 ;set if driver needs to be called before the
; application heap is reinitialized
dNeedTime .EQU 5 ;set if driver needs time for performing a
; periodic action
dNeedLock .EQU 6 ;set if driver will be locked in memory as
; soon as it's opened (always set for ROM
; drivers)

; Device control entry flags

dOpened .EQU 5 ;set if driver is open
d.RAMBased .EQU 6 ;set if driver is RAM-based
drvrActive .EQU 7 ;set if driver is currently executing

; csCode values for driver control routine

accRun .EQU 65 ;take the periodic action, if any, for this
; driver
goodBye .EQU -1 ;heap will be reinitialized, clean up if
; necessary
killCode .EQU 1 ;handle the KillIO call

; Low-order byte of Device Manager traps

aRdCmd .EQU 2 ;Read call (trap $A002)
aWrCmd .EQU 3 ;Write call (trap $A003)

; Offsets from SCC base addresses

aData .EQU 6 ;channel A data in or out
aCtl .EQU 2 ;channel A control
bData .EQU 4 ;channel B data in or out
bCtl .EQU 0 ;channel B control

Standard Parameter Block Data Structure

qLink Pointer to next queue entry
qType Queue type (word)
ioTrap Routine trap (word)
ioCmdAddr Routine address
ioCompletion Address of completion routine
ioResult Result code (word)
ioVNPtr Pointer to driver name (preceded by length byte)
ioVRefNum Volume reference number (word)
ioDrvNum Drive number (word)
Control and Status Parameter Block Data Structure

- **ioRefNum**: Driver reference number (word)
- **csCode**: Type of Control or Status call (word)
- **csParam**: Parameters for Control or Status call (22 bytes)

I/O Parameter Block Data Structure

- **ioRefNum**: Driver reference number (word)
- **ioPermssn**: Open permission (byte)
- **ioBuffer**: Pointer to data buffer
- **ioReqCount**: Requested number of bytes (long)
- **ioActCount**: Actual number of bytes (long)
- **ioPosMode**: Positioning mode (word)
- **ioPosOffset**: Positioning offset (long)

Device Driver Data Structure

- **drvrFlags**: Flags (word)
- **drvrDelay**: Number of ticks between periodic actions (word)
- **drvrEMask**: Desk accessory event mask (word)
- **drvrMenu**: Menu ID of menu associated with driver (word)
- **drvrOpen**: Offset to open routine (word)
- **drvrPrime**: Offset to prime routine (word)
- **drvrCtl**: Offset to control routine (word)
- **drvrStatus**: Offset to status routine (word)
- **drvrClose**: Offset to close routine (word)
- **drvrName**: Driver name (preceded by length byte)

Device Control Entry Data Structure

- **dCtlDriver**: Pointer to ROM driver or handle to RAM driver
- **dCtlFlags**: Flags (word)
- **dCtlQueue**: Queue flags: low-order byte is driver's version number (word)
- **dCtlQHead**: Pointer to first entry in driver's I/O queue
- **dCtlQTail**: Pointer to last entry in driver's I/O queue
- **dCtlPosition**: Byte position used by Read and Write calls (long)
- **dCtlStorage**: Handle to RAM driver's private storage
- **dCtlRefNum**: Driver's reference number (word)
- **dCtlWindow**: Pointer to driver's window
- **dCtlDelay**: Number of ticks between periodic actions (word)
- **dCtlEMask**: Desk accessory event mask (word)
- **dCtlMenu**: Menu ID of menu associated with driver (word)

Structure of Primary Interrupt Vector Table

- **autoInt1**: Vector to level-1 interrupt handler
- **autoInt2**: Vector to level-2 interrupt handler

II-206 Summary of the Device Manager
The Device Manager

<table>
<thead>
<tr>
<th>autoInt3</th>
<th>Vector to level-3 interrupt handler</th>
</tr>
</thead>
<tbody>
<tr>
<td>autoInt4</td>
<td>Vector to level-4 interrupt handler</td>
</tr>
<tr>
<td>autoInt5</td>
<td>Vector to level-5 interrupt handler</td>
</tr>
<tr>
<td>autoInt6</td>
<td>Vector to level-6 interrupt handler</td>
</tr>
<tr>
<td>autoInt7</td>
<td>Vector to level-7 interrupt handler</td>
</tr>
</tbody>
</table>

### Macro Names

<table>
<thead>
<tr>
<th>Pascal name</th>
<th>Macro name</th>
</tr>
</thead>
<tbody>
<tr>
<td>PBRead</td>
<td>_Read</td>
</tr>
<tr>
<td>PBWrite</td>
<td>_Write</td>
</tr>
<tr>
<td>PBControl</td>
<td>_Control</td>
</tr>
<tr>
<td>PBStatus</td>
<td>_Status</td>
</tr>
<tr>
<td>PBKillIO</td>
<td>_KillIO</td>
</tr>
</tbody>
</table>

### Routines for Writing Drivers

<table>
<thead>
<tr>
<th>Routine</th>
<th>Jump vector</th>
<th>On entry</th>
<th>On exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fetch</td>
<td>JFetch</td>
<td>A1: ptr to device control entry</td>
<td>D0: character fetched; bit 15=1 if last character in buffer</td>
</tr>
<tr>
<td>Stash</td>
<td>JStash</td>
<td>A1: ptr to device control entry D0: character to stash</td>
<td>D0: bit 15=1 if last character requested</td>
</tr>
<tr>
<td>IODone</td>
<td>JIODone</td>
<td>A1: ptr to device control entry D0: result code (word)</td>
<td></td>
</tr>
</tbody>
</table>

### Variables

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UTableBase</td>
<td>Base address of unit table</td>
</tr>
<tr>
<td>JFetch</td>
<td>Jump vector for Fetch function</td>
</tr>
<tr>
<td>JStash</td>
<td>Jump vector for Stash function</td>
</tr>
<tr>
<td>JIODone</td>
<td>Jump vector for IODone function</td>
</tr>
<tr>
<td>Lvl1DT</td>
<td>Level-1 secondary interrupt vector table (32 bytes)</td>
</tr>
<tr>
<td>Lvl2DT</td>
<td>Level-2 secondary interrupt vector table (32 bytes)</td>
</tr>
<tr>
<td>VIA</td>
<td>VIA base address</td>
</tr>
<tr>
<td>ExtStsDT</td>
<td>External/status interrupt vector table (16 bytes)</td>
</tr>
<tr>
<td>SCCWr</td>
<td>SCC write base address</td>
</tr>
<tr>
<td>SCCRd</td>
<td>SCC read base address</td>
</tr>
</tbody>
</table>

Summary of the Device Manager II-207
## 7 THE DISK DRIVER

<table>
<thead>
<tr>
<th>Page</th>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>211</td>
<td>About This Chapter</td>
</tr>
<tr>
<td>211</td>
<td>About the Disk Driver</td>
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<tr>
<td>212</td>
<td>Using the Disk Driver</td>
</tr>
<tr>
<td>214</td>
<td>Disk Driver Routines</td>
</tr>
<tr>
<td>216</td>
<td>Assembly-Language Example</td>
</tr>
<tr>
<td>217</td>
<td>Summary of the Disk Driver</td>
</tr>
</tbody>
</table>
The Disk Driver

ABOUT THIS CHAPTER

The Disk Driver is a Macintosh device driver used for storing and retrieving information on Macintosh 3 1/2-inch disk drives. This chapter describes the Disk Driver in detail. It's intended for programmers who want to access Macintosh drives directly, bypassing the File Manager.

You should already be familiar with:
- events, as discussed in chapter 8 of Volume I and in chapter 3 of this volume
- files and disk drives, as described in chapter 4
- interrupts and the use of devices and device drivers, as described in chapter 6

ABOUT THE Disk DRIVER

The Disk Driver is a standard Macintosh device driver in ROM. It allows Macintosh applications to read from disks, write to disks, and eject disks.

Note: The Disk Driver cannot format disks; this task is accomplished by the Disk Initialization Package.

Information on disks is stored in 512-byte sectors. There are 800 sectors on one 400K-byte Macintosh disk. Each sector consists of an address mark that contains information used by the Disk Driver to determine the position of the sector on the disk, and a data mark that primarily contains data stored in that sector.

Consecutive sectors on a disk are grouped into tracks. There are 80 tracks on one 400K-byte Macintosh disk. Track 0 is the outermost and track 79 is the innermost. Each track corresponds to a ring of constant radius around the disk.

Macintosh disks are formatted in a manner that allows a more efficient use of disk space than most microcomputer formatting schemes: The tracks are divided into five groups of 16 tracks each, and each group of tracks is accessed at a different rotational speed from the other groups. (Those at the edge of the disk are accessed at slower speeds than those toward the center.)

Each group of tracks contains a different number of sectors:

<table>
<thead>
<tr>
<th>Tracks</th>
<th>Sectors per track</th>
<th>Sectors</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-15</td>
<td>12</td>
<td>0-191</td>
</tr>
<tr>
<td>16-31</td>
<td>11</td>
<td>192-367</td>
</tr>
<tr>
<td>32-47</td>
<td>10</td>
<td>368-527</td>
</tr>
<tr>
<td>48-63</td>
<td>9</td>
<td>528-671</td>
</tr>
<tr>
<td>64-79</td>
<td>8</td>
<td>672-799</td>
</tr>
</tbody>
</table>

An application can read or write data in whole disk sectors only. The application must specify the data to be read or written in 512-byte multiples, and the Disk Driver automatically calculates which sector to access. The application specifies where on the disk the data should be read or written.
written by providing a positioning mode and a positioning offset. Data can be read from or written to the disk:

- at the current sector on the disk (the sector following the last sector read or written)
- from a position relative to the current sector on the disk
- from a position relative to the beginning of first sector on the disk

The following constants are used to specify the positioning mode:

```plaintext
CONST 0; {at current sector}
1; {relative to first sector}
3; {relative to current sector}
```

If the positioning mode is relative to a sector (fsFromStart or fsFromMark), the relative offset from that sector must be given as a 512-byte multiple.

In addition to the 512 bytes of standard information, each sector contains 12 bytes of file tags. The file tags are designed to allow easy reconstruction of files from a volume whose directory or other file-access information has been destroyed. Whenever the Disk Driver reads a sector from a disk, it places the sector's file tags at a special location in low memory called the file tags buffer (the remaining 512 bytes in the sector are passed on to the File Manager). Each time one sector's file tags are written there, the previous file tags are overwritten. Conversely, whenever the Disk Driver writes a sector on a disk, it takes the 12 bytes in the file tags buffer and writes them on the disk.

**Assembly-language note:** The information in the file tags buffer can be accessed through the following global variables:

<table>
<thead>
<tr>
<th>Name</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufTgFNum</td>
<td>File number (long)</td>
</tr>
<tr>
<td>BufTgFFlag</td>
<td>Flags (word: bit 1=1 if resource fork)</td>
</tr>
<tr>
<td>BufTgFBkNum</td>
<td>Logical block number (word)</td>
</tr>
<tr>
<td>BufTgDate</td>
<td>Date and time of last modification (long)</td>
</tr>
</tbody>
</table>

The logical block number indicates which relative portion of a file the block contains—the first logical block of a file is numbered 0, the second is numbered 1, and so on.

The Disk Driver disables interrupts during disk accesses. While interrupts are disabled, it stores any serial data received via the modem port and later passes the data to the Serial Driver. This allows the modem port to be used simultaneously with disk accesses without fear of hardware overrun errors. (For more information, see chapter 9.)

**USING THE DISK DRIVER**

The Disk Driver is opened automatically when the system starts up. It allocates space in the system heap for variables, installs entries in the drive queue for each drive that's attached to the
The Disk Driver

Macintosh, and installs a task into the vertical retrace queue. The Disk Driver's name is '.Sony', and its reference number is -5.

To write data onto a disk, make a Device Manager Write call. You must pass the following parameters:

- the driver reference number -5
- the drive number 1 (internal drive) or 2 (external drive)
- a positioning mode indicating where on the disk the information should be written
- a positioning offset that's a multiple of 512 bytes
- a buffer that contains the data you want to write
- the number of bytes (in multiples of 512) that you want to write

The Disk Driver's prime routine returns one of the following result codes to the Write function:

noErr
nsDrvErr
paramErr
wPrErr
firstDskErr
through lastDskErr

To read data from a disk, make a Device Manager Read call. You must pass the following parameters:

- the driver reference number -5
- the drive number 1 (internal drive) or 2 (external drive)
- a positioning mode indicating where on the disk the information should be read from
- a positioning offset that's a multiple of 512 bytes
- a buffer to receive the data that's read
- the number of bytes (in multiples of 512) that you want to read

The Disk Driver's prime routine returns one of the following result codes to the Read function:

noErr
nsDrvErr
paramErr
firstDskErr
through lastDskErr

To verify that data written to a disk exactly matches the data in memory, make a Device Manager Read call right after the Write call. The parameters for a read-verify operation are the same as for a standard Read call, except that the following constant must be added to the positioning mode:

CONST rdVerify = 64; {read-verify mode}

The result code dataVerErr will be returned if any of the data doesn't match.

The Disk Driver can read and write sectors in any order, and therefore operates faster on one large data request than it would on a series of equivalent but smaller data requests.

Using the Disk Driver II-213
There are three different calls you can make to the Disk Driver's control routine:

- **KillIO** causes all current I/O requests to be aborted. KillIO is a Device Manager call.
- **SetTagBuffer** specifies the information to be used in the file tags buffer.
- **DiskEject** ejects a disk from a drive.

An application using the File Manager should always unmount the volume in a drive before ejecting the disk.

You can make one call, DriveStatus, to the Disk Driver's status routine, to learn about the state of the driver.

An application can bypass the implicit mounting of volumes done by the File Manager by calling the Operating System Event Manager function GetOSEvent and looking for disk-inserted events. Once the volume has been inserted in the drive, it can be read from normally.

### DISK DRIVER ROUTINES

The Disk Driver routines return an integer result code of type OSErr; each routine description lists all of the applicable result codes.

**FUNCTION DiskEject (drvNum: INTEGER) : OSErr;** [Not in ROM]

**Assembly-language note:** DiskEject is equivalent to a Control call with csCode equal to the global constant ejectCode.

DiskEject ejects the disk from the internal drive if drvNum is 1, or from the external drive if drvNum is 2.

- **Result codes**
  - noErr: No error
  - nsDrvErr: No such drive

**FUNCTION SetTagBuffer (buffPtr: Ptr) : OSErr;** [Not in ROM]

**Assembly-language note:** SetTagBuffer is equivalent to a Control call with csCode equal to the global constant tgBuffCode.

An application can change the information used in the file tags buffer by calling SetTagBuffer. The buffPtr parameter points to a buffer that contains the information to be used. If buffPtr is NIL, the information in the file tags buffer isn't changed.

If buffPtr isn't NIL, every time the Disk Driver reads a sector from the disk, it stores the file tags in the file tags buffer and in the buffer pointed to by buffPtr. Every time the Disk Driver writes a
The Disk Driver

sector onto the disk, it reads 12 bytes from the buffer pointed to by buffPtr, places them in the file tags buffer, and then writes them onto the disk.

The contents of the buffer pointed to by buffPtr are overwritten at the end of every read request (which can be composed of a number of sectors) instead of at the end of every sector. Each read request places 12 bytes in the buffer for each sector, always beginning at the start of the buffer. This way an application can examine the file tags for a number of sequentially read sectors. If a read request is composed of a number of sectors, the Disk Driver places 12 bytes in the buffer for each sector. For example, for a read request of five sectors, the Disk Driver will place 60 bytes in the buffer.

Result codes  
noErr  
No error

FUNCTION DriveStatus (drvNum: INTEGER; VAR status: DrvSts) :
OSErr; [Not in ROM]

Assembly-language note: DriveStatus is equivalent to a Status call with csCode equal to the global constant drvStsCode; status is returned in csParam through csParam+21.

DriveStatus returns information about the internal drive if drvNum is 1, or about the external drive if drvNum is 2. The information is returned in a record of type DrvSts:

TYPE DrvSts = RECORD
  track: INTEGER; [current track]
  writeProt: SignedByte; [bit 7=1 if volume is locked]
  diskInPlace: SignedByte; [disk in place]
  installed: SignedByte; [drive installed]
  sides: SignedByte; [bit 7=0 if single-side drive]
  qLink: QElemPtr; [next queue entry]
  qType: INTEGER; [reserved for future use]
  dQDrive: INTEGER; [drive number]
  dQRefNum: INTEGER; [driver reference number]
  dQFSID: INTEGER; [file-system identifier]
  twoSideFmt: SignedByte; [-1 if two-sided disk]
  needsFlush: SignedByte; [reserved for future use]
  diskErrs: INTEGER [error count]
END;

The diskInPlace field is 0 if there's no disk in the drive, 1 or 2 if there is a disk in the drive, or -4 to -1 if the disk was ejected in the last 1.5 seconds. The installed field is 1 if the drive is connected to the Macintosh, 0 if the drive might be connected to the Macintosh, and -1 if the drive isn't installed. The value of twoSideFmt is valid only when diskInPlace=2. The value of diskErrs is incremented every time an error occurs internally within the Disk Driver.

Result codes  
noErr  
No error
nsDrvErr  
No such drive

Disk Driver Routines II-215
Inside Macintosh

ASSEMBLY-LANGUAGE EXAMPLE

The following assembly-language example ejects the disk in drive 1:

```
MyEject    MOVEQ   #<ioVQElSize/2>-1,D0 ;prepare an I/O
    CLR.W   -(SP) ; parameter block
    DBRA   D0,01 ; on the stack
    MOVE.L   SP,A0 ;A0 points to it
    MOVE.W   #-5,ioRefNum(A0) ;driver refNum
    MOVE.W   #1,ioDrvNum(A0) ;internal drive
    MOVE.W   #ejectCode,csCode(A0) ;eject control code
    _Eject   ;synchronous call
    ADD     #ioVQElSize,SP ;clean up stack
```

To asynchronously read sector 4 from the disk in drive 1, you would do the following:

```
MyRead     MOVEQ   #<ioQElSize/2>-1,D0 ;prepare an I/O
    CLR.W   -(SP) ; parameter block
    DBRA   D0,01 ; on the stack
    MOVE.L   SP,A0 ;A0 points to it
    MOVE.W   #-5,ioRefNum(A0) ;driver refNum
    MOVE.W   #1,ioDrvNum(A0) ;internal drive
    MOVE.W   #1,ioPosMode(A0) ;absolute positioning
    MOVE.L   #<512*4>,ioPosOffset(A0) ;sector 4
    MOVE.L   #512,ioReqCount(A0) ;read one sector
    LEA   myBuffer,Al
    MOVE.L   Al,ioBuffer(A0) ;buffer address
    _Read    ,ASYNC ;read data
    ; Do any other processing here. Then, when the sector is needed:
    BGT.S   @2   ;wait for completion
    ADD     #ioQElSize,SP ;clean up stack
```

myBuffer .BLOCK  512,0

II-216 Assembly-Language Example
SUMMARY OF THE DISK DRIVER

Constants

CONST { Positioning modes }

fsAtMark = 0; {at current sector}
fsFromStart = 1; {relative to first sector}
fsFromMark = 3; {relative to current sector}
rdVerify = 64; {add to above for read-verify}

Data Types

TYPE DrvSts = RECORD
    track: INTEGER; {current track}
    writeProt: SignedByte; {bit 7=1 if volume is locked}
    diskInPlace: SignedByte; {disk in place}
    installed: SignedByte; {drive installed}
    sides: SignedByte; {bit 7=0 if single-sided drive}
    qLink: QElemPtr; {next queue entry}
    qType: INTEGER; {reserved for future use}
    dQDrive: INTEGER; {drive number}
    dQRefNum: INTEGER; {driver reference number}
    dQFSID: INTEGER; {file-system identifier}
    twoSideFmt: SignedByte; {-1 if two-sided disk}
    needsFlush: SignedByte; {reserved for future use}
    diskErrs: INTEGER {error count}
END;

Routines [Not in ROM]

FUNCTION DiskEject (drvNum: INTEGER) : OSErr;
FUNCTION SetTagBuffer (buffPtr: Ptr) : OSErr;
FUNCTION DriveStatus (drvNum: INTEGER; VAR status: DrvSts) : OSErr;

Result Codes

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>0</td>
<td>No error</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>-56</td>
<td>No such drive</td>
</tr>
<tr>
<td>paramErr</td>
<td>-50</td>
<td>Bad positioning information</td>
</tr>
<tr>
<td>wPrErr</td>
<td>-44</td>
<td>Volume is locked by a hardware setting</td>
</tr>
</tbody>
</table>

Summary of the Disk Driver II-217
<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>firstDskErr</td>
<td>-84</td>
<td>First of the range of low-level disk errors</td>
</tr>
<tr>
<td>sectNFErr</td>
<td>-81</td>
<td>Can't find sector</td>
</tr>
<tr>
<td>seekErr</td>
<td>-80</td>
<td>Drive error</td>
</tr>
<tr>
<td>spdAdjErr</td>
<td>-79</td>
<td>Can't correctly adjust disk speed</td>
</tr>
<tr>
<td>twoSideErr</td>
<td>-78</td>
<td>Tried to read side 2 of a disk in a single-sided drive</td>
</tr>
<tr>
<td>initWMErr</td>
<td>-77</td>
<td>Can't initialize disk controller chip</td>
</tr>
<tr>
<td>tkOBadErr</td>
<td>-76</td>
<td>Can't find track 0</td>
</tr>
<tr>
<td>cantStepErr</td>
<td>-75</td>
<td>Drive error</td>
</tr>
<tr>
<td>wrUnderrun</td>
<td>-74</td>
<td>Write underrun occurred</td>
</tr>
<tr>
<td>badDBtSlp</td>
<td>-73</td>
<td>Bad data mark</td>
</tr>
<tr>
<td>badDCksm</td>
<td>-72</td>
<td>Bad data mark</td>
</tr>
<tr>
<td>noDtaMtErr</td>
<td>-71</td>
<td>Can't find data mark</td>
</tr>
<tr>
<td>badBtSlpErr</td>
<td>-70</td>
<td>Bad address mark</td>
</tr>
<tr>
<td>badCksmErr</td>
<td>-69</td>
<td>Bad address mark</td>
</tr>
<tr>
<td>dataVerErr</td>
<td>-68</td>
<td>Read-verify failed</td>
</tr>
<tr>
<td>noAdrMtErr</td>
<td>-67</td>
<td>Can't find an address mark</td>
</tr>
<tr>
<td>noNybErr</td>
<td>-66</td>
<td>Disk is probably blank</td>
</tr>
<tr>
<td>offLinErr</td>
<td>-65</td>
<td>No disk in drive</td>
</tr>
<tr>
<td>noDriveErr</td>
<td>-64</td>
<td>Drive isn't connected</td>
</tr>
<tr>
<td>lastDskErr</td>
<td>-64</td>
<td>Last of the range of low-level disk errors</td>
</tr>
</tbody>
</table>

**Assembly-Language Information**

**Constants**

; Positioning modes

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fsAtMark</td>
<td>.EQU  0</td>
<td>at current sector</td>
</tr>
<tr>
<td>fsFromStart</td>
<td>.EQU  1</td>
<td>relative to first sector</td>
</tr>
<tr>
<td>fsFromMark</td>
<td>.EQU  3</td>
<td>relative to current sector</td>
</tr>
<tr>
<td>rdVerify</td>
<td>.EQU  64</td>
<td>add to above for read-verify</td>
</tr>
</tbody>
</table>

; csCode values for Control/Status calls

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ejectCode</td>
<td>.EQU  7</td>
<td>Control call, DiskEject</td>
</tr>
<tr>
<td>tgBuffCode</td>
<td>.EQU  8</td>
<td>Control call, SetTagBuffer</td>
</tr>
<tr>
<td>drvStsCode</td>
<td>.EQU  8</td>
<td>Status call, DriveStatus</td>
</tr>
</tbody>
</table>

**Structure of Status Information**

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>dsTrack</td>
<td>Current track (word)</td>
</tr>
<tr>
<td>dsWriteProt</td>
<td>Bit 7=1 if volume is locked (byte)</td>
</tr>
<tr>
<td>dsDiskInPlace</td>
<td>Disk in place (byte)</td>
</tr>
<tr>
<td>dsInstalled</td>
<td>Drive installed (byte)</td>
</tr>
<tr>
<td>dsSides</td>
<td>Bit 7=0 if single-sided drive (byte)</td>
</tr>
<tr>
<td>dsQLink</td>
<td>Pointer to next queue entry</td>
</tr>
<tr>
<td>dsDQDrive</td>
<td>Drive number (word)</td>
</tr>
</tbody>
</table>

*II-218 Summary of the Disk Driver*
Driver reference number (word)
File-system identifier (word)
-1 if two-sided disk (byte)
Error count (word)

Equivalent Device Manager Calls

Pascal routine Call
DiskEject Control with csCode=ejectCode
SetTagBuffer Control with csCode=tgBuffCode
DriveStatus Status with csCode=drvStsCode, status returned in csParam through csParam+21

Variables

BufTgFNum File tags buffer: file number (long)
BufTgFFlag File tags buffer: flags (word: bit 1=1 if resource fork)
BufTgFBkNum File tags buffer: logical block number (word)
BufTgDate File tags buffer: date and time of last modification (long)
Inside Macintosh
8 THE SOUND DRIVER

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Inside Macintosh
The Sound Driver is a Macintosh device driver for handling sound and music generation in a Macintosh application. This chapter describes the Sound Driver in detail.

You should already be familiar with:
- events, as discussed in chapter 8 of Volume I
- the Memory Manager
- the use of devices and device drivers, as described in chapter 6

The Sound Driver is a standard Macintosh device driver in ROM that's used to synthesize sound. You can generate sound characterized by any kind of waveform by using the three different sound synthesizers in the Sound Driver:
- The four-tone synthesizer is used to make simple harmonic tones, with up to four "voices" producing sound simultaneously; it requires about 50% of the microprocessor's attention during any given time interval.
- The square-wave synthesizer is used to produce less harmonic sounds such as beeps, and requires about 2% of the processor's time.
- The free-form synthesizer is used to make complex music and speech; it requires about 20% of the processor's time.

The Macintosh XL is equipped only with a square-wave synthesizer; all information in this chapter about four-tone and free-form sound applies only to the Macintosh 128K and 512K.

Figure 1 depicts the waveform of a typical sound wave, and the terms used to describe it. The magnitude is the vertical distance between any given point on the wave and the horizontal line about which the wave oscillates; you can think of the magnitude as the volume level. The amplitude is the maximum magnitude of a periodic wave. The wavelength is the horizontal extent of one complete cycle of the wave. Magnitude and wavelength can be measured in any unit of distance. The period is the time elapsed during one complete cycle of a wave. The frequency is the reciprocal of the period, or the number of cycles per second—also called hertz (Hz). The phase is some fraction of a wave cycle (measured from a fixed point on the wave).

There are many different types of waveforms, three of which are depicted in Figure 2. Sine waves are generated by objects that oscillate periodically at a single frequency (such as a tuning fork). Square waves are generated by objects that toggle instantly between two states at a single frequency (such as an electronic "beep"). Free-form waves are the most common of all, and are generated by objects that vibrate at rapidly changing frequencies with rapidly changing magnitudes (such as your vocal cords).
Figure 1. Waveform

![Waveform Diagram](image)

**Figure 2. Types of Waveforms**

- **Sine wave**
- **Square wave**
- **Free-form wave**

Figure 3 shows analog and digital representations of a waveform. The Sound Driver represents waveforms digitally, so all waveforms must be converted from their analog representation to a digital representation. The rows of numbers at the bottom of the figure are digital representations of the waveform. The numbers in the upper row are the magnitudes relative to the horizontal zero-magnitude line. The numbers in the lower row all represent the same relative magnitudes, but have been normalized to positive numbers; you'll use numbers like these when calling the Sound Driver.

A digital representation of a waveform is simply a sequence of wave magnitudes measured at fixed intervals. This sequence of magnitudes is stored in the Sound Driver as a sequence of bytes, each one of which specifies an instantaneous voltage to be sent to the speaker. The bytes are stored in a data structure called a waveform description. Since a sequence of bytes can only represent a group of numbers whose maximum and minimum values differ by less than 256, the magnitudes of your waveforms must be constrained to these same limits.

**II-224 About the Sound Driver**
SOUND DRIVER SYNTHESIZERS

A description of the sound to be generated by a synthesizer is contained in a data structure called a synthesizer buffer. A synthesizer buffer contains the duration, pitch, phase, and waveform of the sound the synthesizer will generate. The exact structure of a synthesizer buffer differs for each type of synthesizer being used. The first word in every synthesizer buffer is an integer that identifies the synthesizer, and must be one of the following predefined constants:

```
CONST swMode = -1;  {square-wave synthesizer}
ftMode = 1;         {four-tone synthesizer}
ffMode = 0;         {free-form synthesizer}
```

Square-Wave Synthesizer

The square-wave synthesizer is used to make sounds such as beeps. A square-wave synthesizer buffer has the following structure:

```
TYPE SWSynthRec = RECORD
  mode: INTEGER; {always swMode}
  triplets: Tones {sounds}
END;

SWSynthPtr = ^SWSynthRec;

Tones = ARRAY [0..5000] OF Tone;
Tone = RECORD
  count: INTEGER; {frequency}
  amplitude: INTEGER; {amplitude, 0-255}
  duration: INTEGER {duration in ticks}
END;
```
Each tone triplet contains the count, amplitude, and duration of a different sound. You can store as many triplets in a synthesizer buffer as there's room for.

The count integer can range in value from 0 to 65535. The actual frequency the count corresponds to is given by the relationship:

\[
\text{frequency (Hz)} = \frac{783360}{\text{count}}
\]

A partial list of count values and corresponding frequencies for notes is given in the summary at the end of this chapter.

The type Tones is declared with 5001 elements to allow you to pass up to 5000 sounds (the last element must contain 0). To be space-efficient, your application shouldn't declare a variable of type Tones; instead, you can do something like this:

```pascal
VAR myPtr: Ptr;
    myHandle: Handle;
    mySWPtr: SWSynthPtr;
    ...

myHandle := NewHandle(buffSize);   {allocate space for the buffer}
HLock(myHandle);                   {lock the buffer}
myPtr := myHandle^;                {dereference the handle}
mySWPtr := SWSynthPtr(myPtr);      {coerce type to SWSynthPtr}
mySWPtr^.mode := swMode;           {identify the synthesizer}
mySWPtr^.triplets[0].count := 2;   {fill the buffer with values }
                                   {describing the sound}
StartSound(myPtr,buffSize,POINTER(-1)); {produce the sound}
HUnlock(myHandle)                   {unlock the buffer}
```

where buffSize contains the number of bytes in the synthesizer buffer. This example dereferences handles instead of using pointers directly, to minimize the number of nonrelocatable objects in the heap.

---

**Assembly-language note:** The global variable CurPitch contains the current value of the count field.

---

The amplitude can range from 0 to 255. The duration specifies the number of ticks that the sound will be generated.

The list of tones ends with a triplet in which all fields are set to 0. When the square-wave synthesizer is used, the sound specified by each triplet is generated once, and then the synthesizer stops.

### Four-Tone Synthesizer

The four-tone synthesizer is used to produce harmonic sounds such as music. It can simultaneously generate four different sounds, each with its own frequency, phase, and waveform.

II-226 Sound Driver Synthesizers
The Sound Driver

A four-tone synthesizer buffer has the following structure:

\[
\text{TYPE} \quad \text{FTSynthRec} = \text{RECORD} \\
\quad \text{mode: INTEGER;} \quad \{\text{always ftMode}\} \\
\quad \text{sndRec: FTSndRecPtr} \quad \{\text{tones to play}\} \\
\text{END;}
\]

\[
\text{FTSynthPtr} = \text{^FTSynthRec};
\]

The sndRec field points to a four-tone record, which describes the four tones:

\[
\text{TYPE} \quad \text{FTSoundRec} = \text{RECORD} \\
\quad \text{duration: INTEGER;} \quad \{\text{duration in ticks}\} \\
\quad \text{sound1Rate: Fixed;} \quad \{\text{tone 1 cycle rate}\} \\
\quad \text{sound1Phase: LONGINT;} \quad \{\text{tone 1 byte offset}\} \\
\quad \text{sound2Rate: Fixed;} \quad \{\text{tone 2 cycle rate}\} \\
\quad \text{sound2Phase: LONGINT;} \quad \{\text{tone 2 byte offset}\} \\
\quad \text{sound3Rate: Fixed;} \quad \{\text{tone 3 cycle rate}\} \\
\quad \text{sound3Phase: LONGINT;} \quad \{\text{tone 3 byte offset}\} \\
\quad \text{sound4Rate: Fixed;} \quad \{\text{tone 4 cycle rate}\} \\
\quad \text{sound4Phase: LONGINT;} \quad \{\text{tone 4 byte offset}\} \\
\quad \text{sound1Wave: WavePtr;} \quad \{\text{tone 1 waveform}\} \\
\quad \text{sound2Wave: WavePtr;} \quad \{\text{tone 2 waveform}\} \\
\quad \text{sound3Wave: WavePtr;} \quad \{\text{tone 3 waveform}\} \\
\quad \text{sound4Wave: WavePtr} \quad \{\text{tone 4 waveform}\} \\
\text{END;}
\]

\[
\text{FTSndRecPtr} = \text{^FTSoundRec};
\]

\[
\text{Wave} = \text{PACKED ARRAY}[0..255] \text{ OF Byte;} \\
\text{WavePtr} = \text{^Wave};
\]

Assembly-language note: The address of the four-tone record currently in use is stored in the global variable SoundPtr.

The duration integer indicates the number of ticks that the sound will be generated. Each phase long integer indicates the byte within the waveform description at which the synthesizer should begin producing sound (the first byte is byte number 0). Each rate value determines the speed at which the synthesizer cycles through the waveform, from 0 to 255.

The four-tone synthesizer creates sound by starting at the byte in the waveform description specified by the phase, and skipping ahead the number of bytes specified by the rate field every 44.93 microseconds; when the time specified by the duration has elapsed, the synthesizer stops. The rate field determines how the waveform will be "sampled", as shown in Figure 4. For nonperiodic waveforms, this is best illustrated by example: If the rate field is 1, each byte value in the waveform will be used, each producing sound for 44.93 microseconds. If the rate field is 0.1, each byte will be used 10 times, each therefore producing sound for a total of 449.3 microseconds. If the rate field is 5, only every fifth byte in the waveform will be sampled, each producing sound for 44.93 microseconds.
If the waveform contains one wavelength, the frequency that the rate corresponds to is given by:

\[ \text{frequency (Hz)} = \frac{1000000}{(44.93 \times \text{(rate/256)})} \]

You can use the Toolbox Utility routines FixMul and FixRatio to calculate this, as follows:

\[ \text{frequency} := \text{FixMul} \left( \text{rate, FixRatio(22257, 256)} \right) \]

The maximum rate of 256 corresponds to approximately 22.3 kilohertz if the waveform contains one wavelength, and a rate of 0 produces no sound. A partial list of rate values and corresponding frequencies for notes is given in the summary at the end of this chapter.

**Free-Form Synthesizer**

The free-form synthesizer is used to synthesize complex music and speech. The sound to be produced is represented as a waveform whose complexity and length are limited only by available memory.

A free-form synthesizer buffer has the following structure:

```pascal
TYPE FFSynthRec = RECORD
  mode: INTEGER;           {always ffMode}
  count: Fixed;            {"sampling" factor}
  waveBytes: FreeWave;    {waveform description}
END;
FFSynthPtr = ^FFSynthRec;

FreeWave = PACKED ARRAY[0..30000] OF Byte;
```

The type FreeWave is declared with 30001 elements to allow you to pass a very long waveform. To be space-efficient, your application shouldn't declare a variable of type FreeWave; instead, you can do something like this:

```pascal
VAR myPtr: Ptr;
  myHandle: Handle;
  myFFPtr: FFSynthPtr;
  ...

myHandle := NewHandle(buffSize);   {allocate space for the buffer}
HLock(myHandle);                   {lock the buffer}
myPtr := myHandle^;                {dereference the handle}
myFFPtr := FFSynthPtr(myPtr);      {coerce type to FFSynthPtr}
myFFPtr^mode := ffMode;            {identify the synthesizer}
myFFPtr^.count := FixRatio(1,1);   {fill the buffer with values }
myFFPtr^.waveBytes[0] := 0;       { describing the sound}
  ...
StartSound(myPtr,buffSize,POINTER(-1)); {produce the sound}
HUnlock(myHandle)                   {unlock the buffer}
```

where buffSize contains the number of bytes in the synthesizer buffer. This example dereferences handles instead of using pointers directly, to minimize the number of nonrelocatable objects in the heap.
The Sound Driver

Figure 4. Effect of the Rate Field
The free-form synthesizer creates sound by starting at the first byte in the waveform and skipping ahead the number of bytes specified by count every 44.93 microseconds. The count field determines how the waveform will be "sampled"; it's analogous to the rate field of the four-tone synthesizer (see Figure 4 above). When the end of the waveform is reached, the synthesizer will stop.

For periodic waveforms, you can determine the frequency of the wave cycle by using the following relationship:

\[
\text{frequency (Hz)} = \frac{1000000}{(44.93 \times (\text{wavelength} / \text{count}))}
\]

You can calculate this with Toolbox Utility routines as follows:

\[
\text{frequency} := \text{FixMul(\text{count}, \text{FixRatio(22257, \text{wavelength})})}
\]

The wavelength is given in bytes. For example, the frequency of a wave with a 100-byte wavelength played at a count value of 2 would be approximately 445 Hz.

**USING THE SOUND DRIVER**

The Sound Driver is opened automatically when the system starts up. Its driver name is '.Sound', and its driver reference number is -4. To close or open the Sound Driver, you can use the Device Manager Close and Open functions. Because the driver is in ROM, there's really no reason to close it.

To use one of the three types of synthesizers to generate sound, you can do the following: Use the Memory Manager function NewHandle to allocate heap space for a synthesizer buffer; then lock the buffer, fill it with values describing the sound, and make a StartSound call to the Sound Driver. StartSound can be called either synchronously or asynchronously (with an optional completion routine). When called synchronously, control returns to your application after the sound is completed. When called asynchronously, control returns to your application immediately, and your application is free to perform other tasks while the sound is produced.

To produce continuous, unbroken sounds, it's sometimes advantageous to preallocate space for all the synthesizer buffers you require before you make the first StartSound call. Then, while one asynchronous StartSound call is being completed, you can calculate the waveform values for the next call.

To avoid the click that may occur between StartSound calls when using the four-tone synthesizer, set the duration field to a large value and just change the value of one of the rate fields to start a new sound. To avoid the clicks that may occur during four-tone and free-form sound generation, fill the waveform description with multiples of 740 bytes.

Warning: The Sound Driver uses interrupts to produce sound. If other device drivers are in use, they may turn off interrupts, making sound production unreliable. For instance, if the Disk Driver is accessing a disk during sound generation, a "crackling" sound may be produced.

To determine when the sound initiated by a StartSound call has been completed, you can poll the SoundDone function. You can cancel any current StartSound call and any pending asynchronous StartSound calls by calling StopSound. By calling GetSoundVol and SetSoundVol, you can get and set the current speaker volume level.

II-230 Sound Driver Synthesizers
The Sound Driver

SOUND DRIVER ROUTINES

PROCEDURE StartSound (synthRec: Ptr; numBytes: LONGINT; completionRtn: ProcPtr); [Not in ROM]

Assembly-language note: StartSound is equivalent to a Device Manager Write call with ioRefNum=-4, ioBuffer=synthRec, and ioReqCount=numBytes.

StartSound begins producing the sound described by the synthesizer buffer pointed to by synthRec. NumBytes indicates the size of the synthesizer buffer (in bytes), and completionRtn points to a completion routine to be executed when the sound finishes:

- If completionRtn is POINTER(-1), the sound will be produced synchronously.
- If completionRtn is NIL, the sound will be produced asynchronously, but no completion routine will be executed.
- Otherwise, the sound will be produced asynchronously and the routine pointed to by completionRtn will be executed when the sound finishes.

Warning: You may want the completion routine to start the next sound when one sound finishes, but beware: Completion routines are executed at the interrupt level and must preserve all registers other than A0, A1, and D0-D2. They must not make any calls to the Memory Manager, directly or indirectly, and can't depend on handles to unlocked blocks being valid; be sure to preallocate all the space you'll need. Or, instead of starting the next sound itself, the completion routine can post an application-defined event and your application's main event loop can start the next sound when it gets the event.

Because the type of pointer for each type of synthesizer buffer is different and the type of the synthRec parameter is Ptr, you'll need to do something like the following example (which applies to the free-form synthesizer):

VAR myPtr: Ptr;
  myHandle: Handle;
  myFFPtr: FFSynthPtr;
...

  myHandle := NewHandle(buffSize);  [allocate space for the buffer]
  HLock(myHandle);  [lock the buffer]
  myPtr := myHandle^;  [dereference the handle]
  myFFPtr := FFSynthPtr(myPtr);  [coerce type to FFSynthPtr]
  myFFPtr^.mode := ffMode;  [identify the synthesizer]
  ...  [fill the buffer with values ]
  StartSound(myPtr,buffSize,POINTER(-1));  [produce the sound]
  HUnlock(myHandle)  [unlock the buffer]

where buffSize is the number of bytes in the synthesizer buffer.
The sounds are generated as follows:

- **Free-form synthesizer**: The magnitudes described by each byte in the waveform description are generated sequentially until the number of bytes specified by the numBytes parameter have been written.

- **Square-wave synthesizer**: The sounds described by each sound triplet are generated sequentially until either the end of the buffer has been reached (indicated by a count, amplitude, and duration of 0 in the square-wave buffer), or the number of bytes specified by the numBytes parameter have been written.

- **Four-tone synthesizer**: All four sounds are generated for the length of time specified by the duration integer in the four-tone record.

**PROCEDURE StopSound; [Not in ROM]**

StopSound immediately stops the current StartSound call (if any), executes the current StartSound call's completion routine (if any), and cancels any pending asynchronous StartSound calls.

**Assembly-language note**: To stop sound from assembly language, you can make a Device Manager KillIO call (and, when using the square-wave synthesizer, set the global variable CurPitch to 0). Although StopSound executes the completion routine of only the current StartSound call, KillIO executes the completion routine of every pending asynchronous call.

**FUNCTION SoundDone : BOOLEAN; [Not in ROM]**

SoundDone returns TRUE if the Sound Driver isn't currently producing sound and there are no asynchronous StartSound calls pending; otherwise it returns FALSE.

**Assembly-language note**: Assembly-language programmers can poll the ioResult field of the most recent Device Manager Write call's parameter block to determine when the Write call finishes.

**PROCEDURE GetSoundVol (VAR level: INTEGER); [Not in ROM]**

GetSoundVol returns the current speaker volume, from 0 (silent) to 7 (loudest).

**Assembly-language note**: Assembly-language programmers can get the speaker volume level from the low-order three bits of the global variable SdVolume.
PROCEDURE SetSoundVol (level: INTEGER); [Not in ROM]

SetSoundVol immediately sets the speaker volume to the specified level, from 0 (silent) to 7 (loudest); it doesn't, however, change the volume setting that's under user control via the Control Panel desk accessory. If your application calls SetSoundVol, it should save the current volume (using GetSoundVol) when it starts up and restore it (with SetSoundVol) upon exit; this resets the actual speaker volume to match the Control Panel setting.

Assembly-language note: To set the speaker volume level from assembly language, call this Pascal procedure from your program. As a side effect, it will set the low-order three bits of the global variable SdVolume to the specified level.

Note: The Control Panel volume setting is stored in parameter RAM; if you're writing a similar desk accessory and want to change this setting, see the discussion of parameter RAM in chapter 13.

SOUND DRIVER HARDWARE

The information in this section applies to the Macintosh 128K and 512K, but not the Macintosh XL.

This section briefly describes how the Sound Driver uses the Macintosh hardware to produce sound, and how assembly-language programmers can intervene in this process to control the square-wave synthesizer. You can skip this section if it doesn't interest you, and you'll still be able to use the Sound Driver as described.

Note: For more information about the hardware used by the Sound Driver, see chapter 2 of Volume III.

The Sound Driver and disk speed-control circuitry share a special 740-byte buffer in memory, of which the Sound Driver uses the 370 even-numbered bytes to generate sound. Every horizontal blanking interval (every 44.93 microseconds—when the beam of the display tube moves from the right edge of the screen to the left), the MC68000 automatically fetches two bytes from this buffer and sends the high-order byte to the speaker.

Note: The period of any four-tone or free-form sound generated by the Sound Driver is a multiple of this 44.93-microsecond interval; the highest frequency is 11128 Hz, which corresponds to twice this interval.

Every vertical blanking interval (every 16.6 milliseconds—when the beam of the display tube moves from the bottom of the screen to the top), the Sound Driver fills its half of the 740-byte buffer with the next set of values. For square-wave sound, the buffer is filled with a constant value; for more complex sound, it's filled with many values.

From assembly language, you can cause the square-wave synthesizer to start generating sound, and then change the amplitude of the sound being generated any time you wish:
Inside Macintosh

1. Make an asynchronous Device Manager Write call to the Sound Driver specifying the count, amplitude, and duration of the sound you want. The amplitude you specify will be placed in the 740-byte buffer, and the Sound Driver will begin producing sound.

2. Whenever you want to change the sound being generated, make an *immediate* Control call to the Sound Driver with the following parameters: ioRefNum must be –4, csCode must be 3, and csParam must provide the new amplitude level. The amplitude you specify will be placed in the 740-byte buffer, and the sound will change. You can continue to change the sound until the time specified by the duration has elapsed.

When the immediate Control call is completed, the Device Manager will execute the completion routine (if any) of the currently executing Write call. For this reason, the Write call shouldn’t have a completion routine.

**Note:** You can determine the amplitude placed in the 740-byte buffer from the global variable SoundLevel.
SUMMARY OF THE SOUND DRIVER

Constants

CONST { Mode values for synthesizers }

swMode = -1; {square-wave synthesizer}
ftMode = 1; {four-tone synthesizer}
ffMode = 0; {free-form synthesizer}

Data Types

TYPE { Free-form synthesizer }

FFSynthPtr = ^FFSynthRec;
FFSynthRec = RECORD
  mode: INTEGER; {always ffMode}
  count: Fixed; {"sampling" factor}
  waveBytes: FreeWave {waveform description}
END;

FreeWave = PACKED ARRAY[0..30000] OF Byte;

{ Square-wave synthesizer }

SWSynthPtr = ^SWSynthRec;
SWSynthRec = RECORD
  mode: INTEGER; {always swMode}
  triplets: Tones {sounds}
END;

Tones = ARRAY[0..5000] OF Tone;
Tone = RECORD
  count: INTEGER; {frequency}
  amplitude: INTEGER; {amplitude, 0-255}
  duration: INTEGER {duration in ticks}
END;

{ Four-tone synthesizer }

FTSynthPtr = ^FTSynthRec;
FTSynthRec = RECORD
  mode: INTEGER; {always ftMode}
  sndRec: FTSndRecPtr {tones to play}
END;
Inside Macintosh

FTSndRecPtr = ^FTSoundRec;
FTSoundRec = RECORD
  duration: INTEGER; {duration in ticks}
sound1Rate: Fixed; {tone 1 cycle rate}
sound1Phase: LONGINT; {tone 1 byte offset}
sound2Rate: Fixed; {tone 2 cycle rate}
sound2Phase: LONGINT; {tone 2 byte offset}
sound3Rate: Fixed; {tone 3 cycle rate}
sound3Phase: LONGINT; {tone 3 byte offset}
sound4Rate: Fixed; {tone 4 cycle rate}
sound4Phase: LONGINT; {tone 4 byte offset}
sound1Wave: WavePtr; {tone 1 waveform}
sound2Wave: WavePtr; {tone 2 waveform}
sound3Wave: WavePtr; {tone 3 waveform}
sound4Wave: WavePtr {tone 4 waveform}
END;

WavePtr = ^Wave;
Wave = PACKED ARRAY[0..255] OF Byte;

Routines [Not in ROM]

PROCEDURE StartSound (synthRec: Ptr; numBytes: LONGINT; completionRtn: ProcPtr);
PROCEDURE StopSound;
FUNCTION SoundDone : BOOLEAN;
PROCEDURE GetSoundVol (VAR level: INTEGER);
PROCEDURE SetSoundVol (level: INTEGER);

Assembly-Language Information

Routines

Pascal name  Equivalent for assembly language
StartSound  Call Write with ioRefNum=-4, ioBuffer=synthRec, ioReqCount=numBytes
StopSound  Call KillIO and (for square-wave) set CurPitch to 0
SoundDone  Poll ioResult field of most recent Write call's parameter block
GetSoundVol  Get low-order three bits of variable SdVolume
SetSoundVol  Call this Pascal procedure from your program

Variables

SdVolume  Speaker volume (byte: low-order three bits only)
SoundPtr  Pointer to four-tone record
SoundLevel  Amplitude in 740-byte buffer (byte)
CurPitch  Value of count in square-wave synthesizer buffer (word)

II-236 Summary of the Sound Driver
The Sound Driver

Sound Driver Values for Notes

The following table contains values for the rate field of a four-tone synthesizer and the count field of a square-wave synthesizer. A just-tempered scale—in the key of C, as an example—is given in the first four columns; you can use a just-tempered scale for perfect tuning in a particular key. The last four columns give an equal-tempered scale, for applications that may use any key; this scale is appropriate for most Macintosh sound applications. Following this table is a list of the ratios used in calculating these values, and instructions on how to calculate them for a just-tempered scale in any key.

<table>
<thead>
<tr>
<th>Note</th>
<th>Rate for Four-Tone</th>
<th>Count for Square-Wave</th>
<th>Rate for Four-Tone</th>
<th>Count for Square-Wave</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>612B</td>
<td>5CBA</td>
<td>604C</td>
<td>5D92</td>
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<td>C#</td>
<td>667C</td>
<td>57EB</td>
<td>660C</td>
<td>5851</td>
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<td>Db</td>
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<td>56EF</td>
<td>6255</td>
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<td>D</td>
<td>6D51</td>
<td>526D</td>
<td>6C17</td>
<td>535C</td>
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<tr>
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<td>5180</td>
<td>7284</td>
<td>5EAF</td>
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**II-238 Summary of the Sound Driver**
The Sound Driver

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<td>472</td>
</tr>
<tr>
<td>Ab</td>
<td>136F15</td>
<td>19.43391</td>
<td>1D0</td>
<td>464</td>
<td>136F15</td>
<td>19.43391</td>
<td>1D0</td>
<td>464</td>
</tr>
<tr>
<td>A</td>
<td>143E61</td>
<td>20.24367</td>
<td>1BD</td>
<td>445</td>
<td>143E61</td>
<td>20.24367</td>
<td>1BD</td>
<td>445</td>
</tr>
<tr>
<td>Bbb</td>
<td>14793D</td>
<td>20.47359</td>
<td>1B8</td>
<td>440</td>
<td>14793D</td>
<td>20.47359</td>
<td>1B8</td>
<td>440</td>
</tr>
<tr>
<td>A#</td>
<td>15417F</td>
<td>21.25584</td>
<td>1A8</td>
<td>424</td>
<td>15417F</td>
<td>21.25584</td>
<td>1A8</td>
<td>424</td>
</tr>
<tr>
<td>B</td>
<td>16C62D</td>
<td>22.77412</td>
<td>18C</td>
<td>396</td>
<td>16B906</td>
<td>22.72275</td>
<td>18D</td>
<td>397</td>
</tr>
</tbody>
</table>

Summary of the Sound Driver II-239
The following table gives the ratios used in calculating the above values. It shows the relationship between the notes making up the just-tempered scale in the key of C; should you need to implement a just-tempered scale in some other key, you can do so as follows: First get the value of the root note in the proper octave in the equal-tempered scale (from the above table). Then use the following table to determine the values of the intervals for the other notes in the key by multiplying the ratio by the root note.

<table>
<thead>
<tr>
<th>Chromatic interval</th>
<th>Note</th>
<th>Just-tempered frequency ratio</th>
<th>Equal-tempered frequency ratio</th>
<th>Interval type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>C</td>
<td>1.00000</td>
<td>1.00000</td>
<td>Unison</td>
</tr>
<tr>
<td>1</td>
<td>C#</td>
<td>1.05469</td>
<td>1.05946</td>
<td>Minor second as chromatic semitone</td>
</tr>
<tr>
<td></td>
<td>Db</td>
<td>1.06667</td>
<td></td>
<td>Minor second as diatonic semitone</td>
</tr>
<tr>
<td>2</td>
<td>D</td>
<td>1.11111</td>
<td>1.12246</td>
<td>Major second as minor tone</td>
</tr>
<tr>
<td></td>
<td>D</td>
<td>1.12500</td>
<td>1.13778</td>
<td>Major second as major tone</td>
</tr>
<tr>
<td></td>
<td>Ebb</td>
<td>1.13778</td>
<td></td>
<td>Diminished third</td>
</tr>
<tr>
<td>3</td>
<td>D#</td>
<td>1.17188</td>
<td>1.18921</td>
<td>Augmented second</td>
</tr>
<tr>
<td></td>
<td>Eb</td>
<td>1.20000</td>
<td>1.25992</td>
<td>Minor third</td>
</tr>
<tr>
<td>4</td>
<td>E</td>
<td>1.25000</td>
<td>1.33333</td>
<td>Major third</td>
</tr>
<tr>
<td>5</td>
<td>F</td>
<td>1.33333</td>
<td>1.33484</td>
<td>Fourth</td>
</tr>
<tr>
<td>6</td>
<td>F#</td>
<td>1.40625</td>
<td>1.41421</td>
<td>Tritone as augmented fourth</td>
</tr>
<tr>
<td></td>
<td>Gb</td>
<td>1.42222</td>
<td>1.49831</td>
<td>Tritone as diminished fifth</td>
</tr>
<tr>
<td>7</td>
<td>G</td>
<td>1.50000</td>
<td>1.49831</td>
<td>Fifth</td>
</tr>
<tr>
<td>Chromatic interval</td>
<td>Note</td>
<td>Just-tempered frequency ratio</td>
<td>Equal-tempered frequency ratio</td>
<td>Interval type</td>
</tr>
<tr>
<td>-------------------</td>
<td>------</td>
<td>------------------------------</td>
<td>-------------------------------</td>
<td>------------------------</td>
</tr>
<tr>
<td>8</td>
<td>G#</td>
<td>1.56250</td>
<td>1.58740</td>
<td>Augmented fifth</td>
</tr>
<tr>
<td></td>
<td>Ab</td>
<td>1.60000</td>
<td></td>
<td>Minor sixth</td>
</tr>
<tr>
<td>9</td>
<td>A</td>
<td>1.66667</td>
<td>1.68179</td>
<td>Major sixth</td>
</tr>
<tr>
<td></td>
<td>Bbb</td>
<td>1.68560</td>
<td></td>
<td>Diminished seventh</td>
</tr>
<tr>
<td>10</td>
<td>A#</td>
<td>1.75000</td>
<td>1.78180</td>
<td>Augmented sixth</td>
</tr>
<tr>
<td></td>
<td>Bb</td>
<td>1.77778</td>
<td></td>
<td>Minor seventh</td>
</tr>
<tr>
<td>11</td>
<td>B</td>
<td>1.87500</td>
<td>1.88775</td>
<td>Major seventh</td>
</tr>
<tr>
<td>12</td>
<td>C</td>
<td>2.00000</td>
<td>2.00000</td>
<td>Octave</td>
</tr>
</tbody>
</table>
9 THE SERIAL DRIVERS

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ABOUT THIS CHAPTER

The Macintosh RAM Serial Driver and ROM Serial Driver are Macintosh device drivers for handling asynchronous serial communication between a Macintosh application and serial devices. This chapter describes the Serial Drivers in detail.

You should already be familiar with:

- resources, as discussed in chapter 5 of Volume I
- events, as discussed in chapter 8 of Volume I
- the Memory Manager
- interrupts and the use of devices and device drivers, as described in chapter 6
- asynchronous serial data communication

SERIAL COMMUNICATION

The Serial Drivers support full-duplex asynchronous serial communication. Serial data is transmitted over a single-path communication line, one bit at a time (as opposed to parallel data, which is transmitted over a multiple-path communication line, multiple bits at a time). Full-duplex means that the Macintosh and another serial device connected to it can transmit data simultaneously (as opposed to half-duplex operation, in which data can be transmitted by only one device at a time). Asynchronous communication means that the Macintosh and other serial devices communicating with it don't share a common timer, and no timing data is transmitted. The time interval between characters transmitted asynchronously can be of any length. The format of asynchronous serial data communication used by the Serial Drivers is shown in Figure 1.

![Figure 1. Asynchronous Data Transmission](image)

When a transmitting serial device is idle (not sending data), it maintains the transmission line in a continuous state ("mark" in Figure 1). The transmitting device may begin sending a character at any time by sending a start bit. The start bit tells the receiving device to prepare to receive a character. The transmitting device then transmits 5, 6, 7, or 8 data bits, optionally followed by a parity bit. The value of the parity bit is chosen such that the number of 1's among the data and parity bits is even or odd, depending on whether the parity is even or odd, respectively. Finally, the transmitting device sends 1, 1.5, or 2 stop bits, indicating the end of the character. The
measure of the total number of bits sent over the transmission line per second is called the **baud rate**.

If a parity bit is set incorrectly, the receiving device will note a **parity error**. The time elapsed from the start bit to the last stop bit is called a **frame**. If the receiving device doesn't get a stop bit after the data and parity bits, it will note a **framing error**. After the stop bits, the transmitting device may send another character or maintain the line in the mark state. If the line is held in the "space" state (Figure 1) for one frame or longer, a **break** occurs. Breaks are used to interrupt data transmission.

---

**ABOUT THE SERIAL DRIVERS**

There are two Macintosh device drivers for serial communication: the RAM Serial Driver and the ROM Serial Driver. The two drivers are nearly identical, although the RAM driver has a few features the ROM driver doesn't. Both allow Macintosh applications to communicate with serial devices via the two serial ports on the back of the Macintosh.

---

**Note:** There are actually two versions of the RAM Serial Driver; one is for the Macintosh 128K and 512K, the other is for the Macintosh XL. If you want your application to run on all versions of the Macintosh, you should install both drivers in your application resource file, as resources of type 'SERD'. The resource ID should be 1 for the Macintosh 128K and 512K driver, and 2 for the Macintosh XL driver.

---

Each Serial Driver actually consists of four drivers: one input driver and one output driver for the modem port, and one input driver and one output driver for the printer port (Figure 2). Each **input driver** receives data via a serial port and transfers it to the application. Each **output driver** takes data from the application and sends it out through a serial port. The input and output drivers for a port are closely related, and share some of the same routines. Each driver does, however, have a separate device control entry, which allows the Serial Drivers to support full-duplex communication. An individual port can both transmit and receive data at the same time. The serial ports are controlled by the Macintosh's Zilog Z8530 Serial Communications Controller (SCC). Channel A of the SCC controls the modem port, and channel B controls the printer port.

Data received via a serial port passes through a three-character buffer in the SCC and then into a buffer in the input driver for the port. Characters are removed from the input driver's buffer each time an application issues a Read call to the driver. Each input driver's buffer can initially hold up to 64 characters, but your application can specify a larger buffer if necessary. The following errors may occur:

- If the SCC buffer ever overflows (because the input driver doesn't read it often enough), a **hardware overrun error** occurs.
- If an input driver's buffer ever overflows (because the application doesn't issue Read calls to the driver often enough), a **software overrun error** occurs.

The printer port should be used for output-only connections to devices such as printers, or at low baud rates (300 baud or less). The modem port has no such restrictions. It may be used simultaneously with disk accesses without fear of hardware overrun errors, because whenever the Disk Driver must turn off interrupts for longer than 100 microseconds, it stores any data received via the modem port and later passes the data to the modem port's input driver.
Figure 2. Input and Output Drivers of a Serial Driver

All four drivers default to 9600 baud, eight data bits per character, no parity bit, and two stop bits. You can change any of these options. The Serial Drivers support Clear To Send (CTS) hardware handshake and XOn/XOff software flow control.

Note: The ROM Serial Driver defaults to hardware handshake only; it doesn't support XOn/XOff input flow control—only output flow control. Use the RAM Serial Driver if you want XOn/XOff input flow control. The RAM Serial Driver defaults to no hardware handshake and no software flow control.

Whenever an input driver receives a break, it terminates any pending Read requests, but not Write requests. You can choose to have the input drivers terminate Read requests whenever a parity, overrun, or framing error occurs.

Note: The ROM Serial Driver always terminates input requests when an error occurs. Use the RAM Serial Driver if you don't want input requests to be terminated by errors.

You can request the Serial Drivers to post device driver events whenever a change in the hardware handshake status or a break occurs, if you want your application to take some specific action upon these occurrences.

**USING THE SERIAL DRIVERS**

This section introduces you to the Serial Driver routines described in detail in the next section, and discusses other calls you can make to communicate with the Serial Drivers.

Drivers are referred to by name and reference number:
Before you can receive data through a port, both the input and output drivers for the port must be opened. Before you can send data through a port, the output driver for the port must be opened. To open the ROM input and output drivers, call the Device Manager Open function; to open the RAM input and output drivers, call the Serial Driver function RAMSDOpen. The RAM drivers occupy less than 2K bytes of memory in the application heap.

When you open an output driver, the Serial Driver initializes local variables for the output driver and the associated input driver, allocates and locks buffer storage for both drivers, installs interrupt handlers for both drivers, and initializes the correct SCC channel (ROM Serial Driver only). When you open an input driver, the Serial Driver only notes the location of its device control entry.

You shouldn't ever close the ROM Serial Driver with a Device Manager Close call. If you wish to replace it with a RAM Serial Driver, the RAMSDOpen call will automatically close the ROM driver for you. You must close the RAM Serial Driver with a call to RAMSDClose before your application terminates; this will also release the memory occupied by the driver itself. When you close an output driver, the Serial Driver resets the appropriate SCC channel, releases all local variable and buffer storage space, and restores any changed interrupt vectors.

To transmit serial data out through a port, make a Device Manager Write call to the output driver for the port. You must pass the following parameters:

- the driver reference number -7 or -9, depending on whether you're using the modem port or the printer port
- a buffer that contains the data you want to transmit
- the number of bytes you want to transmit

To receive serial data from a port, make a Device Manager Read call to the input driver for the port. You must pass the following parameters:

- the driver reference number -6 or -8, depending on whether you're using the modem port or the printer port
- a buffer to receive the data
- the number of bytes you want to receive

There are six different calls you can make to the Serial Driver's control routine:

- KillIO causes all current I/O requests to be aborted and any bytes remaining in both input buffers to be discarded. KillIO is a Device Manager call.
- SerReset resets and reinitializes a driver with new data bits, stop bits, parity bit, and baud rate information.
- SerSetBuf allows you to specify a new input buffer, replacing the driver's 64-character default buffer.
- SerHSShake allows you to specify handshake options.
The Serial Drivers

- SerSetBrk sets break mode.
- SerClrBrk clears break mode.

Advanced programmers can make nine additional calls to the RAM Serial Driver’s control routine; see the “Advanced Control Calls” section.

There are two different calls you can make to the Serial Driver’s status routine:
- SerGetBuf returns the number of bytes in the buffer of an input driver.
- SerStatus returns information about errors, I/O requests, and handshake.

Assembly-language note: Control and Status calls to the RAM Serial Driver may be immediate (use IMMED as the second argument to the routine macro).

SERIAL DRIVER ROUTINES

Most of the Serial Driver routines return an integer result code of type OSErr; each routine description lists all of the applicable result codes.

Opening and Closing the RAM Serial Driver

FUNCTION RAMSDDOpen (whichPort: SPortSel) : OSErr; [Not in ROM]

RAMSDDOpen closes the ROM Serial Driver and opens the RAM input and output drivers for the port identified by the whichPort parameter, which must be a member of the SPortSel set:

```pascal
TYPE SPortSel = (sPortA, {modem port}
    sPortB {printer port});
```

RAMSDDOpen determines what type of Macintosh is in use and chooses the RAM Serial Driver appropriate to that machine.

Assembly-language note: To open the RAM input and output drivers from assembly language, call this Pascal procedure from your program.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>noErr</th>
<th>openErr</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>No error</td>
<td>Can’t open driver</td>
</tr>
</tbody>
</table>
PROCEDURE RAMSDClose (whichPort: SPortSel); [Not in ROM]

RAMSDClose closes the RAM input and output drivers for the port identified by the whichPort parameter, which must be a member of the SPortSel set (defined in the description of RAMSDOpen above).

**Warning:** The RAM Serial Driver must be closed with a call to RAMSDClose before your application terminates.

**Assembly-language note:** To close the RAM input and output drivers from assembly language, call this Pascal procedure from your program.

### Changing Serial Driver Information

FUNCTION SerReset (refNum: INTEGER; serConfig: INTEGER) : OSErr; [Not in ROM]

**Assembly-language note:** SerReset is equivalent to a Control call with csCode=8 and csParam=serConfig.

SerReset resets and reinitializes the input or output driver having the reference number refNum according to the information in serConfig. Figure 3 shows the format of serConfig.

![Figure 3. Driver Reset Information](image)

You can use the following predefined constants to set the values of various bits of serConfig:

```plaintext
CONST
  baud300 = 380;  {300 baud}
  baud600 = 189;  {600 baud}
  baud1200 = 94;   {1200 baud}
  baud1800 = 62;   {1800 baud}
  baud2400 = 46;   {2400 baud}
```

_Hi-250 Serial Driver Routines_
The Serial Drivers

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>baud3600</td>
<td>30;</td>
<td>(3600 baud)</td>
</tr>
<tr>
<td>baud4800</td>
<td>22;</td>
<td>(4800 baud)</td>
</tr>
<tr>
<td>baud7200</td>
<td>14;</td>
<td>(7200 baud)</td>
</tr>
<tr>
<td>baud9600</td>
<td>10;</td>
<td>(9600 baud)</td>
</tr>
<tr>
<td>baud19200</td>
<td>4;</td>
<td>(19200 baud)</td>
</tr>
<tr>
<td>baud57600</td>
<td>0;</td>
<td>(57600 baud)</td>
</tr>
<tr>
<td>stop 10</td>
<td>16384;</td>
<td>(1 stop bit)</td>
</tr>
<tr>
<td>stop 15</td>
<td>-32768;</td>
<td>(1.5 stop bits)</td>
</tr>
<tr>
<td>stop 20</td>
<td>-16384;</td>
<td>(2 stop bits)</td>
</tr>
<tr>
<td>noParity</td>
<td>0;</td>
<td>(no parity)</td>
</tr>
<tr>
<td>oddParity</td>
<td>4096;</td>
<td>(odd parity)</td>
</tr>
<tr>
<td>evenParity</td>
<td>12288;</td>
<td>(even parity)</td>
</tr>
<tr>
<td>data 5</td>
<td>0;</td>
<td>(5 data bits)</td>
</tr>
<tr>
<td>data 6</td>
<td>2048;</td>
<td>(6 data bits)</td>
</tr>
<tr>
<td>data 7</td>
<td>1024;</td>
<td>(7 data bits)</td>
</tr>
<tr>
<td>data 8</td>
<td>3072;</td>
<td>(8 data bits)</td>
</tr>
</tbody>
</table>

For example, the default setting of 9600 baud, eight data bits, two stop bits, and no parity bit is equivalent to passing the following value in serConfig: baud9600 + data8 + stop20 + noParity.

Result codes: noErr — No error

FUNCTION SerSetBuf (refNum: INTEGER; serBPtr: Ptr; serBLen: INTEGER) : OSErr; [Not in ROM]

Assembly-language note: SerSetBuf is equivalent to a Control call with csCode=9, csParam=serBPtr, and csParam+4=serBLen.

SerSetBuf specifies a new input buffer for the input driver having the reference number refNum. SerBPtr points to the buffer, and serBLen specifies the number of bytes in the buffer. To restore the driver's default buffer, call SerSetBuf with serBLen set to 0.

Warning: You must lock a new input buffer while it's in use.

Result codes: noErr — No error

FUNCTION SerHShake (refNum: INTEGER; flags: SerShk) : OSErr; [Not in ROM]

Assembly-language note: SerHShake is equivalent to a Control call with csCode=10 and csParam through csParam+6 flags.
SerHShake sets handshake options and other control information, as specified by the flags parameter, for the input or output driver having the reference number refNum. The flags parameter has the following data structure:

```plaintext
TYPE SerShk = PACKED RECORD
  fXOn: Byte; {XOn/XOff output flow control flag}
  fCTS: Byte; {CTS hardware handshake flag}
  xOn: CHAR; {XOn character}
  xOff: CHAR; {XOff character}
  errs: Byte; {errors that cause abort}
  evts: Byte; {status changes that cause events}
  fInX: Byte; {XOn/XOff input flow control flag}
  null: Byte {not used}
END;
```

If fXOn is nonzero, XOn/XOff output flow control is enabled; if fInX is nonzero, XOn/XOff input flow control is enabled. XOn and xOff specify the XOn character and XOff character used for XOn/XOff flow control. If fCTS is nonzero, CTS hardware handshake is enabled. The errs field indicates which errors will cause input requests to be aborted; for each type of error, there's a predefined constant in which the corresponding bit is set:

```plaintext
CONST parityErr = 16; {set if parity error}
    hwOverrunErr = 32; {set if hardware overrun error}
    framingErr = 64; {set if framing error}
```

**Note:** The ROM Serial Driver doesn't support XOn/XOff input flow control or aborts caused by error conditions.

The evts field indicates whether changes in the CTS or break status will cause the Serial Driver to post device driver events. You can use the following predefined constants to set or test the value of evts:

```plaintext
CONST ctsEvent = 32; {set if CTS change will cause event to be posted}
    breakEvent = 128; {set if break status change will cause event to be posted}
```

**Warning:** Use of this option is discouraged because of the long time that interrupts are disabled while such an event is posted.

Result codes

- noErr No error

**FUNCTION SerSetBrk (refNum: INTEGER) : OSErr; [Not in ROM]**

**Assembly-language note:** SerSetBrk is equivalent to a Control call with csCode=12.

SerSetBrk sets break mode in the input or output driver having the reference number refNum.
The Serial Drivers

Result codes  noErr  No error

FUNCTION SerClrBrk (refNum: INTEGER) : OSErr; [Not in ROM]

Assembly-language note: SerClrBrk is equivalent to a Control call with csCode=11.

SerClrBrk clears break mode in the input or output driver having the reference number refNum.

Result codes  noErr  No error

Getting Serial Driver Information

FUNCTION SerGetBuf (refNum: INTEGER; VAR count: LONGINT) : OSErr;
[Not in ROM]

Assembly-language note: SerGetBuf is equivalent to a Status call with csCode=2; count is returned in csParam as a long word.

SerGetBuf returns, in the count parameter, the number of bytes in the buffer of the input driver having the reference number refNum.

Result codes  noErr  No error

FUNCTION SerStatus (refNum: INTEGER; VAR serSta: SerStaRec) : OSErr; [Not in ROM]

Assembly-language note: SerStatus is equivalent to a Status call with csCode=8; serSta is returned in csParam through csParam+5.

SerStatus returns in serSta three words of status information for the input or output driver having the reference number refNum. SerSta has the following data structure:

```
TYPE SerStaRec = PACKED RECORD
  cumErrs: Byte; {cumulative errors}
  xOffSent: Byte; {XOff sent as input flow control}
  rdPend: Byte; {read pending flag}
  wrPend: Byte; {write pending flag}
  ctsHold: Byte; {CTS flow control hold flag}
  xOffHold: Byte {XOff flow control hold flag}
END;
```
CumErrs indicates which errors have occurred since the last time SerStatus was called:

```plaintext
CONST swOverrunErr = 1;  {set if software overrun error}
parityErr = 16;  {set if parity error}
hwOverrunErr = 32;  {set if hardware overrun error}
framingErr = 64;  {set if framing error}
```

If the driver has sent an XOff character, xOffSent will be equal to the following predefined constant:

```plaintext
CONST xOffWasSent = $80;  {XOff character was sent}
```

If the driver has a Read or Write call pending, rdPend or wrPend, respectively, will be nonzero. If output has been suspended because the hardware handshake was disabled, ctsHold will be nonzero. If output has been suspended because an XOff character was received, xOffHold will be nonzero.

Result codes

- **noErr**  No error

---

**ADVANCED CONTROL CALLS**

This section describes the calls that advanced programmers can make to the RAM Serial Driver's control routine via a Device Manager Control call.

**csCode = 13  csParam = baudRate**

This call provides an additional way (besides SerReset) to set the baud rate. CsParam specifies the actual baud rate as an integer (for instance, 9600). The closest baud rate that the Serial Driver will generate is returned in csParam.

**csCode = 19  csParam = char**

After this call is made, all incoming characters with parity errors will be replaced by the character specified by the ASCII code in csParam. If csParam is 0, no character replacement will be done.

**csCode = 21**

This call unconditionally sets X Off for output flow control. It's equivalent to receiving an XOff character. Data transmission is halted until an XOn is received or a Control call with csCode=24 is made.

**csCode = 22**

This call unconditionally clears XOff for output flow control. It's equivalent to receiving an XOn character.
csCode = 23

This call sends an XOn character for input flow control if the last input flow control character sent was XOff.

csCode = 24

This call unconditionally sends an XOn character for input flow control, regardless of the current state of input flow control.

csCode = 25

This call sends an XOff character for input flow control if the last input flow control character sent was XOn.

csCode = 26

This call unconditionally sends an XOff character for input flow control, regardless of the current state of input flow control.

csCode = 27

This call lets you reset the SCC channel belonging to the driver specified by ioRefNum before calling RAMSDClose or SerReset.
SUMMARY OF THE SERIAL DRIVERS

Constants

CONST { Driver reset information }

baud300 = 380; {300 baud}
baud600 = 189; {600 baud}
baud1200 = 94; {1200 baud}
baud1800 = 62; {1800 baud}
baud2400 = 46; {2400 baud}
baud3600 = 30; {3600 baud}
baud4800 = 22; {4800 baud}
baud7200 = 14; {7200 baud}
baud9600 = 10; {9600 baud}
baud19200 = 4; {19200 baud}
baud57600 = 0; {57600 baud}
stop10 = 16384; {1 stop bit}
stop15 = -32768; {1.5 stop bits}
stop20 = -16384; {2 stop bits}
noParity = 0; {no parity}
oddParity = 4096; {odd parity}
evenParity = 12288; {even parity}
data5 = 0; {5 data bits}
data6 = 2048; {6 data bits}
data7 = 1024; {7 data bits}
data8 = 3072; {8 data bits}

{ Masks for errors }

swOverrunErr = 1; {set if software overrun error}
parityErr = 16; {set if parity error}
hwOverrunErr = 32; {set if hardware overrun error}
framingErr = 64; {set if framing error}

{ Masks for changes that cause events to be posted }

ctsEvent = 32; {set if CTS change will cause event to be posted}
breakEvent = 128; {set if break status change will cause event to be posted}

{ Indication that an XOff character was sent }

xOffWasSent = $80;

{ Result codes }

noErr = 0; {no error}
openErr = -23; {attempt to open RAM Serial Driver failed}
Data Types

TYPE SPortSel = (sPortA, (modem port)
                sPortB (printer port));

SerShk = PACKED RECORD
  fXOn: Byte; {XOn/XOff output flow control flag}
  fCTS: Byte; {CTS hardware handshake flag}
  xOn: CHAR; {XOn character}
  xOff: CHAR; {XOff character}
  errs: Byte; {errors that cause abort}
  evts: Byte; {status changes that cause events}
  fInX: Byte; {XOn/XOff input flow control flag}
  null: Byte {not used}
END;

SerStaRec = PACKED RECORD
  cumErrs: Byte; {cumulative errors}
  xOffSent: Byte; {XOff sent as input flow control}
  rdPend: Byte; {read pending flag}
  wrPend: Byte; {write pending flag}
  ctsHold: Byte; {CTS flow control hold flag}
  xOffHold: Byte {XOff flow control hold flag}
END;

Routines [Not in ROM]

Opening and Closing the RAM Serial Driver

FUNCTION RAMSDOpen (whichPort: SPortSel) : OSErr;
PROCEDURE RAMSDClose (whichPort: SPortSel);

Changing Serial Driver Information

FUNCTION SerReset (refNum: INTEGER; serConfig: INTEGER) : OSErr;
FUNCTION SerSetBuf (refNum: INTEGER; serBPtr: Ptr; serBLen: INTEGER) :
  OSErr;
FUNCTION SerHShake (refNum: INTEGER; flags: SerShk) : OSErr;
FUNCTION SerSetBrk (refNum: INTEGER) : OSErr;
FUNCTION SerClrBrk (refNum: INTEGER) : OSErr;

Getting Serial Driver Information

FUNCTION SerGetBuf (refNum: INTEGER; VAR count: LONGINT) : OSErr;
FUNCTION SerStatus (refNum: INTEGER; VAR serSta: SerStaRec) : OSErr;
Advanced Control Calls (RAM Serial Driver)

csCode  csParam  Effect
13      baudRate  Set baud rate (actual rate, as an integer)
19      char       Replace parity errors
21      Unconditionally set XOff for output flow control
22      Unconditionally clear XOff for input flow control
23      Send XOn for input flow control if XOff was sent last
24      Unconditionally send XOn for input flow control
25      Send XOff for input flow control if XOn was sent last
26      Unconditionally send XOff for input flow control
27      Reset SCC channel

Driver Names and Reference Numbers

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<td>.AIn</td>
<td>-6</td>
</tr>
<tr>
<td>Modem port output</td>
<td>.AOOut</td>
<td>-7</td>
</tr>
<tr>
<td>Printer port input</td>
<td>.BIn</td>
<td>-8</td>
</tr>
<tr>
<td>Printer port output</td>
<td>.BOut</td>
<td>-9</td>
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</tbody>
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Assembly-Language Information

Constants

; Result codes

noErr     .EQU 0    ;no error
openErr   .EQU -23 ;attempt to open RAM Serial Driver failed

Structure of Control Information for SerHShake

shFXOn    XOn/XOff output flow control flag (byte)
shFCTS    CTS hardware handshake flag (byte)
shXOn     XOn character (byte)
shXOff    XOff character (byte)
shErrs    Errors that cause abort (byte)
shEvts    Status changes that cause events (byte)
shFlnX    XOn/XOff input flow control flag (byte)

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Structure of Status Information for SerStatus

- ssCumErrs: Cumulative errors (byte)
- ssXOffSent: XOff sent as input flow control (byte)
- ssRdPend: Read pending flag (byte)
- ssWrPend: Write pending flag (byte)
- ssCTSHold: CTS flow control hold flag (byte)
- ssXOffHold: XOff flow control hold flag (byte)

Equivalent Device Manager Calls

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<td>Control with csCode=10, csParam through csParam+6=flags</td>
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<td>SerSetBrk</td>
<td>Control with csCode=12</td>
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<td>SerClrBrk</td>
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ABOUT THIS CHAPTER

The AppleTalk Manager is an interface to a pair of RAM device drivers that allow Macintosh programs to send and receive information via an AppleTalk network. This chapter describes the AppleTalk Manager in detail.

You should already be familiar with:

- events, as discussed in chapter 8 of Volume I
- interrupts and the use of devices and device drivers, as described in chapter 6, if you want to write your own assembly-language additions to the AppleTalk Manager
- the Inside AppleTalk manual, if you want to understand AppleTalk protocols in detail

APPLETALK PROTOCOLS

The AppleTalk Manager provides a variety of services that allow Macintosh programs to interact with programs in devices connected to an AppleTalk network. This interaction, achieved through the exchange of variable-length blocks of data (known as packets) over AppleTalk, follows well-defined sets of rules known as protocols.

Although most programmers using AppleTalk needn't understand the details of these protocols, they should understand the information in this section—what the services provided by the different protocols are, and how the protocols are interrelated. Detailed information about AppleTalk protocols is available in Inside AppleTalk.

The AppleTalk system architecture consists of a number of protocols arranged in layers. Each protocol in a specific layer provides services to higher-level layers (known as the protocol's clients) by building on the services provided by lower-level layers. A Macintosh program can use services provided by any of the layers in order to construct more sophisticated or more specialized services.

The AppleTalk Manager contains the following protocols:

- AppleTalk Link Access Protocol
- Datagram Delivery Protocol
- Routing Table Maintenance Protocol
- Name-Binding Protocol
- AppleTalk Transaction Protocol

Figure 1 illustrates the layered structure of the protocols in the AppleTalk Manager; the heavy connecting lines indicate paths of interaction. Note that the Routing Table Maintenance Protocol isn't directly accessible to Macintosh programs.

The AppleTalk Link Access Protocol (ALAP) provides the lowest-level services of the AppleTalk system. Its main function is to control access to the AppleTalk network among various competing devices. Each device connected to an AppleTalk network, known as a node, is assigned an eight-bit node ID number that identifies the node. ALAP ensures that each node
on an AppleTalk network has a unique node ID, assigned dynamically when the node is started up.

ALAP provides its clients with node-to-node delivery of data frames on a single AppleTalk network. An ALAP frame is a variable-length packet of data preceded and followed by control information referred to as the ALAP frame header and frame trailer, respectively. The ALAP frame header includes the node IDs of the frame's destination and source nodes. The AppleTalk hardware uses the destination node ID to deliver the frame. The frame's source node ID allows a program in the receiving node to determine the identity of the source. A sending node can ask ALAP to send a frame to all nodes on the AppleTalk network; this broadcast service is obtained by specifying a destination node ID of 255.

ALAP can have multiple clients in a single node. When a frame arrives at a node, ALAP determines which client it should be delivered to by reading the frame's ALAP protocol type. The ALAP protocol type is an eight-bit quantity, contained in the frame's header, that identifies the ALAP client to whom the frame will be sent. ALAP calls the client's protocol handler,
which is a software process in the node that reads in and then services the frames. The protocol handlers for a node are listed in a protocol handler table.

An ALAP frame trailer contains a 16-bit frame check sequence generated by the AppleTalk hardware. The receiving node uses the frame check sequence to detect transmission errors, and discards frames with errors. In effect, a frame with an error is "lost" in the AppleTalk network, because ALAP doesn't attempt to recover from errors by requesting the sending node to retransmit such frames. Thus ALAP is said to make a "best effort" to deliver frames, without any guarantee of delivery.

An ALAP frame can contain up to 600 bytes of client data. The first two bytes must be an integer equal to the length of the client data (including the length bytes themselves).

Datagram Delivery Protocol (DDP) provides the next-higher level protocol in the AppleTalk architecture, managing socket-to-socket delivery of datagrams over AppleTalk internets. DDP is an ALAP client, and uses the node-to-node delivery service provided by ALAP to send and receive datagrams. Datagrams are packets of data transmitted by DDP. A DDP datagram can contain up to 586 bytes of client data. Sockets are logical entities within the nodes of a network; each socket within a given node has a unique eight-bit socket number.

On a single AppleTalk network, a socket is uniquely identified by its AppleTalk address—its socket number together with its node ID. To identify a socket in the scope of an AppleTalk internet, the socket's AppleTalk address and network number are needed. Internets are formed by interconnecting AppleTalk networks via intelligent nodes called bridges. A network number is a 16-bit number that uniquely identifies a network in an internet. A socket's AppleTalk address together with its network number provide an internet-wide unique socket identifier called an internet address.

Sockets are owned by socket clients, which typically are software processes in the node. Socket clients include code called the socket listener, which receives and services datagrams addressed to that socket. Socket clients must open a socket before datagrams can be sent or received through it. Each node contains a socket table that lists the listener for each open socket.

A datagram is sent from its source socket through a series of AppleTalk networks, being passed on from bridge to bridge, until it reaches its destination network. The ALAP in the destination network then delivers the datagram to the node containing the destination socket. Within that node the datagram is received by ALAP calling the DDP protocol handler, and by the DDP protocol handler in turn calling the destination socket listener, which for most applications will be a higher-level protocol such as the AppleTalk Transaction Protocol. You can't send a datagram between two sockets in the same node.

Bridges on AppleTalk internets use the Routing Table Maintenance Protocol (RTMP) to maintain routing tables for routing datagrams through the internet. In addition, nonbridge nodes use RTMP to determine the number of the network to which they're connected and the node ID of one bridge on their network. The RTMP code in nonbridge nodes contains only a subset of RTMP (the RTMP stub), and is a DDP client owning socket number 1 (the RTMP socket).

Socket clients are also known as network-visible entities, because they're the primary accessible entities on an internet. Network-visible entities can choose to identify themselves by an entity name, an identifier of the form

object:type@zone
Each of the three fields of this name is an alphanumeric string of up to 32 characters. The object and type fields are arbitrary identifiers assigned by a socket client, to provide itself with a name and type descriptor (for example, abs:Mailbox). The zone field identifies the zone in which the socket client is located; a zone is an arbitrary subset of AppleTalk networks in an internet. A socket client can identify itself by as many different names as it chooses. These aliases are all treated as independent identifiers for the same socket client.

The Name-Binding Protocol (NBP) maintains a names table in each node that contains the name and internet address of each entity in that node. These name-address pairs are called NBP tuples. The collection of names tables in an internet is known as the names directory.

NBP allows its clients to add or delete their name-address tuples from the node's names table. It also allows its clients to obtain the internet addresses of entities from their names. This latter operation, known as name lookup (in the names directory), requires that NBP install itself as a DDP client and broadcast special name-lookup packets to the nodes in a specified zone. These datagrams are sent by NBP to the names information socket—socket number 2 in every node using NBP.

NBP clients can use special meta-characters in place of one or more of the three fields of the name of an entity it wishes to look up. The character "=" in the object or type field signifies "all possible values". The zone field can be replaced by "*", which signifies "this zone"—the zone in which the NBP client's node is located. For example, an NBP client performing a lookup with the name

```
=:Mailbox@*
```

will obtain in return the entity names and internet addresses of all mailboxes in the client's zone (excluding the client's own names and addresses). The client can specify whether one or all of the matching names should be returned.

NBP clients specify how thorough a name lookup should be by providing NBP with the number of times (retry count) that NBP should broadcast the lookup packets and the time interval (retry interval) between these retries.

As noted above, ALAP and DDP provide "best effort" delivery services with no recovery mechanism when packets are lost or discarded because of errors. Although for many situations such a service suffices, the AppleTalk Transaction Protocol (ATP) provides a reliable loss-free transport service. ATP uses transactions, consisting of a transaction request and a transaction response, to deliver data reliably. Each transaction is assigned a 16-bit transaction ID number to distinguish it from other transactions. A transaction request is retransmitted by ATP until a complete response has been received, thus allowing for recovery from packet-loss situations. The retry interval and retry count are specified by the ATP client sending the request.

Although transaction requests must be contained in a single datagram, transaction responses can consist of as many as eight datagrams. Each datagram in a response is assigned a sequence number from 0 to 7, to indicate its ordering within the response.

ATP is a DDP client, and uses the services provided by DDP to transmit requests and responses. ATP supports both at-least-once and exactly-once transactions. Four of the bytes in an ATP header, called the user bytes, are provided for use by ATP's clients—they're ignored by ATP.

ATP's transaction model and means of recovering from datagram loss are covered in detail below.

II-266 AppleTalk Protocols
The AppleTalk Manager

APPLETALK TRANSACTION PROTOCOL

This section covers ATP in greater depth, providing more detail about three of its fundamental concepts: transactions, buffer allocation, and recovery of lost datagrams.

Transactions

A transaction is a interaction between two ATP clients, known as the requester and the responder. The requester calls the .ATP driver in its node to send a transaction request (TReq) to the responder, and then awaits a response. The TReq is received by the .ATP driver in the responder's node and is delivered to the responder. The responder then calls its .ATP driver to send back a transaction response (TResp), which is received by the requester's .ATP driver and delivered to the requester. Figure 2 illustrates this process.

![Figure 2. Transaction Process](image)
Simple examples of transactions are:

- read a counter, reset it and send back the value read
- read six sectors of a disk and send back the data read
- write the data sent in the TReq to a printer

A basic assumption of the transaction model is that the amount of ATP data sent in the TReq specifying the operation to be performed is small enough to fit in a single datagram. A TResp, on the other hand, may span several datagrams, as in the second example. Thus, a TReq is a single datagram, while a TResp consists of up to eight datagrams, each of which is assigned a sequence number from 0 to 7 to indicate its position in the response.

The requester must, before calling for a TReq to be sent, set aside enough buffer space to receive the datagram(s) of the TResp. The number of buffers allocated (in other words, the maximum number of datagrams that the responder can send) is indicated in the TReq by an eight-bit bit map. The bits of this bit map are numbered 0 to 7 (the least significant bit being number 0); each bit corresponds to the response datagram with the respective sequence number.

### Datagram Loss Recovery

The way that ATP recovers from datagram loss situations is best explained by an example; see Figure 3. Assume that the requester wants to read six sectors of 512 bytes each from the responder's disk. The requester puts aside six 512-byte buffers (which may or may not be contiguous) for the response datagrams, and calls ATP to send a TReq. In this TReq the bit map is set to binary 00111111 or decimal 63. The TReq carries a 16-bit transaction ID, generated by the requester's .ATP driver before sending it. (This example assumes that the requester and responder have already agreed that each buffer can hold 512 bytes.) The TReq is delivered to the responder, which reads the six disk sectors and sends them back, through ATP, in TResp datagrams bearing sequence numbers 0 through 5. Each TResp datagram also carries exactly the same transaction ID as the TReq to which they're responding.

There are several ways that datagrams may be lost in this case. The original TReq could be lost for one of many reasons. The responding node might be too busy to receive the TReq or might be out of buffers for receiving it, there could be an undetected collision on the network, a bit error in the transmission line, and so on. To recover from such errors, the requester's .ATP driver maintains an ATP retry timer for each transaction sent. If this timer expires and the complete TResp has not been received, the TReq is retransmitted and the retry timer is restarted.

A second error situation occurs when one or more of the TResp datagrams isn't received correctly by the requester's .ATP driver (datagram 1 in Figure 3). Again, the retry timer will expire and the complete TResp will not have been received; this will result in a retransmission of the TReq. However, to avoid unnecessary retransmission of the TResp datagrams already properly received, the bit map of this retransmitted TReq is modified to reflect only those datagrams not yet received. Upon receiving this TReq, the responder retransmits only the missing response datagrams.

Another possible failure is that the responder's .ATP driver goes down or the responder becomes unreachable through the underlying network system. In this case, retransmission of the TReq could continue indefinitely. To avoid this situation, the requester provides a maximum retry count; if this count is exceeded, the requester's .ATP driver returns an appropriate error message to the requester.
Note: There may be situations where, due to an anticipated delay, you'll want a request to be retransmitted more than 255 times; specifying a retry count of 255 indicates "infinite retries" to ATP and will cause a message to be retransmitted until the request has either been serviced, or been cancelled through a specific call.
Finally, in our example, what if the responder is able to provide only four disk sectors (having reached the end of the disk) instead of the six requested? To handle this situation, there's an end-of-message (EOM) flag in each TResp datagram. In this case, the TResp datagram numbered 3 would come with this flag set. The reception of this datagram informs the requester's .ATP driver that TResps numbered 4 and 5 will not be sent and should not be expected.

When the transaction completes successfully (all expected TResp datagrams are received or TResp datagrams numbered 0 to n are received with datagram n's EOM flag set), the requester is informed and can then use the data received in the TResp.

ATP provides two classes of service: at-least-once (ALO) and exactly-once (XO). The TReq datagram contains an XO flag that's set if XO service is required and cleared if ALO service is adequate. The main difference between the two is in the sequence of events that occurs when the TReq is received by the requester's .ATP driver.

In the case of ALO service, each time a TReq is received (with the XO flag cleared), it's delivered to the responder by its .ATP driver; this is true even for retransmitted TReqs of the same transaction. Each time the TReq is delivered, the responder performs the requested operation and sends the necessary TResp datagrams. Thus, the requested operation is performed at least once, and perhaps several times, until the transaction is completed at the requester's end.

The at-least-once service is satisfactory in a variety of situations—for instance, if the requester wishes to read a clock or a counter being maintained at the responder's end. However, in other circumstances, repeated execution of the requested operation is unacceptable. This is the case, for instance, if the requester is sending data to be printed at the responding end; exactly-once service is designed for such situations.

The responder's .ATP driver maintains a transactions list of recently received XO TReqs. Whenever a TReq is received with its XO flag set, the driver goes through this list to see if this is a retransmitted TReq. If it's the first TReq of a transaction, it's entered into the list and delivered to the responder. The responder executes the requested operation and calls its driver to send a TResp. Before sending it out, the .ATP driver saves the TResp in the list.

When a retransmitted TReq for the same XO transaction is received, the responder's .ATP driver will find a corresponding entry in the list. The retransmitted TReq is not delivered to the responder; instead, the driver automatically retransmits the response datagrams that were saved in the list. In this way, the responder never sees the retransmitted TReqs and the requested operation is performed only once.

ATP must include a mechanism for eventually removing XO entries from the responding end's transaction list; two provisions are made for this. When the requester's .ATP driver has received all the TResp datagrams of a particular transaction, it sends a datagram known as a transaction release (TRel); this tells the responder's .ATP driver to remove the transaction from the list. However, the TRel could be lost in the network (or the responding end may die, and so on), leaving the entry in the list forever. To account for this situation, the responder's .ATP driver maintains a release timer for each transaction. If this timer expires and no activity has occurred for the transaction, its entry is removed from the transactions list.
ABOUT THE APPELTALK MANAGER

The AppleTalk Manager is divided into three parts (see Figure 4):

- A lower-level driver called ".MPP" that contains code to implement ALAP, DDP, NBP, and the RTMP stub; this includes separate code resources loaded in when an NBP name is registered or looked up.
- A higher-level driver called ".ATP" that implements ATP.
- A Pascal interface to these two drivers, which is a set of Pascal data types and routines to aid Pascal programmers in calling the AppleTalk Manager.

The two drivers and the interface to them are not in ROM; your application must link to the appropriate object files.

Pascal programmers make calls to the AppleTalk Manager's Pascal interface, which in turn makes Device Manager Control calls to the two drivers. Assembly-language programmers make Device Manager Control calls directly to the drivers.

Note: Pascal programmers can, of course, make PBControl calls directly if they wish.
The AppleTalk Manager provides ALAP routines that allow a program to:
- send a frame to another node
- receive a frame from another node
- add a protocol handler to the protocol handler table
- remove a protocol handler from the protocol handler table

Each node may have up to four protocol handlers in its protocol handler table, two of which are currently used by DDP.

By calling DDP, socket clients can:
- send a datagram via a socket
- receive a datagram via a socket
- open a socket and add a socket listener to the socket table
- close a socket and remove a socket listener from the socket table

Each node may have up to 12 open sockets in its socket table.

Programs cannot access RTMP directly via the AppleTalk Manager; RTMP exists solely for the purpose of providing DDP with routing information.

The NBP code allows a socket client to:
- register the name and socket number of an entity in the node's names table
- determine the address (and confirm the existence) of an entity
- delete the name of an entity from the node's names table

The AppleTalk Manager's .ATP driver allows a socket client to do the following:
- open a responding socket to receive requests
- send a request to another socket and get back a response
- receive a request via a responding socket
- send a response via a responding socket
- close a responding socket

Note: Although the AppleTalk Manager provides four different protocols for your use, you're not bound to use all of them. In fact, most programmers will use only the NBP and ATP protocols.

AppleTalk communicates via channel B of the Serial Communications Controller (SCC). When the Macintosh is started up with a disk containing the AppleTalk code, the status of serial port B is checked. If port B isn't being used by another device driver, and is available for use by AppleTalk, the .MPP driver is loaded into the system heap. On a Macintosh 128K, only the MPP code is loaded at system startup; the .ATP driver and NBP code are read into the application heap when the appropriate commands are issued. On a Macintosh 512K or XL, all AppleTalk code is loaded into the system heap at system startup.

After loading the AppleTalk code, the .MPP driver installs its own interrupt handlers, installs a task into the vertical retrace queue, and prepares the SCC for use. It then chooses a node ID for
The AppleTalk Manager

the Macintosh and confirms that the node ID isn't already being used by another node on the network.

Warning: For this reason it's imperative that the Macintosh be connected to the AppleTalk network through serial port B (the printer port) before being switched on.

The AppleTalk Manager also provides Pascal routines for opening and closing the .MPP and .ATP drivers. The open calls allow a program to load AppleTalk code at times other than system startup. The close calls allow a program to remove the AppleTalk code from the Macintosh; the use of close calls is highly discouraged, since other co-resident programs are then "disconnected" from AppleTalk. Both sets of calls are described in detail under "Calling the AppleTalk Manager from Pascal".

Warning: If, at system startup, serial port B isn't available for use by AppleTalk, the .MPP driver won't open. However, a driver doesn't return an error message when it fails to open. Pascal programmers must ensure the proper opening of AppleTalk by calling one of the two routines for opening the AppleTalk drivers (either MPPOpen or ATPLoad). If AppleTalk was successfully loaded at system startup, these calls will have no effect; otherwise they'll check the availability of port B, attempt to load the AppleTalk code, and return an appropriate result code.

Assembly-language note: Assembly-language programmers can use the Pascal routines for opening AppleTalk. They can also check the availability of port B themselves and then decide whether to open MPP or ATP. Detailed information on how to do this is provided in the section "Calling the AppleTalk Manager from Assembly Language".

CALLING THE APPELTALK MANAGER FROM PASCAL

This section discusses how to use the AppleTalk Manager from Pascal. Equivalent assembly-language information is given in the next section.

You can execute many AppleTalk Manager routines either synchronously (meaning that the application can't continue until the routine is completed) or asynchronously (meaning that the application is free to perform other tasks while the routine is being executed).

When an application calls an AppleTalk Manager routine asynchronously, an I/O request is placed in the appropriate driver's I/O queue, and control returns to the calling program—possibly even before the actual I/O is completed. Requests are taken from the queue one at a time, and processed; meanwhile, the calling program is free to work on other things.

The routines that can be executed asynchronously contain a Boolean parameter called async. If async is TRUE, the call is executed asynchronously; otherwise the call is executed synchronously. Every time an asynchronous routine call is completed, the AppleTalk Manager posts a network event. The message field of the event record will contain a handle to the parameter block that was used to make that call.

Most AppleTalk Manager routines return an integer result code of type OSErr. Each routine description lists all of the applicable result codes generated by the AppleTalk Manager, along with a short description of what the result code means. Lengthier explanations of all the result codes can be found in the summary at the end of the chapter. Result codes from other parts of the

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Operating System may also be returned. (See Appendix A in Volume III for a list of all result codes.)

Many Pascal calls to the AppleTalk Manager require information passed in a parameter block of type ABusRecord. The exact content of an ABusRecord depends on the protocol being called:

```
TYPE ABProtoType = (lapProto, ddpProto, nbpProto, atpProto);

ABusRecord = RECORD
  abOpcode: ABCallType; {type of call}
  abResult: INTEGER; {result code}
  abUserReference: LONGINT; {for your use}
  CASE ABProtoType OF
    lapProto:
      .. {ALAP parameters}
    ddpProto:
      .. {DDP parameters}
    nbpProto:
      .. {NBP parameters}
    atpProto:
      .. {ATP parameters}
  END;
END;

ABRecPtr = ^ABusRecord;
ABRecHandle = ^ABRecPtr;
```

The value of the abOpcode field is inserted by the AppleTalk Manager when the call is made, and is always a member of the following set:

```
TYPE ABCallType = (tLAPRead, tLAPWrite, tDDPRead, tDDPWrite, tNBPLookup,
                   tNBPConfirm, tNBPRegister, tATPSndRequest,
                   tATPGetRequest, tATPSdrsp, tATPAddRsp, tATPRequest,
                   tATPRespond);
```

The abUserReference field is available for use by the calling program in any way it wants. This field isn't used by the AppleTalk Manager routines or drivers.

The size of an ABusRecord data structure in bytes is given by one of the following constants:

```
CONST lapSize  = 20;
  ddpSize  = 26;
  nbpSize  = 26;
  atpSize  = 56;
```

Variables of type ABusRecord must be allocated in the heap with Memory Manager NewHandle calls. For example:

```
myABRecord := ABRecHandle(NewHandle(ddpSize))
```

**Warning:** These Memory Manager calls can't be made inside interrupts.
Routines that are executed asynchronously return control to the calling program with the result code noErr as soon as the call is placed in the driver's I/O queue. This isn't an indication of successful call completion; it simply indicates that the call was successfully queued to the appropriate driver. To determine when the call is actually completed, you can either check for a network event or poll the abResult field of the call's ABusRecord. The abResult field, set to 1 when the call is made, receives the actual result code upon completion of the call.

**Warning:** A data structure of type ABusRecord is often used by the AppleTalk Manager during an asynchronous call, and so is locked by the AppleTalk Manager. Don't attempt to unlock or use such a variable.

Each routine description includes a list of the ABusRecord fields affected by the routine. The arrow next to each field name indicates whether it's an input, output, or input/output parameter:

<table>
<thead>
<tr>
<th>Arrow</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>→</td>
<td>Parameter is passed to the routine</td>
</tr>
<tr>
<td>←</td>
<td>Parameter is returned by the routine</td>
</tr>
<tr>
<td>↔</td>
<td>Parameter is passed to and returned by the routine</td>
</tr>
</tbody>
</table>

### Opening and Closing AppleTalk

**FUNCTION MPPOpen : OSErr; [Not in ROM]**

MPPOpen first checks whether the .MPP driver has already been loaded; if it has, MPPOpen does nothing and returns noErr. If MPP hasn't been loaded, MPPOpen attempts to load it into the system heap. If it succeeds, it then initializes the driver's variables and goes through the process of dynamically assigning a node ID to that Macintosh. On a Macintosh 512K or XL, it also loads the .ATP driver and NBP code into the system heap.

If serial port B isn't configured for AppleTalk, or is already in use, the .MPP driver isn't loaded and an appropriate result code is returned.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>portInUse</td>
<td>Port B is already in use</td>
</tr>
<tr>
<td>portNotCf</td>
<td>Port B not configured for AppleTalk</td>
</tr>
</tbody>
</table>

**FUNCTION MPPClose : OSErr; [Not in ROM]**

MPPClose removes the .MPP driver, and any data structures associated with it, from memory. If the .ATP driver or NBP code were also installed, they're removed as well. MPPClose also returns the use of port B to the Serial Driver.

**Warning:** Since other co-resident programs may be using AppleTalk, it's strongly recommended that you never use this call. MPPClose will completely disable AppleTalk; the only way to restore AppleTalk is to call MPPOpen again.
AppleTalk Link Access Protocol

Data Structures

ALAP calls use the following ABusRecord fields:

```pascal
lapProto:
  (lapAddress: LAPAdrBlock; {destination or source node ID}
  lapReqCount: INTEGER; {length of frame data or buffer size in bytes}
  lapActCount: INTEGER; {number of frame data bytes actually received}
  lapDataPtr: Ptr); {pointer to frame data or pointer to buffer}
```

When an ALAP frame is sent, the lapAddress field indicates the ID of the destination node. When an ALAP frame is received, lapAddress returns the ID of the source node. The lapAddress field also indicates the ALAP protocol type of the frame:

```pascal
TYPE LAPAdrBlock = PACKED RECORD
  dstNodeID: Byte; {destination node ID}
  srcNodeID: Byte; {source node ID}
  lapProtType: AByte {ALAP protocol type}
END;
```

When an ALAP frame is sent, lapReqCount indicates the size of the frame data in bytes and lapDataPtr points to a buffer containing the frame data to be sent. When an ALAP frame is received, lapDataPtr points to a buffer in which the incoming data can be stored and lapReqCount indicates the size of the buffer in bytes. The number of bytes actually sent or received is returned in the lapActCount field.

Each ALAP frame contains an eight-bit ALAP protocol type in the header. ALAP protocol types 128 through 255 are reserved for internal use by ALAP, hence the declaration:

```pascal
TYPE AByte = 1..127; {ALAP protocol type}
```

**Warning:** Don’t use ALAP protocol type values 1 and 2; they’re reserved for use by DDP. Value 3 through 15 are reserved for internal use by Apple and also shouldn’t be used.

Using ALAP

Most programs will never need to call ALAP, because higher-level protocols will automatically call it as necessary. If you do want to send a frame directly via ALAP, call the LAPWrite function. If you want to read ALAP frames, you have two choices:

- Call LAPOpenProtocol with NIL for protoPtr (see below); this installs the default protocol handler provided by the AppleTalk Manager. Then call LAPRead to receive frames.
- Write your own protocol handler, and call LAPOpenProtocol to add it to the node’s protocol handler table. The ALAP code will examine every incoming frame and send all those with the correct ALAP protocol type to your protocol handler. See the section “Protocol Handlers and Socket Listeners” for information on how to write a protocol handler.
When your program no longer wants to receive frames with a particular ALAP protocol type value, it can call LAPCloseProtocol to remove the corresponding protocol handler from the protocol handler table.

**ALAP Routines**

**FUNCTION LAPOpenProtocol (theLAPType: ABByte; protoPtr: Ptr) : OSErr; [Not in ROM]**

LAPOpenProtocol adds the ALAP protocol type specified by theLAPType to the node's protocol table. If you provide a pointer to a protocol handler in protoPtr, ALAP will send each frame with an ALAP protocol type of theLAPType to that protocol handler.

If protoPtr is NIL, the default protocol handler will be used for receiving frames with an ALAP protocol type of theLAPType. In this case, to receive a frame you must call LAPRead to provide the default protocol handler with a buffer for placing the data. If, however, you've written your own protocol handler and protoPtr points to it, your protocol handler will have the responsibility for receiving the frame and it's not necessary to call LAPRead.

Result codes

- **noErr**: No error
- **lapProtErr**: Error attaching protocol type

**FUNCTION LAPCloseProtocol (theLAPType: ABByte) : OSErr; [Not in ROM]**

LAPCloseProtocol removes from the node's protocol table the specified ALAP protocol type, as well as its protocol handler.

**Warning**: Don’t close ALAP protocol type values 1 or 2. If you close these protocol types, DDP will be disabled; once disabled, the only way to restore DDP is to restart the system, or to close and then reopen AppleTalk.

Result codes

- **noErr**: No error
- **lapProtErr**: Error detaching protocol type

**FUNCTION LAPWrite (abRecord: ABRecHandle; async: BOOLEAN) : OSErr; [Not in ROM]**

**ABusRecord**

- **← abOpcode** {always tLAPWrite}
- **← abResult** {result code}
- **→ abUserReference** {for your use}
- **→ lapAddress.dstNodeID** {destination node ID}
- **→ lapAddress.lapProtType** {ALAP protocol type}
- **→ lapReqCount** {length of frame data}
- **→ lapDataPtr** {pointer to frame data}

LAPWrite sends a frame to another node. LAPReqCount and lapDataPtr specify the length and location of the data to send. The lapAddress.lapProtType field indicates the ALAP protocol type.
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of the frame and the lapAddress.dstNodeID indicates the node ID of the node to which the frame
should be sent.

**Note:** The first two bytes of an ALAP frame's data must contain the length in bytes of
that data, including the length bytes themselves.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
<td></td>
</tr>
<tr>
<td>excessCollns</td>
<td>Unable to</td>
<td>contact destination node; packet not sent</td>
</tr>
<tr>
<td>ddpLenErr</td>
<td>ALAP data length too big</td>
<td></td>
</tr>
<tr>
<td>lapProtErr</td>
<td>Invalid ALAP protocol type</td>
<td></td>
</tr>
</tbody>
</table>

**FUNCTION LAPRead (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;**

{Not in ROM}

ABusRecord

- abOpcode {always tLAPRead}
- abResult {result code}
- abUserReference {for your use}
- lapAddress.dstNodeID {destination node ID}
- lapAddress.srcNodeID {source node ID}
- lapAddress.lapProtType {ALAP protocol type}
- lapReqCount {buffer size in bytes}
- lapActCount {number of frame data bytes actually received}
- lapDataPtr {pointer to buffer}

LAPRead receives a frame from another node. LAPReqCount and lapDataPtr specify the size
and location of the buffer that will receive the frame data. If the buffer isn't large enough to hold
all of the incoming frame data, the extra bytes will be discarded and buf2SmallErr will be
returned. The number of bytes actually received is returned in lapActCount. Only frames with
ALAP protocol type equal to lapAddress.lapProtType will be received. The node IDs of the
frame's source and destination nodes are returned in lapAddress.srcNodeID and
lapAddress.dstNodeID. You can determine whether the packet was broadcast to you by
examining the value of lapAddress.dstNodeID—if the packet was broadcast it's equal to 255,
otherwise it's equal to your node ID.

**Note:** You should issue LAPRead calls only for ALAP protocol types that were opened
(via LAPOpenProtocol) to use the default protocol handler.

**Warning:** If you close a protocol type for which there are still LAPRead calls pending,
the calls will be canceled but the memory occupied by their ABusRecords will not be
released. For this reason, before closing a protocol type, call LAPRdCancel to cancel any
pending LAPRead calls associated with that protocol type.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
<td></td>
</tr>
<tr>
<td>buf2SmallErr</td>
<td>Frame too large for buffer</td>
<td></td>
</tr>
<tr>
<td>readQErr</td>
<td>Invalid protocol type or protocol type not found in table</td>
<td></td>
</tr>
</tbody>
</table>
FUNCTION LAPRdCancel (abRecord: ABRecHandle) : OSErr; [Not in ROM]

Given the handle to the ABusRecord of a previously made LAPRead call, LAPRdCancel
dequeues the LAPRead call, provided that a packet satisfying the LAPRead has not already
arrived. LAPRdCancel returns noErr if the LAPRead call is successfully removed from the
queue. If LAPRdCancel returns recNotFnd, check the abResult field to verify that the LAPRead
has been completed and determine its outcome.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>readQErr</td>
<td>Invalid protocol type or protocol type not found in table</td>
</tr>
<tr>
<td>recNotFnd</td>
<td>ABRecord not found in queue</td>
</tr>
</tbody>
</table>

Example

This example sends an ALAP packet synchronously and waits asynchronously for a response.
Assume that both nodes are using a known protocol type (in this case, 73) to receive packets, and
that the destination node has a node ID of 4.

VAR myABRecord: ABRecHandle;
myBuffer: PACKED ARRAY[0..599] OF CHAR; {buffer for both send and }
{ receive}
myLAPType: Byte;
errCode,index,dataLen: INTEGER;
someText: Str255;
async: BOOLEAN;

BEGIN
errCode := MPOpen;
IF errCode <> noErr
THEN
  WRITELN('Error in opening AppleTalk')
{Maybe serial port B isn't available for use by AppleTalk}
ELSE
BEGIN
  {Call Memory Manager to allocate ABusRecord}
  myABRecord := ABRecHandle(NewHandle(lapSize));
  myLAPType := 73;
  {Enter myLAPType into protocol handler table and install default }
  { handler to service frames of that ALAP type. No packets of }
  { that ALAP type will be received until we call LAPRead.}
  errCode := LAPOpenProtocol(myLAPType,NIL);
  IF errCode <> noErr
  THEN
    WRITELN('Error while opening the protocol type')
    {Have we opened too many protocol types? Remember that DDP }
    { uses two of them.}
  ELSE
  BEGIN
    {Prepare data to be sent}
    someText := 'This data will be in the ALAP data area';
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(The .MPP implementation requires that the first two bytes of the ALAP data field contain the length of the data, including the length bytes themselves.)

dataLen := LENGTH(someText)+2;
buffer[0] := CHR(dataLen DIV 256);  {high byte of data length}
buffer[1] := CHR(dataLen MOD 256);  {low byte of data length}
FOR index := 1 TO dataLen-2 DO  {stuff buffer with packet data}
  buffer[index+1] := someText[index];
async := FALSE;
WITH myABRecord^ DO  {fill parameters in the ABusRecord}
BEGIN
  lapAddress.lapProtType := myLAPType;
  lapAddress.dstNodeID := 4;
  lapReqCount := dataLen;
  lapDataPtr := @buffer;
END;
{Send the frame}
errCode := LAPWrite(myABRecord,async);
{In the case of a sync call, errCode and the abResult field of myABRecord will contain the same result code. We can also reuse myABRecord, since we know whether the call has completed.}
IF errCode <> noErr
  THEN
    WRITELN('Error while writing out the packet')
    {Maybe the receiving node wasn't on-line}
ELSE
BEGIN
  {We have sent out the packet and are now waiting for a response. We issue an async LAPRead call so that we don't "hang" waiting for a response that may not come.}
  async := TRUE;
  WITH myABRecord^ DO
  BEGIN
    lapAddress.lapProtType := myLAPType;  {ALAP type we want }
    lapAddress.dstNodeID := 4;
    lapReqCount := 600;  {our buffer is maximum size}
    lapDataPtr := @buffer;
  END;
  errCode := LAPRead(myABRecord,async);  {wait for a packet}
IF errCode <> noErr
  THEN
    WRITELN('Error while trying to queue up a LAPRead')
    {Was the protocol handler installed correctly?}
ELSE
BEGIN
  {We can either sit here in a loop and poll the abResult field or just exit our code and use the event mechanism to flag us when the packet arrives.}
  CheckForMyEvent;  {your procedure for checking for a network event}
  errCode := LAPCloseProtocol(myLAPType);
IF errCode <> noErr
THEN
  WRITELN('Error while closing the protocol type');
END;
END;
END;
END.

Datagram Delivery Protocol

Data Structures

DDP calls use the following ABusRecord fields:

  ddpProto:
  (ddpType: Byte;      {DDP protocol type}
   ddpSocket: Byte;    {source or listening socket number}
   ddpAddress: AddrBlock;  {destination or source socket address}
   ddpReqCount: INTEGER;  {length of datagram data or buffer size }
                          { in bytes}
   ddpActCount: INTEGER;  {number of bytes actually received}
   ddpDataPtr: Ptr;      {pointer to buffer}
   ddpNodeID: Byte);     {original destination node ID}

When a DDP datagram is sent, ddpReqCount indicates the size of the datagram data in bytes and ddpDataPtr points to a buffer containing the datagram data. DDPSocket specifies the socket from which the datagram should be sent. DDPAddress is the internet address of the socket to which the datagram should be sent:

  TYPE AddrBlock = PACKED RECORD
    aNet: INTEGER;  {network number}
    aNode: Byte;   {node ID}
    aSocket: Byte  {socket number}
  END;

Note: The network number you specify in ddpAddress.aNet tells MPP whether to create a long header (for an internet) or a short header (for a local network only). A short DDP header will be sent if ddpAddress.aNet is 0 or equal to the network number of the local network.

When a DDP datagram is received, ddpDataPtr points to a buffer in which the incoming data can be stored and ddpReqCount indicates the size of the buffer in bytes. The number of bytes actually sent or received is returned in the ddpActCount field. DDPAddress is the internet address of the socket from which the datagram was sent.

DDPType is the DDP protocol type of the datagram, and ddpSocket specifies the socket that will receive the datagram.

Warning: DDP protocol types 1 through 15 and DDP socket numbers 1 through 63 are reserved by Apple for internal use. Socket numbers 64 through 127 are available for

Calling the AppleTalk Manager from Pascal II-281
experimental use. Use of these experimental sockets isn't recommended for commercial products, since there's no mechanism for eliminating conflicting usage by different developers.

Using DDP

Before it can use a socket, the program must call DDPOpenSocket, which adds a socket and its socket listener to the socket table. When a program is finished using a socket, call DDPCloseSocket, which removes the socket's entry from the socket table. To send a datagram via DDP, call DDPWrite. To receive datagrams, you have two choices:

- Call DDPOpenSocket with NIL for sktListener (see below); this installs the default socket listener provided by the AppleTalk Manager. Then call DDPRead to receive datagrams.
- Write your own socket listener and call DDPOpenSocket to install it. DDP will call your socket listener for every incoming datagram for that socket; in this case, you shouldn't call DDPRead. For information on how to write a socket listener, see the section "Protocol Handlers and Socket Listeners".

To cancel a previously issued DDPRead call (provided it's still in the queue), call DDPRdCancel.

DDP Routines

FUNCTION DDPOpenSocket (VAR theSocket: Byte; sktListener: Ptr) : OSErr; [Not in ROM]

DDPOpenSocket adds a socket and its socket listener to the socket table. If theSocket is nonzero, it must be in the range 64 to 127, and it specifies the socket's number; if theSocket is 0, DDPOpenSocket dynamically assigns a socket number in the range 128 to 254, and returns it in theSocket. SktListener contains a pointer to the socket listener; if it's NIL, the default listener will be used.

If you're using the default socket listener, you must then call DDPRead to receive a datagram (in order to specify buffer space for the default socket listener). If, however, you've written your own socket listener and sktListener points to it, your listener will provide buffers for receiving datagrams and you shouldn't use DDPRead calls.

DDPOpenSocket will return ddpSktErr if you pass the number of an already opened socket, if you pass a socket number greater than 127, or if the socket table is full.

Note: The range of static socket numbers 1 through 63 is reserved by Apple for internal use. Socket numbers 64 through 127 are available for unrestricted experimental use.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>ddpSktErr</td>
<td>Socket error</td>
</tr>
</tbody>
</table>

FUNCTION DDPCloseSocket (theSocket: Byte) : OSErr; [Not in ROM]

DDPCloseSocket removes the entry of the specified socket from the socket table and cancels all pending DDPRead calls that have been made for that socket. If you pass a socket number of 0, or if you attempt to close a socket that isn't open, DDPCloseSocket will return ddpSktErr.
FUNCTION DDPWrite (abRecord: ABRecHandle; doChecksum: BOOLEAN; 
async: BOOLEAN) : OSErr; [Not in ROM]

**Result codes**
- noErr: No error
- ddpSktErr: Socket error

**ABusRecord**
- abOpcode
- abResult
- abUserReference
- ddpType
- ddpSocket
- ddpAddress
- ddpReqCount
- ddpDataPtr

**Note:** The destination socket can't be in the same node as the program making the DDPWrite call.

**Result codes**
- noErr: No error
- ddpLenErr: Datagram length too big
- ddpSktErr: Source socket not open
- noBridgeErr: No bridge found

FUNCTION DDPRead (abRecord: ABRecHandle; retCksumErrs: BOOLEAN; 
async: BOOLEAN) : OSErr; [Not in ROM]

**Result codes**
- noErr: No error
- ddpLenErr: Datagram length too big
- ddpSktErr: Source socket not open
- noBridgeErr: No bridge found
Inside Macintosh

DDPRead receives a datagram from another socket. The size and location of the buffer that will receive the data are specified by ddpReqCount and ddpDataPtr. If the buffer isn't large enough to hold all of the incoming frame data, the extra bytes will be discarded and buf2SmallErr will be returned. The number of bytes actually received is returned in ddpActCount. DDPSocket specifies the socket to receive the datagram (the "listening" socket). The node to which the packet was sent is returned in ddpNodeID; if the packet was broadcast ddpNodeID will contain 255. The address of the socket that sent the packet is returned in ddpAddress. If retCksumErrs is FALSE, DDPRead will discard any packets received with an invalid checksum and inform the caller of the error. If retCksumErrs is TRUE, DDPRead will deliver all packets, whether or not the checksum is valid; it will also notify the caller when there's a checksum error.

Note: The sender of the datagram must be in a different node from the receiver. You should issue DDPRead calls only for receiving datagrams for sockets opened with the default socket listener; see the description of DDPOpenSocket.

Note: If the buffer provided isn't large enough to hold all of the incoming frame data (buf2SmallErr), the checksum can't be calculated; in this case, DDPRead will deliver packets even if retCksumErrs is FALSE.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>buf2SmallErr</td>
<td>Datagram too large for buffer</td>
</tr>
<tr>
<td>cksumErr</td>
<td>Checksum error</td>
</tr>
<tr>
<td>ddpLenErr</td>
<td>Datagram length too big</td>
</tr>
<tr>
<td>ddpSktErr</td>
<td>Socket error</td>
</tr>
<tr>
<td>readQErr</td>
<td>Invalid socket or socket not found in table</td>
</tr>
</tbody>
</table>

FUNCTION DDPRdCancel (abRecord: ABRecHandle) : OSErr; [Not in ROM]

Given the handle to the ABusRecord of a previously made DDPRead call, DDPRdCancel dequeues the DDPRead call, provided that a packet satisfying the DDPRead hasn't already arrived. DDPRdCancel returns noErr if the DDPRead call is successfully removed from the queue. If DDPRdCancel returns recNotFnd, check the abResult field of abRecord to verify that the DDPRead has been completed and determine its outcome.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>readQErr</td>
<td>Invalid socket or socket not found in table</td>
</tr>
<tr>
<td>recNotFnd</td>
<td>ABRecord not found in queue</td>
</tr>
</tbody>
</table>

Example

This example sends a DDP packet synchronously and waits asynchronously for a response. Assume that both nodes are using a known socket number (in this case, 30) to receive packets. Normally, you would want to use NBP to look up your destination's socket address.
The AppleTalk Manager

VAR myABRecord: ABRecHandle;
    myBuffer: PACKED ARRAY[0..599] OF CHAR;  {buffer for both send and }
               { receive}
    mySocket: Byte;
    errCode,index,dataLen: INTEGER;
    someText: Str255;
    async,retCksumErrs,doChecksum: BOOLEAN;

BEGIN
    errCode := MPPOpen;
    IF errCode <> noErr
    THEN
        WRITELN('Error in opening AppleTalk')
        {Maybe serial port B isn't available for use by AppleTalk}
    ELSE
        BEGIN
            {Call Memory Manager to allocate ABusRecord}
            myABRecord := ABRecHandle(NewHandle(ddpSize));
            mySocket := 30;
            {Add mySocket to socket table and install default socket listener }
            { to service datagrams addressed to that socket. No packets }
            { addressed to mySocket will be received until we call DDPRead.}
            errCode := DDPOpenSocket(mySocket,NIL);
            IF errCode <> noErr
            THEN
                WRITELN('Error while opening the socket')
                {Have we opened too many socket listeners? Remember that DDP }
                { uses two of them.}
            ELSE
                BEGIN
                    {Prepare data to be sent}
                    someText := 'This is a sample datagram';
                    dataLen := LENGTH(someText);
                    FOR index := 0 TO dataLen-1 DO {stuff buffer with packet data}
                        myBuffer[index] := someText[index+1];
                    async := FALSE;
                    WITH myABRecord AA DO {fill the parameters in the ABusRecord}
                    BEGIN
                        ddpType := 5;
                        ddpAddress.aNet := 0;  {send on "our" network}
                        ddpAddress.aNode := 34;
                        ddpAddress.aSocket := mySocket;
                        ddpReqCount := dataLen;
                        ddpDataPtr := @myBuffer;
                        END;
                    doChecksum := FALSE;
                    {If packet contains a DDP long header, compute checksum and insert }
                    { it into the header.}
                    errCode := DDPWrite(myABRecord,doChecksum,async); {send packet}
                    {In the case of a sync call, errCode and the abResult field of }
                    { myABRecord will contain the same result code. We can also reuse }
                    { myABRecord, since we know whether the call has completed.}
IF errCode <> noErr
THEN
  WRITELN('Error while writing out the packet')
  {Maybe the receiving node wasn't on-line}
ELSE
BEGIN
  {We have sent out the packet and are now waiting for a }
  { response. We issue an async DDPRed call so that we }
  { don't "hang" waiting for a response that may not come. }
  { To cancel the async read call, we must close the socket }
  { associated with the call or call DDPRdCancel.}
  async := TRUE;
  retCksumErrs := TRUE; {return packets even if they have a }
  { checksum error}
WITH myABRecord^ DO
BEGIN
  ddpSocket := mySocket;
  ddpReqCount := 600; {our reception buffer is max size}
  ddpDataPtr := @myBuffer;
END;
{Wait for a packet asynchronously}
errCode := DDPRed(myABRecord,retCksumErrs,async);
IF errCode <> noErr
THEN
  WRITELN('Error while trying to queue up a DDPRed')
  {Was the socket listener installed correctly?}
ELSE
BEGIN
  {We can either sit here in a loop and poll the }
  { abResult field or just exit our code and use the }
  { event mechanism to flag us when the packet arrives.}
  CheckForMyEvent; {your procedure for checking for a }
  { network event}
  {If there were no errors, a packet is inside the array }
  { mybuffer, the length is in ddpActCount, and the }
  { address of the sending socket is in ddpAddress. }
  { Process the packet received here and report any errors.}
  errCode := DDPCloseSocket(mySocket); {we're done with it}
  IF errCode <> noErr
  THEN
    WRITELN('Error while closing the socket');
END;
END;
END;
END.
The AppleTalk Manager

AppleTalk Transaction Protocol

Data Structures

ATP calls use the following ABusRecord fields:

\[
\text{atpProto: Byte; (listening or responding socket number)}
\]
\[
\text{atpSocket: AddrBlock; (destination or source socket address)}
\]
\[
\text{atpAddress: INTEGER; (request size or buffer size)}
\]
\[
\text{atpDataPtr: Ptr; (pointer to buffer)}
\]
\[
\text{atpRspBDSPtr: BDSPtr; (pointer to response BDS)}
\]
\[
\text{atpBitMap: BitMapType; (transaction bit map)}
\]
\[
\text{atpTransID: INTEGER; (transaction ID)}
\]
\[
\text{atpActCount: INTEGER; (number of bytes actually received)}
\]
\[
\text{atpUserData: LONGINT; (user bytes)}
\]
\[
\text{atpXO: BOOLEAN; (exactly-once flag)}
\]
\[
\text{atpEOM: BOOLEAN; (end-of-message flag)}
\]
\[
\text{atpTimeOut: Byte; (retry timeout interval in seconds)}
\]
\[
\text{atpRetries: Byte; (maximum number of retries)}
\]
\[
\text{atpNumBufs: Byte; (number of elements in response BDS or )}
\]
\[
\text{atpRspBuf: LongInt; (sequence number)}
\]
\[
\text{atpRspData: BDSPtr; (user bytes sent or received in transaction )}
\]
\[
\text{atpRspUData: Ptr; (pointer to response message buffer)}
\]
\[
\text{atpRspSize: INTEGER; (size of response message buffer)}
\]

The socket receiving the request or sending the response is identified by atpSocket. ATPAddress
is the address of either the destination or the source socket of a transaction, depending on whether
the call is sending or receiving data, respectively. ATPDataPtr and atpReqCount specify the
location and size (in bytes) of a buffer that either contains a request or will receive a request. The
number of bytes actually received in a request is returned in atpActCount. ATPTransID specifies
the transaction ID. The transaction bit map is contained in atpBitMap, in the form:

\[
\text{TYPE BitMapType = PACKED ARRAY[0..7] OF BOOLEAN;}
\]

Each bit in the bit map corresponds to one of the eight possible packets in a response. For
example, when a request is made for which five response packets are expected, the bit map sent
is binary 00011111 or decimal 31. If the second packet in the response is lost, the requesting
socket will retransmit the request with a bit map of binary 00000010 or decimal 2.

ATPUserData contains the user bytes of an ATP header. ATPXO is TRUE if the transaction is to
be made with exactly-once service. ATPEOM is TRUE if the response packet is the last packet of
a transaction. If the number of responses is less than the number that were requested, then
ATPEOM must also be TRUE. ATPNumRsp contains either the number of responses received
or the sequence number of a response.

The timeout interval in seconds and the maximum number of times that a request should be made
are indicated by atpTimeOut and atpRetries, respectively.
Note: Setting `atpRetries` to 255 will cause the request to be retransmitted indefinitely, until a full response is received or the call is canceled.

ATP provides a data structure, known as a response buffer data structure (response BDS), for allocating buffer space to receive the datagram(s) of the response. A response BDS is an array of one to eight elements. Each BDS element defines the size and location of a buffer for receiving one response datagram; they're numbered 0 to 7 to correspond to the sequence numbers of the response datagrams.

ATP needs a separate buffer for each response datagram expected, since packets may not arrive in the proper sequence. It does not, however, require you to set up and use the BDS data structure to describe the response buffers; if you don't, ATP will do it for you. Two sets of calls are provided for both requests and responses; one set requires you to allocate a response BDS and the other doesn't.

---

**Assembly-language note:** The two calls that don't require you to define a BDS data structure (ATPRequest and ATPResponse) are available in Pascal only.

---

The number of BDS elements allocated (in other words, the maximum number of datagrams that the responder can send) is indicated in the `TReq` by an eight-bit bit map. The bits of this bit map are numbered 0 to 7 (the least significant bit being number 0); each bit corresponds to the response datagram with the respective sequence number.

ATPReqBDSPtr and atpBDSSize indicate the location and number of elements in the response BDS, which has the following structure:

```pascal
TYPE BDSElement = RECORD
  buffSize: INTEGER;  // buffer size in bytes
  buffPtr:.Ptr;       // pointer to buffer
  dataSize: INTEGER;  // number of bytes actually received
  userBytes: LONGINT; // user bytes
END;

BDSType = ARRAY[0..7] OF BDSElement; // response BDS
BDSPtr = ^BDSType;
```

ATPNumBufs indicates the number of elements in the response BDS that contain information. In most cases, you can allocate space for your variables of BDSType statically with a VAR declaration. However, you can allocate only the minimum space required by your ATP calls by doing the following:

```pascal
VAR myBDSPtr: BDSPtr;

numOfBDS := 3; // number of elements needed
myBDSPtr := BDSPtr(NewPtr(SIZEOF(BDSElement) * numOfBDS));
```

---

**II-288 Calling the AppleTalk Manager from Pascal**
Note: The userBytes field of the BDSElement and the atpUserData field of the ABusRecord represent the same information in the datagram. Depending on the ATP call made, one or both of these fields will be used.

**Using ATP**

Before you can use ATP on a Macintosh 128K, the .ATP driver must be read from the system resource file via an ATPLoad call. The .ATP driver loads itself into the application heap and installs a task into the vertical retrace queue.

**Warning:** When another application starts up, the application heap is reinitialized; on a Macintosh 128K, this means that the ATP code is lost (and must be reloaded by the next application).

When you're through using ATP on a Macintosh 128K, call ATPUnload—the system will be returned to the state it was in before the .ATP driver was opened.

On a Macintosh 512K or XL, the .ATP driver will have been loaded into the system heap either at system startup or upon execution of MPPOpen or ATPLoad. ATPUnload has no effect on a Macintosh 512K or XL.

To send a transaction request, call ATPSndRequest or ATPRequest. The .ATP driver will automatically select and open a socket through which the request datagram will be sent, and through which the response datagrams will be received. The transaction requester can't specify the number of this socket. However, the requester must specify the full network address (network number, node ID, and socket number) of the socket to which the request is to be sent. This socket is known as the responding socket, and its address must be known in advance by the requester.

**Note:** The requesting and responding sockets can't be in the same node.

At the responder's end, before a transaction request can be received, a responding socket must be opened, and the appropriate calls be made, to receive a request. To do this, the responder first makes an ATPOpenSocket call which allows the responder to specify the address (or part of it) of the requesters from whom it's willing to accept transaction requests. Then it issues an ATPGetRequest call to provide ATP with a buffer for receiving a request; when a request is received, ATPGetRequest is completed. The responder can queue up several ATPGetRequest calls, each of which will be completed as requests are received.

Upon receiving a request, the responder performs the requested operation, and then prepares the information to be returned to the requester. It then calls ATPSndRsp (or ATPResponse) to send the response. Actually, the responder can issue the ATPSndRsp call with only part (or none) of the response specified. Additional portions of the response can be sent later by calling ATPAddRsp.

The ATPSndRsp and ATPAddRsp calls provide flexibility in the design (and range of types) of transaction responders. For instance, the responder may, for some reason, be forced to send the responses out of sequence. Also, there might be memory constraints that force sending the complete transaction response in parts. Even though eight response datagrams might need to be sent, the responder might have only enough memory to build one datagram at a time. In this case, it would build the first response datagram and call ATPSndRsp to send it. It would then build the second response datagram in the same buffer and call ATPAddRsp to send it; and so on, for the third through eighth response datagrams.
A responder can close a responding socket by calling ATPCloseSocket. This call cancels all pending ATP calls for that socket, such as ATPGetRequest, ATPSndRsp, and ATPResponse. For exactly-once transactions, the ATPSndRsp and ATPAddRsp calls don’t terminate until the entire transaction has completed (that is, the responding end receives a release packet, or the release timer has expired).

To cancel a pending, asynchronous ATPSndRequest or ATPRequest call, call ATPReqCancel. To cancel a pending, asynchronous ATPSndRsp or ATPResponse call, call ATPRspCancel. Pending asynchronous ATPGetRequest calls can be canceled only by issuing the ATPCloseSocket call, but that will cancel all outstanding calls for that socket.

**Warning:** You cannot reuse a variable of type ABusRecord passed to an ATP routine until the entire transaction has either been completed or canceled.

### ATP Routines

**FUNCTION ATPLoad : OSErr;** [Not in ROM]

ATPLoad first verifies that the .MPP driver is loaded and running. If it isn't, ATPLoad verifies that port B is configured for AppleTalk and isn't in use, and then loads MPP into the system heap.

ATPLoad then loads the .ATP driver, unless it's already in memory. On a Macintosh 128K, ATPLoad reads the .ATP driver from the system resource file into the application heap; on a Macintosh 512K or XL, ATP is read into the system heap.

**Note:** On a Macintosh 512K or XL, ATPLoad and MPPOpen perform essentially the same function.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>portInUse</td>
<td>Port B is already in use</td>
</tr>
<tr>
<td>portNotCf</td>
<td>Port B not configured for AppleTalk</td>
</tr>
</tbody>
</table>

**FUNCTION ATPUnload : OSErr;** [Not in ROM]

ATPUndload makes the .ATP driver purgeable; the space isn't actually released by the Memory Manager until necessary.

**Note:** This call applies only to a Macintosh 128K; on a Macintosh 512K or Macintosh XL, ATPUnload has no effect.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
</tbody>
</table>

**FUNCTION ATPOpenSocket (addrRcvd: AddrBlock; VAR atpSocket: Byte) : OSErr;** [Not in ROM]

ATPOpenSocket opens a socket for the purpose of receiving requests. ATPSocket contains the socket number of the socket to open; if it's 0, a number is dynamically assigned and returned in atpSocket. AddrRcvd contains a filter of the sockets from which requests will be accepted. A 0 in the network number, node ID, or socket number field of the addrRcvd record acts as a "wild
The AppleTalk Manager

card"; for instance, a 0 in the socket number field means that requests will be accepted from all sockets in the node(s) specified by the network and node fields.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>noErr</th>
<th>No error</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>tooManySkts</td>
<td>Socket table full</td>
</tr>
<tr>
<td></td>
<td>noDataArea</td>
<td>Too many outstanding ATP calls</td>
</tr>
</tbody>
</table>

**Note:** If you're only going to send requests and receive responses to these requests, you don't need to open an ATP socket. When you make the ATPSendRequest or ATPRequest call, ATP automatically opens a dynamically assigned socket for that purpose.

**FUNCTION ATPCloseSocket (atpSocket: Byte) : OSErr:** [Not in ROM]

ATPCloseSocket closes the responding socket whose number is specified by atpSocket. It releases the data structures associated with all pending, asynchronous calls involving that socket; these pending calls are completed immediately and return the result code sktClosed.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>noErr</th>
<th>No error</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>noDataArea</td>
<td>Too many outstanding ATP calls</td>
</tr>
</tbody>
</table>

**FUNCTION ATPSendRequest (abRecord: ABRecHandle; async: BOOLEAN) : OSErr:** [Not in ROM]

**ABusRecord**

- abOpcode
- abResult
- abUserReference
- atpAddress
- atpReqCount
- atpDataPtr
- atpRspBDSPtr
- atpUserData
- atpXO
- atpEOM
- atpTimeOut
- atpRetries
- atpNumBufs
- atpNumRsp

ATPSendRequest sends a request to another socket. ATPAddress is the internet address of the socket to which the request should be sent. ATPDataPtr and atpReqCount specify the location and size of a buffer that contains the request information to be sent. ATPUserData contains the user bytes for the ATP header.

ATPSendRequest requires you to allocate a response BDS. ATPRspBDSPtr is a pointer to the response BDS; atpNumBufs indicates the number of elements in the BDS (this is also the maximum number of response datagrams that will be accepted). The number of response datagrams actually received is returned in atpNumRsp; if a nonzero value is returned, you can examine the response BDS to determine which packets of the transaction were actually received. If the number returned is less than requested, one of the following is true:

- Some of the packets have been lost and the retry count has been exceeded.

Calling the AppleTalk Manager from Pascal II-291
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- ATPEOM is TRUE; this means that the response consisted of fewer packets than were expected, but that all packets sent were received (the last packet came with the atpEOM flag set).

ATPTimeOut indicates the length of time that ATPSndRequest should wait for a response before retransmitting the request. ATPRetries indicates the maximum number of retries ATPSndRequest should attempt. ATPXO should be TRUE if you want the request to be part of an exactly-once transaction.

ATPSndRequest completes when either the transaction is completed or the retry count is exceeded.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>reqFailed</td>
<td>Retry count exceeded</td>
</tr>
<tr>
<td>tooManyReqs</td>
<td>Too many concurrent requests</td>
</tr>
<tr>
<td>noDataArea</td>
<td>Too many outstanding ATP calls</td>
</tr>
</tbody>
</table>

FUNCTION ATPRequest (abRecord: ABRecHandle; async: BOOLEAN) : OSErr; [Not in ROM]

ABusRecord

<table>
<thead>
<tr>
<th>abOpcode</th>
<th>{always tATPRequest}</th>
</tr>
</thead>
<tbody>
<tr>
<td>abResult</td>
<td>{result code}</td>
</tr>
<tr>
<td>abUserReference</td>
<td>{for your use}</td>
</tr>
<tr>
<td>atpAddress</td>
<td>{destination socket address}</td>
</tr>
<tr>
<td>atpReqCount</td>
<td>{request size in bytes}</td>
</tr>
<tr>
<td>atpDataPtr</td>
<td>{pointer to buffer}</td>
</tr>
<tr>
<td>atpActCount</td>
<td>{number of bytes actually received}</td>
</tr>
<tr>
<td>atpUserData</td>
<td>{user bytes}</td>
</tr>
<tr>
<td>atpXO</td>
<td>{exactly-once flag}</td>
</tr>
<tr>
<td>atpEOM</td>
<td>{end-of-message flag}</td>
</tr>
<tr>
<td>atpTimeOut</td>
<td>{retry timeout interval in seconds}</td>
</tr>
<tr>
<td>atpRetries</td>
<td>{maximum number of retries}</td>
</tr>
<tr>
<td>atpRspUData</td>
<td>{user bytes received in transaction response}</td>
</tr>
<tr>
<td>atpRspBuf</td>
<td>{pointer to response message buffer}</td>
</tr>
<tr>
<td>atpRspSize</td>
<td>{size of response message buffer}</td>
</tr>
</tbody>
</table>

ATPRequest is functionally analogous to ATPSndRequest. It sends a request to another socket, but doesn't require the caller to set up and use the BDS data structure to describe the response buffers. ATPAddress indicates the socket to which the request should be sent. ATPDataPtr and atpReqCount specify the location and size of a buffer that contains the request information to be sent. ATPUserData contains the user bytes to be sent in the request's ATP header. ATPTimeOut indicates the length of time that ATPRequest should wait for a response before retransmitting the request. ATPRetries indicates the maximum number of retries ATPRequest should attempt.

To use this call, you must have an area of contiguous buffer space that's large enough to receive all expected datagrams. The various datagrams will be assembled in this buffer and returned to you as a complete message upon completion of the transaction. The location and size of this buffer are passed in atpRspBuf and atpRspSize. Upon completion of the call, the size of the received response message is returned in atpActCount. The user bytes received in the ATP header of the first response packet are returned in atpRspUData. ATPXO should be TRUE if you want the request to be part of an exactly-once transaction.

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Although you don't provide a BDS, ATPRequest in fact creates one and calls the .ATP driver (as in an ATPSndRequest call). For this reason, the abRecord fields atpRspBSPtr and atpNumBufs are used by ATPRequest; you should not expect these fields to remain unaltered during or after the function's execution.

For ATPRequest to receive and correctly deliver the response as a single message, the responding end must, upon receiving the request (with an ATPGetRequest call), generate the complete response as a message in a single buffer and then call ATPResponse.

**Note:** The responding end could also use ATPSndRsp and ATPAddRsp provided that each response packet (except the last one) contains exactly 578 ATP data bytes; the last packet in the response can contain less than 578 ATP data bytes. Also, if this method is used, only the ATP user bytes of the first response packet will be delivered to the requester; any information in the user bytes of the remaining response packets will not be delivered.

ATPRequest completes when either the transaction is completed or the retry count is exceeded.

<table>
<thead>
<tr>
<th>Result codes</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>reqFailed</td>
<td>Retry count exceeded</td>
</tr>
<tr>
<td>tooManyReqs</td>
<td>Too many concurrent requests</td>
</tr>
<tr>
<td>sktClosed</td>
<td>Socket closed by a cancel call</td>
</tr>
<tr>
<td>noDataArea</td>
<td>Too many outstanding ATP calls</td>
</tr>
</tbody>
</table>

FUNCTION ATPReqCancel (abRecord: ABRecHandle; async: BOOLEAN) : OSErr; [Not in ROM]

Given the handle to the ABusRecord of a previously made ATPSndRequest or ATPRequest call, ATPReqCancel dequeues the ATPSndRequest or ATPRequest call, provided that the call hasn't already completed. ATPReqCancel returns noErr if the ATPSndRequest or ATPRequest call is successfully removed from the queue. If it returns cbNotFound, check the abResult field of abRecord to verify that the ATPSndRequest or ATPRequest call has completed and determine its outcome.

<table>
<thead>
<tr>
<th>Result codes</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>cbNotFound</td>
<td>ATP control block not found</td>
</tr>
</tbody>
</table>

FUNCTION ATPGetRequest (abRecord: ABRecHandle; async: BOOLEAN) : OSErr; [Not in ROM]

ABusRecord

- abOpcode
- abResult
- abUserReference
- atpSocket
- atpAddress
- atpReqCount
- atpDataPtr
- atpBitMap
- atpTransID

{always tATPGetRequest}
{result code}
{for your use}
{listening socket number}
{source socket address}
{buffer size in bytes}
{pointer to buffer}
{transaction bit map}
{transaction ID}

Calling the AppleTalk Manager from Pascal II-293
ATPGetRequest sets up the mechanism to receive a request sent by either an ATPSendRequest or an ATPRequest call. ATPSocket contains the socket number of the socket that should listen for a request; this socket must already have been opened by calling ATPOpenSocket. The address of the socket from which the request was sent is returned in atpAddress. ATPDataPtr specifies a buffer to store the incoming request; atpReqCount indicates the size of the buffer in bytes. The number of bytes actually received in the request is returned in atpActCount. ATPUserData contains the user bytes from the ATP header. The transaction bit map is returned in atpBitMap. The transaction ID is returned in atpTransID. ATPXO will be TRUE if the request is part of an exactly-once transaction.

ATPGetRequest completes when a request is received. To cancel an asynchronous ATPGetRequest call, you must call ATPCloseSocket, but this cancels all pending calls involving that socket.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badATPSkt</td>
<td>Bad responding socket</td>
</tr>
<tr>
<td>sktClosed</td>
<td>Socket closed by a cancel call</td>
</tr>
</tbody>
</table>

FUNCTION ATPSendRsp (abRecord: ABRecHandle; async: BOOLEAN) : OSErr; [Not in ROM]

ABusRecord

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>abOpcode</td>
<td>{always tATPSndRsp}</td>
</tr>
<tr>
<td>abResult</td>
<td>{result code}</td>
</tr>
<tr>
<td>abUserReference</td>
<td>{for your use}</td>
</tr>
<tr>
<td>atpSocket</td>
<td>{responding socket number}</td>
</tr>
<tr>
<td>atpAddress</td>
<td>{destination socket address}</td>
</tr>
<tr>
<td>atpRspBDSPtr</td>
<td>{pointer to response BDS}</td>
</tr>
<tr>
<td>atpTransID</td>
<td>{transaction ID}</td>
</tr>
<tr>
<td>atpEOM</td>
<td>{end-of-message flag}</td>
</tr>
<tr>
<td>atpNumBufs</td>
<td>{number of response packets being sent}</td>
</tr>
<tr>
<td>atpBDSSize</td>
<td>{number of elements in response BDS}</td>
</tr>
</tbody>
</table>

ATPSendRsp sends a response to another socket. ATPSocket contains the socket number from which the response should be sent and atpAddress contains the internet address of the socket to which the response should be sent. ATPTransID must contain the transaction ID. ATPEOM is TRUE if the response BDS contains the final packet in a transaction composed of a group of packets and the number of packets in the response is less than expected. ATPRspBDSPtr points to the buffer data structure containing the responses to be sent. ATPBDSSize indicates the number of elements in the response BDS, and must be in the range 1 to 8. ATPNumBufs indicates the number of response packets being sent with this call, and must be in the range 0 to 8.

Note: In some situations, you may want to send only part (or possibly none) of your response message back immediately. For instance, you might be requested to send back seven disk blocks, but have only enough internal memory to store one block. In this case,
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set atpBDSSize to 7 (total number of response packets), atpNumBufs to 0 (number of response packets currently being sent), and call ATPSndRsp. Then as you read in one block at a time, call ATPAddRsp until all seven response datagrams have been sent.

During exactly-once transactions, ATPSndRsp won’t complete until the release packet is received or the release timer expires.

Result codes  
- noErr: No error
- badATPSkt: Bad responding socket
- noRelErr: No release received
- sktClosed: Socket closed by a cancel call
- noDataArea: Too many outstanding ATP calls
- badBuffNum: Bad sequence number

FUNCTION ATPAddRsp (abRecord: ABRecHandle): OSErr; [Not in ROM]

ABusRecord

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>abOpcode</td>
<td>{always tATPAddRsp}</td>
</tr>
<tr>
<td>abResult</td>
<td>{result code}</td>
</tr>
<tr>
<td>abUserReference</td>
<td>{for your use}</td>
</tr>
<tr>
<td>atpSocket</td>
<td>{responding socket number}</td>
</tr>
<tr>
<td>atpAddress</td>
<td>{destination socket address}</td>
</tr>
<tr>
<td>atpReqCount</td>
<td>{buffer size in bytes}</td>
</tr>
<tr>
<td>atpDataPtr</td>
<td>{pointer to buffer}</td>
</tr>
<tr>
<td>atpTransID</td>
<td>{transaction ID}</td>
</tr>
<tr>
<td>atpUserData</td>
<td>{user bytes}</td>
</tr>
<tr>
<td>atpEOM</td>
<td>{end-of-message flag}</td>
</tr>
<tr>
<td>atpNumRsp</td>
<td>{sequence number}</td>
</tr>
</tbody>
</table>

ATPAddRsp sends one additional response packet to a socket that has already been sent the initial part of a response via ATPSndRsp. ATPSocket contains the socket number from which the response should be sent and atpAddress contains the internet address of the socket to which the response should be sent. ATPTransID must contain the transaction ID. ATPDataPtr and atpReqCount specify the location and size of a buffer that contains the information to send; atpNumRsp is the sequence number of the response. ATPEOM is TRUE if this response datagram is the final packet in a transaction composed of a group of packets. ATPUserData contains the user bytes to be sent in this response datagram's ATP header.

Note: No BDS is needed with ATPAddRsp because all pertinent information is passed within the record.

Result codes  
- noErr: No error
- badATPSkt: Bad responding socket
- badBuffNum: Bad sequence number
- noSendResp: ATPAddRsp issued before ATPSndRsp
- noDataArea: Too many outstanding ATP calls

Calling the AppleTalk Manager from Pascal II-295
FUNCTION ATPResponse (abRecord: ABRecHandle; async: BOOLEAN) :
OSErr;  [Not in ROM]

ABusRecord
← abOpcode           {always tATPResponse}
← abResult            {result code}
→ abUserReference     {for your use}
→ atpSocket           {responding socket number}
→ atpAddress          {destination socket address}
→ atpTransID          {transaction ID}
→ atpRspUData         {user bytes sent in transaction response}
→ atpRspBuf           {pointer to response message buffer}
→ atpRspSize          {size of response message buffer}

ATPResponse is functionally analogous to ATPSndRsp. It sends a response to another socket,
but doesn’t require the caller to provide a BDS. ATPAddress must contain the complete network
address of the socket to which the response should be sent (taken from the data provided by an
ATPGetRequest call). ATPTransID must contain the transaction ID. ATPSocket indicates the
socket from which the response should be sent (the socket on which the corresponding
ATPGetRequest was issued). ATPRspBuf points to the buffer containing the response message;
the size of this buffer must be passed in atpRspSize. The four user bytes to be sent in the ATP
header of the first response packet are passed in atpRspUData. The last packet of the transaction
response is sent with the EOM flag set.

Although you don’t provide a BDS, ATPResponse in fact creates one and calls the .ATP driver
(as in an ATPSndRsp call). For this reason, the abRecord fields atpRspBDSPtr and atpNumBufs
are used by ATPResponse; you should not expect these fields to remain unaltered during or after
the function’s execution.

During exactly-once transactions ATPResponse won’t complete until the release packet is
received or the release timer expires.

**Warning:** The maximum permissible size of the response message is 4624 bytes.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badATPSkt</td>
<td>Bad responding socket</td>
</tr>
<tr>
<td>noRelErr</td>
<td>No release received</td>
</tr>
<tr>
<td>atpLenErr</td>
<td>Response too big</td>
</tr>
<tr>
<td>sktClosed</td>
<td>Socket closed by a cancel call</td>
</tr>
<tr>
<td>noDataArea</td>
<td>Too many outstanding ATP calls</td>
</tr>
</tbody>
</table>

FUNCTION ATPRespCancel (abRecord: ABRecHandle; async: BOOLEAN) :
OSErr;  [Not in ROM]

Given the handle to the ABusRecord of a previously made ATPSndRsp or ATPResponse call,
ATPRespCancel dequeues the ATPSndRsp or ATPResponse call, provided that the call hasn’t
already completed. ATPRespCancel returns noErr if the ATPSndRsp or ATPResponse call is
successfully removed from the queue. If it returns cbNotFound, check the abResult field of
abRecord to verify that the ATPSndRsp or ATPResponse call has completed and determine its
outcome.
Result codes

- noErr
- cbNotFound

No error
ATP control block not found

Example

This example shows the requesting side of an ATP transaction that asks for a 512-byte disk block from the responding end. The block number of the file is a byte and is contained in myBuffer[0].

```pascal
VAR myABRecord: ABRecHandle;
    myBDSPtr: BDSptr;
    myBuffer: PACKED ARRAY[0 .. 511] OF CHAR;
    errCode: INTEGER;
    async: BOOLEAN;
BEGIN
    errCode := ATPLoad;
    IF errCode <> noErr
    THEN
        WRITELN('Error in opening AppleTalk')
        {Maybe serial port B isn't available for use by AppleTalk}
    ELSE
    BEGIN
        {Prepare the BDS; allocate space for a one-element BDS}
        myBDSPtr := BDSptr(NewPtr(SIZEOF(BDSElement)));
        WITH myBDSPtr^[0] DO
        BEGIN
            buffSize := 512;    {size of our buffer used in reception}
            buffPtr := @myBuffer;    {pointer to the buffer}
        END;
        {Prepare the ABusRecord}
        myBuffer[0] := CHR(1);    {requesting disk block number 1}
        myABRecord := ABRecHandle(NewHandle(atpSize));
        WITH myABRecord^ DO
        BEGIN
            atpAddress.aNet := 0;    {we probably got this from an NBP call}
            atpAddress.aNode := 30;    {socket to send request to}
            atpReqCount := 1;    {size of request data field (disk block #)}
            atpDataPtr := @myBuffer;    {ptr to request to be sent}
            atpRspBDSPtr := @myBDSPtr;
            atpUserData := 0;    {for your use}
            atpXO := FALSE;    {at-least-once service}
            atpTimeOut := 5;    {5-second timeout}
            atpRetries := 3;    {3 retries; request will be sent 4 times max}
            atpNumBufs := 1;    {we're only expecting 1 block to be returned}
        END;
        async := FALSE;
        {Send the request and wait for the response}
        errCode := ATPSndRequest(myABRecord,async);
    END;
```

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if errcode <> noerr
then
  writeln('an error occurred in the atpsndrequest call')
else
  begin
    (the disk block requested is now in mybuffer. we can verify)
    (that atpnumrsp contains 1, meaning one response received.)
  end;
end;
end.

name-binding protocol

data structures

nbp calls use the following fields:

  nbpproto:
  (nbpentityptr: entityptr; {pointer to entity name})
  nbpbufptr: ptr; {pointer to buffer}
  nbpbufsize: integer; {buffer size in bytes}
  nbpdatafield: integer; {number of addresses or socket}
  nbaddress: addrblock; {socket address}
  nbpretransmitinfo: retranstype; {retransmission information}

when data is sent via nbp, nbpbufsize indicates the size of the data in bytes and nbpbufptr points to a buffer containing the data. when data is received via nbp, nbpbufptr points to a buffer in which the incoming data can be stored and nbpbufsize indicates the size of the buffer in bytes. nbaddress is used in some calls to give the internet address of a named entity. the addrblock data type is described above under "datagram delivery protocol".

nbpentityptr points to a variable of type entityname, which has the following data structure:

  type entityname = record
    objstr: str32; {object}
    typestr: str32; {type}
    zonestr: str32; {zone}
  end;

  entityptr = ^entityname;

str32 = string[32];

nbpretransmitinfo contains information about the number of times a packet should be transmitted and the interval between retransmissions:

  type retranstype =
    packed record
      retransinterval: byte; {retransmit interval in 8-tick units}
      retranscount: byte {total number of attempts}
    end;

II-298 calling the appleTalk manager from pascal
RetransCount contains the total number of times a packet should be transmitted, including the first transmission. If retransCount is 0, the packet will be transmitted a total of 255 times.

Using NBP

On a Macintosh 128K, the AppleTalk Manager's NBP code is read into the application heap when any one of the NBP (Pascal) routines is called; you can call the NBPLoad function yourself if you want to load the NBP code explicitly. When you're finished with the NBP code and want to reclaim the space it occupies, call NBPUnload. On a Macintosh 512K or XL, the NBP code is read in when the MPP driver is loaded.

Note: When another application starts up, the application heap is reinitialized; on a Macintosh 128K, this means that the NBP code is lost (and must be reloaded by the next application).

When an entity wants to communicate via an AppleTalk network, it should call NBPRegister to place its name and internet address in the names table. When an entity no longer wants to communicate on the network, or is being shut down, it should call NBPRemove to remove its entry from the names table.

To determine the address of an entity you know only by name, call NBPLookup, which returns a list of all entities with the name you specify. Call NBPExtract to extract entity names from the list.

If you already know the address of an entity, and want only to confirm that it still exists, call NBPConfirm. NBPConfirm is more efficient than NBPLookup in terms of network traffic.

NBP Routines

FUNCTION NBPRegister (abRecord: ABRecHandle; async: BOOLEAN) : OSErr; [Not in ROM]

ABusRecord

← abOpcode {always tNBPRegister}
← abResult {result code}
→ abUserReference {for your use}
→ nbpEntityPtr {pointer to entity name}
→ nbpBufPtr {pointer to buffer}
→ nbpBufSize {buffer size in bytes}
→ nbpAddress.aSocket {socket address}
→ nbpRetransmitInfo {retransmission information}

NBPRegister adds the name and address of an entity to the node's names table. NBPEntityPtr points to a variable of type EntityName containing the entity's name. If the name is already registered, NBPRegister returns the result code nbpDuplicate. NBPAddress indicates the socket for which the name should be registered. NBPFooPtr and nbpBufSize specify the location and size of a buffer for NBP to use internally.

While the variable of type EntityName is declared as three 32-byte strings, only the actual characters of the name are placed in the buffer pointed to by nbpBufPtr. For this reason,
nbpBufSize needs only to be equal to the actual length of the name, plus an additional 12 bytes for use by NBP.

**Warning:** This buffer must not be altered or released until the name is removed from the names table via an NBPRemove call. If you allocate the buffer through a NewHandle call, you must lock it as long as the name is registered.

**Warning:** The zone field of the entity name must be set to the meta-character "*".

Result codes

- **noErr**: No error
- **nbpDuplicate**: Duplicate name already exists

FUNCTION NBPLookup (abRecord: ABRecHandle; async: BOOLEAN) : OSErr; [Not in ROM]

ABusRecord

- abOpcode
- abResult
- abUserReference
- nbpEntityPtr
- nbpBufPtr
- nbpBufSize
- nbpDataField
- nbpRetransmitInfo

NBPLookup returns the addresses of all entities with a specified name. NBPEndentityPtr points to a variable of type EntityName containing the name of the entity whose address should be returned. (Meta-characters are allowed in the entity name.) NBPBufPtr and nbpBufSize contain the location and size of an area of memory in which the entity names and their corresponding addresses should be returned. NBPDataField indicates the maximum number of matching names to find addresses for; the actual number of addresses found is returned in nbpDataField. NBPRetransmitInfo contains the retry interval and the retry count.

When specifying nbpBufSize, for each NBP tuple expected, allow space for the actual characters of the name, the address, and four bytes for use by NBP.

Result codes

- **noErr**: No error
- **nbpBuffOvr**: Buffer overflow

FUNCTION NBPExtract (theBuffer: Ptr; numInBuf: INTEGER; whichOne: INTEGER; VAR abEntity: EntityName; VAR address: AddrBlock) : OSErr; [Not in ROM]

NBPExtract returns one address from the list of addresses returned by NBPLookup. TheBuffer and numInBuf indicate the location and number of tuples in the buffer. WhichOne specifies which one of the tuples in the buffer should be returned in the abEntity and address parameters.

Result codes

- **noErr**: No error
- **extractErr**: Can't find tuple in buffer
FUNCTION NBPCONfirm (abRecord: ABRchHandle; async: BOOLEAN) : OSErr; [Not in ROM]

ABusRecord

← abOpcode {always tNBPCONfirm}
← abResult {result code}
→ abUserReference {for your use}
→ nbpEntityPtr {pointer to entity name}
← nbpDataField {socket number}
→ nbpAddress {socket address}
→ nbpRetransmitlnfo {retransmission information}

NBPCONfirm confirms that an entity known by name and address still exists (is still entered in the names directory). NBPEntityPtr points to a variable of type EntityName that contains the name to confirm, and nbpAddress specifies the address to be confirmed. (No meta-characters are allowed in the entity name.) NBPRetransmitInfo contains the retry interval and the retry count. The socket number of the entity is returned in nbpDataField. NBPCONfirm is more efficient than NBPLookup in terms of network traffic.

Result codes

noErr No error
nbpConfDiff Name confirmed for different socket
nbpNoConfirm Name not confirmed

FUNCTION NBPRemove (abEntity: EntityPtr) : OSErr; [Not in ROM]

NBPRemove removes an entity name from the names table of the given entity's node.

Result codes

noErr No error
nbpNotFound Name not found

FUNCTION NBPLoad : OSErr; [Not in ROM]

On a Macintosh 128K, NBPLoad reads the NBP code from the system resource file into the application heap. On a Macintosh 512K or XL, NBPLoad has no effect since the NBP code should have already been loaded when the .MPP driver was opened. Normally you'll never need to call NBPLoad, because the AppleTalk Manager calls it when necessary.

Result codes

noErr No error

FUNCTION NBPUnload : OSErr; [Not in ROM]

On a Macintosh 128K, NBPUnload makes the NBP code purgeable; the space isn't actually released by the Memory Manager until necessary. On a Macintosh 512K or Macintosh XL, NBPUnload has no effect.

Result codes

noErr No error
Example

This example of NBP registers our node as a print spooler, searches for any print spoolers registered on the network, and then extracts the information for the first one found.

```pascal
CONST mySocket = 20;

VAR myABRecord: ABRecHandle;
    myEntity: EntityName;
    entityAddr: AddrBlock;
    nbpNamePtr: Ptr;
    myBuffer: PACKED ARRAY[0..999] OF CHAR;
    errCode: INTEGER;
    async: BOOLEAN;

BEGIN
    errCode := MPPOpen;
    IF errCode <> noErr
    THEN
        WRITELN('Error in opening AppleTalk')
        {Maybe serial port B isn't available for use by AppleTalk}
    ELSE
    BEGIN
        {Call Memory Manager to allocate ABusRecord}
        myABRecord := ABRecHandle(NewHandle(nbpSize));
        {Set up our entity name to register}
        WITH myEntity DO
        BEGIN
            objStr := 'Gene Station';  {we are called 'Gene Station'}
            typeStr := 'PrintSpooler';  {and are of type 'PrintSpooler'}
            zoneStr := '*';
            {Allocate data space for the entity name (used by NBP)}
            nbpNamePtr := NewPtr(LENGTH(objStr)+LENGTH(typeStr)+
                                LENGTH(zoneStr)+12);
        END;
        {Set up the ABusRecord for the NBPRegister call}
        WITH myABRecord^^ DO
        BEGIN
            nbpEntityPtr := @myEntity;
            nbpBufPtr := nbpNamePtr;  {buffer used by NBP internally}
            nbpBufSize := nbpNameBufSize;
            nbpAddress.aSocket := mySocket;  {socket to register us on}
            nbpRetransmitInfo.retransInterval := 8;  {retransmit every 64 }
            nbpRetransmitInfo.retransCount := 3;  {ticks and try 3 times}
        END;
        async := FALSE;
        errCode := NBPRegister(myABRecord, async);
        IF errCode <> noErr
        THEN
            WRITELN('Error occurred in the NBPRegister call')
            {Maybe the name is already registered somewhere else on the }
            {network.}
    END;
```

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ELSE
BEGIN
{Now that we've registered our name, find others of type }
{ 'PrintSpooler'.}
WITH myEntity DO
BEGIN
objStr := '=';
{any one of type }
typeStr := 'PrintSpooler';
{ "PrintSpooler" }
zoneStr := '*';
{ in our zone}
END;
WITH myABRecord^^ DO
BEGIN
nbpEntityPtr := &myEntity;
nbpBufPtr := &myBuffer;
{buffer to place responses in}
nbpBufSize := SIZEOF(myBuffer);
{The field nbpDataField, before the NBPLookup call, }
{ represents an approximate number of responses. After the }
{ call, nbpDataField contains the actual number of responses }
{ received.}
nbpDataField := 100;
{we want about 100 responses back}
END;
errCode := NBPLookup(myABRecord,async);
IF errCode <> noErr
THEN
WRITELN('An error occurred in the NBPLookup')
{Did the buffer overflow?}
ELSE
BEGIN
{Get the first reply}
errCode := NBPExtract(&myBuffer,myABRecord^^.nbpDataField,1,
myEntity,entityAddr);
{The socket address and name of the entity are returned here. }
{ If we want all of them, we'll have to loop for each one in }
{ the buffer.}
IF errCode <> noErr
THEN
WRITELN('Error in NBPExtract');
{Maybe the one we wanted wasn't in the buffer}
END;
END;
END.

Miscellaneous Routines

FUNCTION GetNodeAddress (VAR myNode,myNet: INTEGER) : OSErr;
{Not in ROM}

GetNodeAddress returns the current node ID and network number of the caller. If the .MPP
driver isn't installed, it returns noMPPErr. If myNet contains 0, this means that a bridge hasn't
yet been found.
Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>noMPPErr</td>
<td>MPP driver not installed</td>
</tr>
</tbody>
</table>

FUNCTION IsMPPOpen : BOOLEAN;  [Not in ROM]

IsMPPOpen returns TRUE if the .MPP driver is loaded and running.

FUNCTION IsATPOpen : BOOLEAN;  [Not in ROM]

IsATPOpen returns TRUE if the .ATP driver is loaded and running.

### CALLING THE APPLETALK MANAGER FROM ASSEMBLY LANGUAGE

This section discusses how to use the AppleTalk Manager from assembly language. Equivalent Pascal information is given in the preceding section.

All routines make Device Manager Control calls. The description of each routine includes a list of the fields needed. Some of these fields are part of the parameter block described in chapter 6; additional fields are provided for the AppleTalk Manager.

The number next to each field name indicates the byte offset of the field from the start of the parameter block pointed to by A0. An arrow next to each parameter name indicates whether it's an input, output, or input/output parameter:

<table>
<thead>
<tr>
<th>Arrow</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>→</td>
<td>Parameter is passed to the routine</td>
</tr>
<tr>
<td>←</td>
<td>Parameter is returned by the routine</td>
</tr>
<tr>
<td>↔</td>
<td>Parameter is passed to and returned by the routine</td>
</tr>
</tbody>
</table>

All Device Manager Control calls return an integer result code of type OSErr in the ioResult field. Each routine description lists all of the applicable result codes generated by the AppleTalk Manager, along with a short description of what the result code means. Lengthier explanations of all the result codes can be found in the summary at the end of this chapter. Result codes from other parts of the Operating System may also be returned. (See Appendix A in Volume III for a list of all result codes.)

### Opening AppleTalk

Two tests are made at system startup to determine whether the .MPP driver should be opened at that time. If port B is already in use, or isn't configured for AppleTalk, .MPP isn't opened until explicitly requested by an application; otherwise it's opened at system startup.

It's the application's responsibility to test the availability of port B before opening AppleTalk. Assembly-language programmers can use the Pascal calls MPPOpen and ATPLoad to open the .MPP and .ATP drivers.

II-304 Calling the AppleTalk Manager from Pascal
The AppleTalk Manager

The global variable SPConfig is used for configuring the serial ports; it’s copied from a byte in parameter RAM (which is discussed in chapter 13). The low-order four bits of this variable contain the current configuration of port B. The following use types are provided as global constants for testing or setting the configuration of port B:

- `useFree` .EQU 0     ;unconfigured
- `useATalk` .EQU 1     ;configured for AppleTalk
- `useAsync` .EQU 2     ;configured for the Serial Driver

The application shouldn’t attempt to open AppleTalk unless SPConfig is equal to either `useFree` or `useATalk`.

A second test involves the global variable PortBUse; the low-order four bits of this byte are used to monitor the current use of port B. If PortBUse is negative, the program is free to open AppleTalk. If PortBUse is positive, the program should test to see whether port B is already being used by AppleTalk; if it is, the low-order four bits of PortBUse will be equal to the use type `useATalk`.

The .MPP driver sets PortBUse to the correct value (useATalk) when it’s opened and resets it to $FF when it’s closed. Bits 4-6 of this byte are used for driver-specific information; ATP uses bit 4 to indicate whether it’s currently opened:

```
atpLoadedBit .EQU 4     ;set if ATP is opened
```

Example

The following code illustrates the use of the SPConfig and PortBUse variables.

```
MOVE    #<atpUnitNum+1>, atpRefNum(A0) ;save known ATP refNum

OpenAbus SUB
MOVE.L  #iQESize, SP                 ;allocate queue entry
CLR.B   ioPermssn(A0)                ;A0 -> queue entry
MOVE.B  PortBUse, D1                ;is port B in use?
BPL.S   $10                          ;if so, make sure by AppleTalk
MOVEQ   #portNotCf, D0              ;assume port not configured for
        #portNotCf, D0              ;AppleTalk
MOVE.B  SPConfig, D1                ;get configuration data
AND.B   #$0F, D1                    ;mask it to low 4 bits
SUBQ.B  #useATalk, D1               ;unconfigured or configured for
        #useATalk, D1               ;AppleTalk
BGT.S   @30                         ;if not, return error
LEA     mppName, Al                 ;Al = address of driver name
MOVE.L  Al, ioFileName(A0)          ;set in queue entry
         _Open                      ;open MPP
BNE.S   @30                         ;return error, if it can’t load it
BRA.S   @20                         ;otherwise, go check ATP

@10     MOVEQ  #portInUse, D0        ;assume port in use error
        #$0F, D1                    ;clear all but use bits
        #useATalk, D1               ;is AppleTalk using it?
BNE.S   @30                         ;if not, then error

@20     MOVEQ  #0, D0                ;assume no error
        BTST  #atpLoadedBit, PortBUse ;ATP already open?
BNE.S   @30                         ;just return if so
LEA     atpName, Al                 ;Al = address of driver name
```

Calling the AppleTalk Manager from Assembly Language II-305
AppleTalk Link Access Protocol

Data Structures

An ALAP frame is composed of a three-byte header, up to 600 bytes of data, and a two-byte frame check sequence (Figure 5). You can use the following global constants to access the contents of an ALAP header:

```
lapDstAdr   .EQU  0  ;destination node ID
lapSrcAdr   .EQU  1  ;source node ID
lapTyp      .EQU  2  ;ALAP protocol type
lapHdSz     .EQU  3  ;ALAP header size
```

![Figure 5. ALAP Frame](image)

Two of the protocol handlers in every node are used by DDP. These protocol handlers service frames with ALAP protocol types equal to the following global constants:

```
shortDDP    .EQU  1  ;short DDP header
longDDP     .EQU  2  ;long DDP header
```

When you call ALAP to send a frame, you pass it information about the frame in a write data structure, which has the format shown in Figure 6.
Using ALAP

Most programs will never need to call ALAP, because higher-level protocols will automatically call ALAP as necessary. If you do want to send a frame directly via an ALAP, call the WriteLAP function. There's no ReadLAP function in assembly language; if you want to read ALAP frames, you must call AttachPH to add your protocol handler to the node's protocol handler table. The ALAP module will examine every incoming frame and call your protocol handler for each frame received with the correct ALAP protocol. When your program no longer wants to receive frames with a particular ALAP protocol type value, it can call DetachPH to remove the corresponding protocol handler from the protocol handler table.

See the "Protocol Handlers and Socket Listeners" section for information on how to write a protocol handler.

ALAP Routines

WriteLAP function

Parameter block

\[
\begin{align*}
\rightarrow & \quad 26 \quad csCode \quad \text{word} \quad \text{;always writeLAP} \\
\rightarrow & \quad 30 \quad wdsPointer \quad \text{pointer} \quad \text{;write data structure}
\end{align*}
\]

WriteLAP sends a frame to another node. The frame data and destination of the frame are described by the write data structure pointed to by wdsPointer. The first two data bytes of an ALAP frame sent to another computer using the AppleTalk Manager must indicate the length of the frame in bytes. The ALAP protocol type byte must be in the range 1 to 127.

Result codes

- noErr: No error
- excessCollsns: No CTS received after 32 RTS's
- ddpLengthErr: Packet length exceeds maximum
- lapProtErr: Invalid ALAP protocol type
AttachPH function

Parameter block

→ 26  csCode  word  ;always attachPH
→ 28  protType  byte  ;ALAP protocol type
→ 30  handler  pointer  ;protocol handler

AttachPH adds the protocol handler pointed to by handler to the node's protocol table. ProtType specifies what kind of frame the protocol handler can service. After AttachPH is called, the protocol handler is called for each incoming frame whose ALAP protocol type equals protType.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>lapProtErr</td>
<td>Error attaching protocol type</td>
</tr>
</tbody>
</table>

DetachPH function

Parameter block

→ 26  csCode  word  ;always detachPH
→ 28  protType  byte  ;ALAP protocol type

DetachPH removes from the node's protocol table the specified ALAP protocol type and corresponding protocol handler.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>lapProtErr</td>
<td>Error detaching protocol type</td>
</tr>
</tbody>
</table>

Datagram Delivery Protocol

Data Structures

A DDP datagram consists of a header followed by up to 586 bytes of actual data (Figure 7). The headers can be of two different lengths; they're identified by the following ALAP protocol types:

- shortDDP .EQU 1 ;short DDP header
- longDDP .EQU 2 ;long DDP header

Long DDP headers (13 bytes) are used for sending datagrams between two or more different AppleTalk networks. You can use the following global constants to access the contents of a long DDP header:

- ddpHopCnt .EQU 0 ;count of bridges passed (4 bits)
- ddpLength .EQU 0 ;datagram length (10 bits)
- ddpChecksum .EQU 2 ;checksum
- ddpDstNet .EQU 4 ;destination network number
- ddpSrcNet .EQU 6 ;source network number
- ddpDstNode .EQU 8 ;destination node ID
- ddpSrcNode .EQU 9 ;source node ID
The AppleTalk Manager

The size of a DDP long header is given by the following constant:

```
ddpHSzLong .EQU ddpType+1
```

Calling the AppleTalk Manager from Assembly Language II-309
Inside Macintosh

The short headers (five bytes) are used for datagrams sent to sockets within the same network as the source socket. You can use the following global constants to access the contents of a short DDP header:

\[
\begin{align*}
\text{ddpLength} & \quad .\text{EQU} \quad 0 \quad ; \text{datagram length} \\
\text{sDDPDstSkt} & \quad .\text{EQU} \quad \text{ddpChecksum} \quad ; \text{destination socket number} \\
\text{sDDPSrcSkt} & \quad .\text{EQU} \quad \text{sDDPDstSkt+1} \quad ; \text{source socket number} \\
\text{sDDPType} & \quad .\text{EQU} \quad \text{sDDPSrcSkt+1} \quad ; \text{DDP protocol type}
\end{align*}
\]

The size of a DDP short header is given by the following constant:

\[
\text{ddpHSzShort} \quad .\text{EQU} \quad \text{sDDPType+1}
\]

The datagram length is a ten-bit field. You can use the following global constant as a mask for these bits:

\[
\text{ddpLenMask} \quad .\text{EQU} \quad \$03FF
\]

The following constant indicates the maximum length of a DDP datagram:

\[
\text{ddpMaxData} \quad .\text{EQU} \quad 586
\]

When you call DDP to send a datagram, you pass it information about the datagram in a write data structure with the format shown in Figure 8.

\[
\begin{array}{c}
\text{not used (word)} \\
\text{pointer to first entry} \\
\text{length of last entry (word)} \\
\text{pointer to last entry} \\
\text{0 (word)}
\end{array} \quad \Rightarrow \quad \begin{array}{c}
\text{used internally (7 bytes)} \\
\text{destination network number (word)} \\
\text{used internally (word)} \\
\text{destination node ID (byte)} \\
\text{used internally (byte)} \\
\text{destination socket number (byte)} \\
\text{used internally (byte)} \\
\text{DDP type (byte)} \\
\text{data (any length)}
\end{array}
\]

Figure 8. Write Data Structure for DDP

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The first seven bytes are used internally for the ALAP header and the DDP datagram length and checksum. The other bytes used internally store the network number, node ID, and socket number of the socket client sending the datagram.

**Warning:** The first entry in a DDP write data structure must begin at an odd address.

If you specify a node ID of 255, the datagram will be broadcast to all nodes within the destination network. A network number of 0 means the local network to which the node is connected.

**Warning:** DDP always destroys the high-order byte of the destination network number when it sends a datagram with a short header. Therefore, if you want to reuse the first entry of a DDP write data structure entry, you must restore the destination network number.

### Using DDP

Before it can use a socket, the program must call OpenSkt, which adds a socket and its socket listener to the socket table. When a client is finished using a socket, call CloseSkt, which removes the socket's entry from the socket table. To send a datagram via DDP, call WriteDDP. If you want to read DDP datagrams, you must write your own socket listener. DDP will send every incoming datagram for that socket to your socket listener.

See the "Protocol Handlers and Socket Listeners" section for information on how to write a socket listener.

### DDP Routines

#### OpenSkt function

Parameter block

<table>
<thead>
<tr>
<th>Action</th>
<th>Address</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>→</td>
<td>26</td>
<td>word</td>
<td>csCode; always openSkt</td>
</tr>
<tr>
<td>↔</td>
<td>28</td>
<td>byte</td>
<td>socket; socket number</td>
</tr>
<tr>
<td>→</td>
<td>30</td>
<td>pointer</td>
<td>listener; socket listener</td>
</tr>
</tbody>
</table>

OpenSkt adds a socket and its socket listener to the socket table. If the socket parameter is nonzero, it must be in the range 64 to 127, and it specifies the socket's number; if socket is 0, OpenSkt opens a socket with a socket number in the range 128 to 254, and returns it in the socket parameter. Listener contains a pointer to the socket listener.

OpenSkt will return ddpSktErr if you pass the number of an already opened socket, if you pass a socket number greater than 127, or if the socket table is full (the socket table can hold a maximum of 12 sockets).

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>ddpSktErr</td>
<td>Socket error</td>
</tr>
</tbody>
</table>
CloseSkt function

Parameter block

→ 26 csCode word ;always closeSkt
→ 28 socket byte ;socket number

CloseSkt removes the entry of the specified socket from the socket table. If you pass a socket number of 0, or if you attempt to close a socket that isn't open, CloseSkt will return ddpSktErr.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>ddpSktErr</td>
<td>Socket error</td>
</tr>
</tbody>
</table>

WriteDDP function

Parameter block

→ 26 csCode word ;always writeDDP
→ 28 socket byte ;socket number
→ 29 checksumFlag byte ;checksum flag
→ 30 wdsPointer pointer ;write data structure

WriteDDP sends a datagram to another socket. WDSPointer points to a write data structure containing the datagram and the address of the destination socket. If checksumFlag is TRUE, WriteDDP will compute the checksum for all datagrams requiring long headers.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>ddpLenErr</td>
<td>Datagram length too big</td>
</tr>
<tr>
<td>ddpSktErr</td>
<td>Socket error</td>
</tr>
<tr>
<td>noBridgeErr</td>
<td>No bridge found</td>
</tr>
</tbody>
</table>

AppleTalk Transaction Protocol

Data Structures

An ATP packet consists of an ALAP header, DDP header, and ATP header, followed by actual data (Figure 9). You can use the following global constants to access the contents of an ATP header:

- atpControl .EQU 0 ;control information
- atpBitMap .EQU 1 ;bit map
- atpRespNo .EQU 1 ;sequence number
- atpTransID .EQU 2 ;transaction ID
- atpUserData .EQU 4 ;user bytes

The size of an ATP header is given by the following constant:

- atpHdSz .EQU 8
ATP packets are identified by the following DDP protocol type:

\[ \text{atp} \quad \text{.EQU} \quad 3 \]

The control information contains a function code and various control bits. The function code identifies either a TReq, TResp, or TRel packet with one of the following global constants:

\[ \begin{align*}
\text{atpReqCode} & \quad \text{.EQU} \quad \$40 \quad ; \text{TReq packet} \\
\text{atpRspCode} & \quad \text{.EQU} \quad \$80 \quad ; \text{TResp packet} \\
\text{atpRelCode} & \quad \text{.EQU} \quad \$C0 \quad ; \text{TRel packet}
\end{align*} \]

The send-transmission-status, end-of-message, and exactly-once bits in the control information are accessed via the following global constants:

\[ \begin{align*}
\text{atpSTSBit} & \quad \text{.EQU} \quad 3 \quad ; \text{send-transmission-status bit} \\
\text{atpEOMBit} & \quad \text{.EQU} \quad 4 \quad ; \text{end-of-message bit} \\
\text{atpXOBit} & \quad \text{.EQU} \quad 5 \quad ; \text{exactly-once bit}
\end{align*} \]
Many ATP calls require a field called atpFlags (Figure 10), which contains the above three bits plus the following two bits:

```
sendChk .EQU 0 ;send-checksum bit
tidValid .EQU 1 ;transaction ID validity bit
```

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>XO</td>
<td>EOM</td>
<td>STS</td>
<td>TID</td>
<td>CHK</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Figure 10. ATPFlags Field

The maximum number of response packets in an ATP transaction is given by the following global constant:

```
atpMaxNum .EQU 8
```

When you call ATP to send responses, you pass the responses in a response BDS, which is a list of up to eight elements, each of which contains the following:

```
bdsBuffSz .EQU 0 ;size of data to send
bdsBuffAddr .EQU 2 ;pointer to data
bdsUserData .EQU 8 ;user bytes
```

When you call ATP to receive responses, you pass it a response BDS with up to eight elements, each in the following format:

```
bdsBuffSz .EQU 0 ;buffer size in bytes
bdsBuffAddr .EQU 2 ;pointer to buffer
bdsDataSz .EQU 6 ;number of bytes actually received
bdsUserData .EQU 8 ;user bytes
```

The size of a BDS element is given by the following constant:

```
bdsEntrySz .EQU 12
```

ATP clients are identified by internet addresses in the form shown in Figure 11.

```
| network number (word) |
| node ID (byte) |
| socket number (byte) |
```

Figure 11. Internet Address
Using ATP

Before you can use ATP on a Macintosh 128K, the .ATP driver must be read from the system resource file via a Device Manager Open call. The name of the .ATP driver is '.ATP' and its reference number is -11. When the .ATP driver is opened, it reads its ATP code into the application heap and installs a task into the vertical retrace queue.

Warning: When another application starts up, the application heap is reinitialized; on a Macintosh 128K, this means that the ATP code is lost (and must be reloaded by the next application).

When you're through using ATP on a Macintosh 128K, call the Device Manager Close routine—the system will be returned to the state it was in before the .ATP driver was opened.

On a Macintosh 512K or XL, the .ATP driver will have been loaded into the system heap either at system startup or upon execution of a Device Manager Open call loading MPP. You shouldn't close the .ATP driver on a Macintosh 512K or XL; AppleTalk expects it to remain open on these systems.

To send a request to another socket and get a response, call SendRequest. The call terminates when either an entire response is received or a specified retry timeout interval elapses. To open a socket for the purpose of responding to requests, call OpenATPSkt. Then call GetRequest to receive a request; when a request is received, the call is completed. After receiving and servicing a request, call SendResponse to return response information. If you cannot or do not want to send the entire response all at once, make a SendResponse call to send some of the response, and then call AddResponse later to send the remainder of the response. To close a socket opened for the purpose of sending responses, call CloseATPSkt.

During exactly-once transactions, SendResponse doesn't terminate until the transaction is completed via a TRel packet, or the retry count is exceeded.

Warning: Don't modify the parameter block passed to an ATP call until the call is completed.

ATP Routines

OpenATPSkt function

Parameter block

<table>
<thead>
<tr>
<th>Direction</th>
<th>Type</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>→</td>
<td>word</td>
<td>csCode</td>
<td>;always openATPSkt</td>
</tr>
<tr>
<td>↔</td>
<td>byte</td>
<td>atpSocket</td>
<td>;socket number</td>
</tr>
<tr>
<td>→</td>
<td>long word</td>
<td>addrBlock</td>
<td>;socket request specification</td>
</tr>
</tbody>
</table>

OpenATPSkt opens a socket for the purpose of receiving requests. ATPSocket contains the socket number of the socket to open. If it's 0, a number is dynamically assigned and returned in atpSocket. AddrBlock contains a specification of the socket addresses from which requests will be accepted. A 0 in the network number, node ID, or socket number field of addrBlock means that requests will be accepted from every network, node, or socket, respectively.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>tooManySkts</td>
<td>Too many responding sockets</td>
</tr>
<tr>
<td>noDataArea</td>
<td>Too many outstanding ATP calls</td>
</tr>
</tbody>
</table>

Calling the AppleTalk Manager from Assembly Language  II-315
Inside Macintosh

CloseATPSkt function

Parameter block

<table>
<thead>
<tr>
<th>Index</th>
<th>Name</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>26</td>
<td>csCode</td>
<td>word</td>
<td>always closeATPSkt</td>
</tr>
<tr>
<td>28</td>
<td>atpSocket</td>
<td>byte</td>
<td>socket number</td>
</tr>
</tbody>
</table>

CloseATPSkt closes the socket whose number is specified by atpSocket, for the purpose of receiving requests.

Result codes

- noErr : No error
- noDataArea : Too many outstanding ATP calls

SendRequest function

Parameter block

<table>
<thead>
<tr>
<th>Index</th>
<th>Name</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>userData</td>
<td>long word</td>
<td>user bytes</td>
</tr>
<tr>
<td>22</td>
<td>reqTID</td>
<td>word</td>
<td>transaction ID used in request</td>
</tr>
<tr>
<td>26</td>
<td>csCode</td>
<td>word</td>
<td>always sendRequest</td>
</tr>
<tr>
<td>28</td>
<td>currBitMap</td>
<td>byte</td>
<td>bit map</td>
</tr>
<tr>
<td>29</td>
<td>atpFlags</td>
<td>byte</td>
<td>control information</td>
</tr>
<tr>
<td>30</td>
<td>addrBlock</td>
<td>long word</td>
<td>destination socket address</td>
</tr>
<tr>
<td>34</td>
<td>reqLength</td>
<td>word</td>
<td>request size in bytes</td>
</tr>
<tr>
<td>36</td>
<td>reqPointer</td>
<td>pointer</td>
<td>pointer to request data</td>
</tr>
<tr>
<td>40</td>
<td>bdsPointer</td>
<td>pointer</td>
<td>pointer to response BDS</td>
</tr>
<tr>
<td>44</td>
<td>numOfBuffs</td>
<td>byte</td>
<td>number of responses expected</td>
</tr>
<tr>
<td>45</td>
<td>timeOutVal</td>
<td>byte</td>
<td>timeout interval</td>
</tr>
<tr>
<td>46</td>
<td>numOfResps</td>
<td>byte</td>
<td>number of responses received</td>
</tr>
<tr>
<td>47</td>
<td>retryCount</td>
<td>byte</td>
<td>number of retries</td>
</tr>
</tbody>
</table>

SendRequest sends a request to another socket and waits for a response. userData contains the four user bytes. AddrBlock indicates the socket to which the request should be sent. ReqLength and reqPointer contain the size and location of the request to send. BDSPointer points to a response BDS where the responses are to be returned; numOfBuffs indicates the number of responses requested. The number of responses received is returned in numOfResps. If a nonzero value is returned in numOfResps, you can examine currBitMap to determine which packets of the transaction were actually received and to detect pieces for higher-level recovery, if desired.

TimeOutVal indicates the number of seconds that SendRequest should wait for a response before resending the request. RetryCount indicates the maximum number of retries SendRequest should attempt. The end-of-message flag of atpFlags will be set if the EOM bit is set in the last packet received in a valid response sequence. The exactly-once flag should be set if you want the request to be part of an exactly-once transaction.

To cancel a SendRequest call, you need the transaction ID; it's returned in reqTID. You can examine reqTID before the completion of the call, but its contents are valid only after the tidValid bit of atpFlags has been set.

SendRequest completes when either an entire response is received or the retry count is exceeded.
**The AppleTalk Manager**

**GetRequest function**

Parameter block

- `→ 18` `userData`: long word ;user bytes from TRel
- `→ 26` `csCode`: word ;always sendResponse
- `→ 28` `atpSocket`: byte ;socket number
- `→ 29` `atpFlags`: byte ;control information
- `→ 30` `addrBlock`: long word ;source of request
- `→ 34` `reqLength`: word ;request buffer size
- `→ 36` `reqPointer`: pointer ;pointer to request buffer
- `→ 44` `bitmap`: byte ;bit map
- `→ 46` `transID`: word ;transaction ID

GetRequest sets up the mechanism to receive a request sent by a SendRequest call. UserData returns the four user bytes from the request. ATPSocket contains the socket number of the socket that should listen for a request. The internet address of the socket from which the request was sent is returned in addrBlock. ReqLength and reqPointer indicate the size (in bytes) and location of a buffer to store the incoming request. The actual size of the request is returned in reqLength. The transaction bit map and transaction ID will be returned in bitmap and transID. The exactly-once flag in atpFlags will be set if the request is part of an exactly-once transaction.

GetRequest completes when a request is received.

**SendResponse function**

Parameter block

- `→ 18` `userData`: long word ;user bytes from TRel
- `→ 26` `csCode`: word ;always sendResponse
- `→ 28` `atpSocket`: byte ;socket number
- `→ 29` `atpFlags`: byte ;control information
- `→ 30` `addrBlock`: long word ;source of request
- `→ 40` `bdsPointer`: pointer ;pointer to response BDS
- `→ 44` `numOfBuffs`: byte ;number of response packets being sent
- `→ 45` `bdsSize`: byte ;BDS size in elements
- `→ 46` `transID`: word ;transaction ID

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SendResponse sends a response to a socket. If the response was part of an exactly-once transaction, userData will contain the user bytes from the TRel packet. ATPSocket contains the socket number from which the response should be sent. The end-of-message flag in atpFlags should be set if the response contains the final packet in a transaction composed of a group of packets and the number of responses is less than requested. AddrBlock indicates the address of the socket to which the response should be sent. BDSPointer points to a response BDS containing room for the maximum number of responses to be sent; bdsSize contains this maximum number. NumOfBuffs contains the number of response packets to be sent in this call; you may wish to make AddResponse calls to complete the response. TransID indicates the transaction ID of the associated request.

During exactly-once transactions, SendResponse doesn't complete until either a TRel packet is received from the socket that made the request, or the retry count is exceeded.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badATPSkt</td>
<td>Bad responding socket</td>
</tr>
<tr>
<td>noRelErr</td>
<td>No release received</td>
</tr>
<tr>
<td>noDataArea</td>
<td>Too many outstanding ATP calls</td>
</tr>
<tr>
<td>badBuffNum</td>
<td>Sequence number out of range</td>
</tr>
</tbody>
</table>

AddResponse function

Parameter block

- 18 long word ;user bytes
- 26 word ;always addResponse
- 28 byte ;socket number
- 29 byte ;control information
- 30 long word ;response destination
- 34 word ;response size
- 36 pointer ;pointer to response
- 44 byte ;sequence number
- 46 word ;transaction ID

AddResponse sends an additional response packet to a socket that has already been sent the initial part of a response via SendResponse. UserData contains the four user bytes. ATPSocket contains the socket number from which the response should be sent. The end-of-message flag in atpFlags should be set if this response packet is the final packet in a transaction composed of a group of packets and the number of responses is less than requested. AddrBlock indicates the socket to which the response should be sent. ReqLength and reqPointer contain the size (in bytes) and location of the response to send; rspNum indicates the sequence number of the response (in the range 0 to 7). TransID must contain the transaction ID.

Warning: If the transaction is part of an exactly-once transaction, the buffer used in the AddResponse call must not be altered or released until the corresponding SendResponse call has completed.
The AppleTalk Manager

RelTCB function

Parameter block

<table>
<thead>
<tr>
<th>word</th>
<th>long word</th>
<th>word</th>
</tr>
</thead>
<tbody>
<tr>
<td>26</td>
<td>csCode</td>
<td>;always relTCB</td>
</tr>
<tr>
<td>30</td>
<td>addrBlock</td>
<td>;destination of request</td>
</tr>
<tr>
<td>46</td>
<td>transID</td>
<td>;transaction ID of request</td>
</tr>
</tbody>
</table>

RelTCB dequeues the specified SendRequest call and returns the result code reqAborted for the aborted call. The transaction ID can be obtained from the reqTID field of the SendRequest queue entry; see the description of SendRequest for details.

Result codes

| noErr | No error |
| cbNotFound | ATP control block not found |
| noDataArea | Too many outstanding ATP calls |

RelRspCB function

Parameter block

<table>
<thead>
<tr>
<th>byte</th>
<th>word</th>
</tr>
</thead>
<tbody>
<tr>
<td>26</td>
<td>csCode</td>
</tr>
<tr>
<td>28</td>
<td>atpSocket</td>
</tr>
<tr>
<td>30</td>
<td>addrBlock</td>
</tr>
<tr>
<td>46</td>
<td>transID</td>
</tr>
</tbody>
</table>

In an exactly-once transaction, RelRspCB cancels the specified SendResponse, without waiting for the release timer to expire or a TRel packet to be received. No error is returned for the SendResponse call. When called to cancel a transaction that isn't using exactly-once service, RelRspCB returns cbNotFound. The transaction ID can be obtained from the reqTID field of the SendResponse queue entry; see the description of SendResponse for details.

Result codes

| noErr | No error |
| cbNotFound | ATP control block not found |

Name-Binding Protocol

Data Structures

The first two bytes in the NBP header (Figure 12) indicate the type of the packet, the number of tuples in the packet, and an NBP packet identifier. You can use the following global constants to access these bytes:
Inside Macintosh

nbpControl .EQU 0 ;packet type
nbpTCount .EQU 0 ;tuple count
nbpID .EQU 1 ;packet identifier
nbpTuple .EQU 2 ;start of first tuple

Figure 12. NBP Packet

NBP packets are identified by the following DDP protocol type:

nbp .EQU 2

NBP uses the following global constants in the nbpControl field to identify NBP packets:

brRq .EQU 1 ;broadcast request
lkUp .EQU 2 ;lookup request
lkUpReply .EQU 3 ;lookup reply

NBP entities are identified by internet address in the form shown in Figure 13 below. Entities are also identified by tuples, which include both an internet address and an entity name. You can use the following global constants to access information in tuples:

tupleNet .EQU 0 ;network number
tupleNode .EQU 2 ;node ID
tupleSkt .EQU 3 ;socket number
tupleEnum .EQU 4 ;used internally
tupleName .EQU 5 ;entity name

The meta-characters in an entity name can be identified with the following global constants:

equals .EQU '=' ;"wild-card" meta-character
star .EQU '*' ;"this zone" meta-character

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The maximum number of tuples in an NBP packet is given by the following global constant:

\[ \text{tupleMax} \quad \text{.EQU} \quad 15 \]

Entity names are mapped to sockets via the names table. Each entry in the names table has the structure shown in Figure 13.

You can use the following global constants to access some of the elements of a names table entry:

\[ \text{ntLink} \quad \text{.EQU} \quad 0 \quad ; \text{pointer to next entry} \]
\[ \text{ntTuple} \quad \text{.EQU} \quad 4 \quad ; \text{tuple} \]
\[ \text{ntSocket} \quad \text{.EQU} \quad 7 \quad ; \text{socket number} \]
\[ \text{ntEntity} \quad \text{.EQU} \quad 9 \quad ; \text{entity name} \]

The socket number of the names information socket is given by the following global constant:

\[ \text{nis} \quad \text{.EQU} \quad 2 \]

**Using NBP**

On a Macintosh 128K, before calling any other NBP routines, call the LoadNBP function, which reads the NBP code from the system resource file into the application heap. (The NBP code is part of the .MPP driver, which has a driver reference number of -10.) When you’re finished with NBP and want to reclaim the space its code occupies, call UnloadNBP. On a Macintosh 512K or XL, the NBP code is read in when the .MPP driver is loaded.
Warning: When an application starts up, the application heap is reinitialized; on a Macintosh 128K, this means that the NBP code is lost (and must be reloaded by the next application).

When an entity wants to communicate via an AppleTalk network, it should call RegisterName to place its name and internet address in the names table. When an entity no longer wants to communicate on the network, or is being shut down, it should call RemoveName to remove its entry from the names table.

To determine the address of an entity you know only by name, call LookupName, which returns a list of all entities with the name you specify. If you already know the address of an entity, and want only to confirm that it still exists, call ConfirmName. ConfirmName is more efficient than LookupName in terms of network traffic.

NBP Routines

**RegisterName** function

Parameter block

| → 26 | csCode | word | ;always registerName |
| → 28 | interval | byte | ;retry interval |
| ← 29 | count | byte | ;retry count |
| → 30 | ntQEIPtr | pointer | ;names table element pointer |
| → 34 | verifyFlag | byte | ;set if verify needed |

RegisterName adds the name and address of an entity to the node's names table. NTQEIPtr points to a names table entry containing the entity's name and internet address (in the form shown in Figure 13 above). Meta-characters aren't allowed in the object and type fields of the entity name; the zone field, however, **must** contain the meta-character ".*". If verifyFlag is TRUE, RegisterName checks on the network to see if the name is already in use, and returns a result code of nbpDuplicate if so. Interval and count contain the retry interval in eight-tick units and the retry count. When a retry is made, the count field is modified.

Warning: The names table entry passed to RegisterName remains the property of NBP until removed from the names table. Don't attempt to remove or modify it. If you've allocated memory using a NewHandle call, you must lock it as long as the name is registered.

Warning: VerifyFlag should normally be set before calling RegisterName.

Result codes

- noErr    No error
- nbpDuplicate Duplicate name already exists
- nbpNISErr Error opening names information socket

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The AppleTalk Manager

LookupName function

Parameter block

- \( \rightarrow 26 \) csCode word ;always lookupName
- \( \rightarrow 28 \) interval byte ;retry interval
- \( \leftrightarrow 29 \) count byte ;retry count
- \( \rightarrow 30 \) entityPtr pointer ;pointer to entity name
- \( \rightarrow 34 \) retBuffPtr pointer ;pointer to buffer
- \( \rightarrow 38 \) retBuffSize word ;buffer size in bytes
- \( \rightarrow 40 \) maxToGet word ;matches to get
- \( \leftarrow 42 \) numGotten word ;matches found

LookupName returns the addresses of all entities with a specified name. EntityPtr points to the entity's name (in the form shown in Figure 13 above). Meta-characters are allowed in the entity name. RetBuffPtr and retBuffSize contain the location and size of an area of memory in which the tuples describing the entity names and their corresponding addresses should be returned. MaxToGet indicates the maximum number of matching names to find addresses for; the actual number of addresses found is returned in numGotten. Interval and count contain the retry interval and the retry count. LookupName completes when either the number of matches is equal to or greater than maxToGet, or the retry count has been exceeded. The count field is decremented for each retransmission.

Note: NumGotten is first set to 0 and then incremented with each match found. You can test the value in this field, and can start examining the received addresses in the buffer while the lookup continues.

Result codes
- noErr
- nbpBuffOvr Buffer overflow

ConfirName function

Parameter block

- \( \rightarrow 26 \) csCode word ;always confirName
- \( \rightarrow 28 \) interval byte ;retry interval
- \( \leftrightarrow 29 \) count byte ;retry count
- \( \rightarrow 30 \) entityPtr pointer ;pointer to entity name
- \( \rightarrow 34 \) confirmAddr pointer ;entity address
- \( \leftarrow 38 \) newSocket byte ;socket number

ConfirmName confirms that an entity known by name and address still exists (is still entered in the names directory). EntityPtr points to the entity's name (in the form shown in Figure 13 above). ConfirmAddr specifies the address to confirmed. No meta-characters are allowed in the entity name. Interval and count contain the retry interval and the retry count. The socket number of the entity is returned in newSocket. ConfirmName is more efficient than LookupName in terms of network traffic.

Result codes
- noErr
- nbpConfDiff Name confirmed for different socket
- nbpNoConfirm Name not confirmed
RemoveName function

Parameter block

\[ \rightarrow 26 \text{ csCode word } \text{;always removeName} \]
\[ \rightarrow 30 \text{ entityPtr pointer } \text{;pointer to entity name} \]

RemoveName removes an entity name from the names table of the given entity's node.

Result codes
- noErr No error
- nbpNotFound Name not found

LoadNBP function

Parameter block

\[ \rightarrow 26 \text{ csCode word } \text{;always loadNBP} \]

On a Macintosh 128K, LoadNBP reads the NBP code from the system resource file into the application heap; on a Macintosh 512K or XL it has no effect.

Result codes
- noErr No error

UnloadNBP function

Parameter block

\[ \rightarrow 26 \text{ csCode word } \text{;always unloadNBP} \]

On a Macintosh 128K, UnloadNBP makes the NBP code purgeable; the space isn't actually released by the Memory Manager until necessary. On a Macintosh 512K or XL, UnloadNBP has no effect.

Result codes
- noErr No error

PROTOCOL HANDLERS AND SOCKET LISTENERS

This section describes how to write your own protocol handlers and socket listeners. If you're only interested in using the default protocol handlers and socket listeners provided by the Pascal interface, you can skip this section. Protocol handlers and socket listeners must be written in assembly language because they'll be called by the .MPP driver with parameters in various registers not directly accessible from Pascal.

The .MPP and .ATP drivers have been designed to maximize overall throughput while minimizing code size. Two principal sources of loss of throughput are unnecessary buffer copying and inefficient mechanisms for dispatching (routing) packets between the various layers of the network protocol architecture. The AppleTalk Manager completely eliminates buffer copying by using simple, efficient dispatching mechanisms at two important points of the data
reception path: protocol handlers and socket listeners. To write your own, you should understand the flow of control in this path.

Data Reception in the AppleTalk Manager

When the SCC detects an ALAP frame addressed to the particular node (or a broadcast frame), it interrupts the Macintosh's MC68000. An interrupt handler built into the .MPP driver gets control and begins servicing the interrupt. Meanwhile, the frame's ALAP header bytes are coming into the SCC's data reception buffer; this is a three-byte FIFO buffer. The interrupt handler must remove these bytes from the SCC's buffer to make room for the bytes right behind; for this purpose, MPP has an internal buffer, known as the Read Header Area (RHA), into which it places these three bytes.

The third byte of the frame contains the ALAP protocol type field. If the most significant bit of this field is set (that is, ALAP protocol types 128 to 255), the frame is an ALAP control frame. Since ALAP control frames are only three bytes long (plus two CRC bytes), for such frames the interrupt handler simply confirms that the CRC bytes indicate an error-free frame and then performs the specified action.

If, however, the frame being received is a data frame (that is, ALAP protocol types 1 to 127), intended for a higher layer of the protocol architecture implemented on that Macintosh, this means that additional data bytes are coming right behind. The interrupt handler must immediately pass control to the protocol handler corresponding to the protocol type specified in the third byte of the ALAP frame for continued reception of the frame. To allow for such a dispatching mechanism, the ALAP code in MPP maintains a protocol table. This consists of a list of currently used ALAP protocol types with the memory addresses of their corresponding protocol handlers. To allow MPP to transfer control to a protocol handler you've written, you must make an appropriate entry in the protocol table with a valid ALAP protocol type and the memory address of your code module.

To enter your protocol handler into the protocol table, issue the LAPOpenProtocol call from Pascal or an AttachPH call from assembly language. Thereafter, whenever an ALAP header with your ALAP protocol type is received, MPP will call your protocol handler. When you no longer wish to receive packets of that ALAP protocol type, call LAPCloseProtocol from Pascal or DetachPH from assembly language.

Warning: Remember that ALAP protocol types 1 and 2 are reserved by DDP for the default protocol handler and that types 128 to 255 are used by ALAP for its control frames.

A protocol handler is a piece of assembly-language code that controls the reception of AppleTalk packets of a given ALAP protocol type. More specifically, a protocol handler must carry out the reception of the rest of the frame following the ALAP header. The nature of a particular protocol handler depends on the characteristics of the protocol for which it was written. In the simplest case, the protocol handler simply reads the entire packet into an internal buffer. A more sophisticated protocol handler might read in the header of its protocol, and on the basis of information contained in it, decide where to put the rest of the packet's data. In certain cases, the protocol handler might, after examining the header corresponding to its own protocol, in turn transfer control to a similar piece of code at the next-higher level of the protocol architecture (for example, in the case of DDP, its protocol handler must call the socket listener of the datagram's destination socket).
In this way, protocol handlers are used to allow "on the fly" decisions regarding the intended recipient of the packets's data, and thus avoid buffer copying. By using protocol handlers and their counterparts in higher layers (for instance, socket listeners), data sent over the AppleTalk network is read directly from the network into the destination's buffer.

**Writing Protocol Handlers**

When the .MPP driver calls your protocol handler, it has already read the first five bytes of the packet into the RHA. These are the three-byte ALAP header and the next two bytes of the packet. The two bytes following the header must contain the length in bytes of the data in the packet, including these two bytes themselves, but excluding the ALAP header.

**Note:** Since ALAP packets can have at most 600 data bytes, only the lower ten bits of this length value are significant.

After determining how many bytes to read and where to put them, the protocol handler must call one or both of two functions that perform all the low-level manipulation of the SCC required to read bytes from the network. ReadPacket can be called repeatedly to read in the packet piecemeal or ReadRest can be called to read the rest of the packet. Any number of ReadPacket calls can be used, as long as a ReadRest call is made to read the final piece of the packet. This is necessary because ReadRest restores state information and verifies that the hardware-generated CRC is correct. An error will be returned if the protocol handler attempts to use ReadPacket to read more bytes than remain in the packet.

When MPP passes control to your protocol handler, it passes various parameters and pointers in the processor's registers:

<table>
<thead>
<tr>
<th>Register(s)</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>A0-A1</td>
<td>SCC addresses used by MPP</td>
</tr>
<tr>
<td>A2</td>
<td>Pointer to MPP's local variables (discussed below)</td>
</tr>
<tr>
<td>A3</td>
<td>Pointer to next free byte in RHA</td>
</tr>
<tr>
<td>A4</td>
<td>Pointer to ReadPacket and ReadRest jump table</td>
</tr>
<tr>
<td>D1 (word)</td>
<td>Number of bytes left to read in packet</td>
</tr>
</tbody>
</table>

These registers, with the exception of A3, must be preserved until ReadRest is called. A3 is used as an input parameter to ReadPacket and ReadRest, so its contents may be changed. D0, D2, and D3 are free for your use. In addition, register A5 has been saved by MPP and may be used by the protocol handler until ReadRest is called. When control returns to the protocol handler from ReadRest, MPP no longer needs the data in these registers. At that point, standard interrupt routine conventions apply and the protocol handler can freely use A0-A3 and D0-D3 (they’re restored by the interrupt handler).

D1 contains the number of bytes left to be read in the packet as derived from the packet's length field. A transmission error could corrupt the length field or some bytes in the packet might be lost, but this won't be discovered until the end of the packet is reached and the CRC checked.

When the protocol handler is first called, the first five bytes of the packet (ALAP destination node ID, source node ID, ALAP protocol type, and length) can be read from the RHA. Since A3 is pointing to the next free position in the RHA, these bytes can be read using negative offsets from A3. For instance, the ALAP source node ID is at -4(A3), the packet's data length (given in D1)
The AppleTalk Manager

is also pointed to by -2(A3), and so on. Alternatively, they can be accessed as positive offsets from the top of the RHA. The effective address of the top of the RHA is toRHA(A2), so the following code could be used to obtain the ALAP type field:

```
LEA toRHA(A2),A5 ;A5 points to top of RHA
MOVE.B lapType(A5),D2 ;load D2 with type field
```

These methods are valid only as long as SCC interrupts remain locked out (which they are when the protocol handler is first called). If the protocol handler lowers the interrupt level, another packet could arrive over the network and invalidate the contents of the RHA.

You can call Read.Packet by jumping through the jump table in the following way:

```
JSR (A4)
```

On entry
- D3: number of bytes to be read (word)
- A3: pointer to a buffer to hold the bytes

On exit
- D0: modified
- D1: number of bytes left to read in packet (word)
- D2: preserved
- D3: = 0 if requested number of bytes were read
- <> 0 if error
- A0-A2: preserved
- A3: pointer to one byte past the last byte read

Read.Packet reads the number of bytes specified in D3 into the buffer pointed to by A3. The number of bytes remaining to be read in the packet is returned in D1. A3 points to the byte following the last byte read.

You can call ReadRest by jumping through the jump table in the following way:

```
JSR 2 (A4)
```

On entry
- A3: pointer to a buffer to hold the bytes
- D3: size of the buffer (word)

On exit
- D0-D1: modified
- D2: preserved
- D3: = 0 if packet was exactly the size of the buffer
- < 0 if packet was (−D3) bytes too large to fit in buffer and was truncated
- > 0 if D3 bytes weren’t read (packet is smaller than buffer)
- A0-A2: preserved
- A3: pointer to one byte past the last byte read

ReadRest reads the remaining bytes of the packet into the buffer whose size is given in D3 and whose location is pointed to by A3. The result of the operation is returned in D3.

ReadRest can be called with D3 set to a buffer size greater than the packet size; ReadPacket cannot (it will return an error).

Warning: Remember to always call ReadRest to read the last part of a packet; otherwise the system will eventually crash.
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If at any point before it has read the last byte of a packet, the protocol handler wants to discard the remaining data, it should terminate by calling ReadRest as follows:

```
MOVEQ  #0,D3 ;byte count of 0
JSR   2 (A4) ;call ReadRest
RTS
```

Or, equivalently:

```
MOVEQ  #0,D3 ;byte count of 0
JMP   2 (A4) ;JMP to ReadRest, not JSR
```

In all other cases, the protocol handler should end with an RTS, even if errors were detected. If MPP returns an error from a ReadPacket call, the protocol handler must quit via an RTS without calling ReadRest at all (in this case it has already been called by MPP).

The Z (Zero) condition code is set upon return from these routines to indicate the presence of errors (CRC, overrun, and so on). Zero bit set means no error was detected; a nonzero condition code implies an error of some kind.

Up to 24 bytes of temporary storage are available in MPP's RHA. When the protocol handler is called, 19 of these bytes are free for its use. It may read several bytes (at least four are suggested) into this area to empty the SCC's buffer and buy some time for further processing.

MPP's globals include some variables that you may find useful. They're allocated as a block of memory pointed to by the contents of the global variable ABusVars, but a protocol handler can access them by offsets from A2:

<table>
<thead>
<tr>
<th>Name</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>sysLAPAddr</td>
<td>This node's node ID (byte)</td>
</tr>
<tr>
<td>toRHA</td>
<td>Top of the Read Header Area (24 bytes)</td>
</tr>
<tr>
<td>sysABridge</td>
<td>Node ID of a bridge (byte)</td>
</tr>
<tr>
<td>sysNetNum</td>
<td>This node's network number (word)</td>
</tr>
<tr>
<td>vSCCEnable</td>
<td>Status Register (SR) value to re-enable SCC interrupts (word)</td>
</tr>
</tbody>
</table>

Warning: Under no circumstances should your protocol handler modify these variables. It can read them to find the node's ID, its network number, and the node ID of a bridge on the AppleTalk internet.

If, after reading the entire packet from the network and using the data in the RHA, the protocol handler needs to do extensive post-processing, it can load the value in vSCCEnable into the SR to enable interrupts. To allow your programs to run transparently on any Macintosh, use the value in vSCCEnable rather than directly manipulating the interrupt level by changing specific bits in the SR.

Additional information, such as the driver's version number or reference number and a pointer (or handle) to the driver itself, may be obtained from MPP's device control entry. This can be found by dereferencing the handle in the unit table's entry corresponding to unit number 9; for more information, see the section "The Structure of a Device Driver" in chapter 6.
Timing Considerations

Once it's been called by MPP, your protocol handler has complete responsibility for receiving the rest of the packet. The operation of your protocol handler is time-critical. Since it's called just after MPP has emptied the SCC's three-byte buffer, the protocol handler has approximately 95 microseconds (best case) before it must call ReadPacket or ReadRest. Failure to do so will result in an overrun of the SCC's buffer and loss of packet information. If, within that time, the protocol handler can't determine where to put the entire incoming packet, it should call ReadPacket to read at least four bytes into some private buffer (possibly the RHA). Doing this will again empty the SCC's buffer and buy another 95 microseconds. You can do this as often as necessary, as long as the processing time between successive calls to ReadPacket doesn't exceed 95 microseconds.

Writing Socket Listeners

A socket listener is a piece of assembly-language code that receives datagrams delivered by the DDP built-in protocol handler and delivers them to the client owning that socket.

When a datagram (a packet with ALAP protocol type 1 or 2) is received by the ALAP, DDP's built-in protocol handler is called. This handler reads the DDP header into the RHA, examines the destination socket number, and determines whether this socket is open by searching DDP's socket table. This table lists the socket number and corresponding socket listener address for each open socket. If an entry is found matching the destination socket, the protocol handler immediately transfers control to the appropriate socket listener. (To allow DDP to recognize and branch to a socket listener you've written, call DDPOpenSocket from Pascal or OpenSkt from assembly language.)

At this point, the registers are set up as follows:

<table>
<thead>
<tr>
<th>Register(s)</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>A0-A1</td>
<td>SCC addresses used by MPP</td>
</tr>
<tr>
<td>A2</td>
<td>Pointer to MPP's local variables (discussed above)</td>
</tr>
<tr>
<td>A3</td>
<td>Pointer to next free byte in RHA</td>
</tr>
<tr>
<td>A4</td>
<td>Pointer to ReadPacket and ReadRest jump table</td>
</tr>
<tr>
<td>D0</td>
<td>This packet's destination socket number (byte)</td>
</tr>
<tr>
<td>D1</td>
<td>Number of bytes left to read in packet (word)</td>
</tr>
</tbody>
</table>

The entire ALAP and DDP headers are in the RHA; these are the only bytes of the packet that have been read in from the SCC's buffer. The socket listener can get the destination socket number from D0 to select a buffer into which the packet can be read. The listener then calls ReadPacket and ReadRest as described under "Writing Protocol Handlers" above. The timing considerations discussed in that section apply as well, as do the issues related to accessing the MPP local variables.

The socket listener may examine the ALAP and DDP headers to extract the various fields relevant to its particular client's needs. To do so, it must first examine the ALAP protocol type field (three bytes from the beginning of the RHA) to decide whether a short (ALAP protocol type=1) or long (ALAP protocol type=2) header has been received.
A long DDP header containing a nonzero checksum field implies that the datagram was checksummed at the source. In this case, the listener can recalculate the checksum using the received datagram, and compare it with the checksum value. The following subroutine can be used for this purpose:

```
DoChksum
  ; D1 (word) = number of bytes to checksum
  ; D3 (word) = current checksum
  ; A1 points to the bytes to checksum
  CLR.W D0  ; clear high byte
  SUBQ.W #1,D1  ; decrement count for DBRA
  MOVE.B (A1)+,DO  ; read a byte into D0
  ADD.W DO,D3  ; accumulate checksum
  ROL.W #1,D3  ; rotate left one bit
  DBRA D1,Loop  ; loop if more bytes
  RTS
```

Note: D0 is modified by DoChksum.

The checksum must be computed for all bytes starting with the DDP header byte following the checksum field up to the last data byte (not including the CRC bytes). The socket listener must start by first computing the checksum for the DDP header fields in the RHA. This is done as follows:

```
CLR.W D3  ; set checksum to 0
MOVEQ #ddpHSzLong-ddpDstNet,D1  ; length of header part to checksum
LEA toRHA+lapHdSz+ddpDstNet(A2),A1  ; point to destination network number
JSR DoChksum  ; D3 accumulated checksum of DDP header part
```

The socket listener must now continue to set up D1 and A1 for each subsequent portion of the datagram, and call DoChksum for each. It must not alter the value in D3.

The situation of the calculated checksum being equal to 0 requires special attention. For such packets, the source sends a value of -1 to distinguish them from unchecksummed packets. At the end of its checksum computation, the socket listener must examine the value in D3 to see if it's 0. If so, it's converted to -1 and compared with the received checksum to determine whether there was a checksum error:

```
TST.W D3  ; is calculated value 0?
BNE.S @1  ; no -- go and use it
SUBQ.W #1,D3  ; it is 0; make it -1
@1
CMP.W toRHA+lapHdSz+ddpChecksum(A2),D3
BNE ChksumError
```

II-330 Protocol Handlers and Socket Listeners
SUMMARY OF THE APPLETALK MANAGER

Constants

**CONST**
- **lapSize** = 20; {ABusRecord size for ALAP}
- **ddpSize** = 26; {ABusRecord size for DDP}
- **nbpSize** = 26; {ABusRecord size for NBP}
- **atpSize** = 56; {ABusRecord size for ATP}

Data Types

**TYPE** \(\text{ABProtoType} = (\text{lapProto, ddpProto, nbpProto, atpProto});\)

\(\text{ABRecHandle} = ^\text{ABRecPtr};\)
\(\text{ABRecPtr} = ^\text{ABusRecord};\)
\(\text{ABusRecord} = \text{RECORD} ;\)
- **abOpcode**: \(\text{ABCallType};\) {type of call}
- **abResult**: \(\text{INTEGER};\) {result code}
- **abUserReference**: \(\text{LONGINT};\) {for your use}

**CASE** \(\text{ABProtoType} \text{OF}\)
- **lapProto**: \(\text{lapAddress} : \text{LAPAdrBlock};\) {destination or source node ID}
- **lapReqCount**: \(\text{INTEGER};\) {length of frame data or buffer}
- **lapActCount**: \(\text{INTEGER};\) {size in bytes}
- **lapDataPtr**: \(\text{Ptr} ;\) {pointer to frame data or buffer}

- **ddpProto**: \(\text{ddpType} : \text{Byte};\) {DDP protocol type}
- **ddpSocket**: \(\text{Byte};\) {source or listening socket number}
- **ddpAddress**: \(\text{AddrBlock};\) {destination or source socket address}
- **ddpReqCount**: \(\text{INTEGER};\) {length of datagram data or buffer}
- **ddpActCount**: \(\text{INTEGER};\) {size in bytes}
- **ddpDataPtr**: \(\text{Ptr} ;\) {pointer to buffer}
- **ddpNodeID**: \(\text{Byte};\) {original destination node ID}

- **nbpProto**: \(\text{nbpEntityPtr} : \text{EntityPtr};\) {pointer to entity name}
- **nbpBufPtr**: \(\text{Ptr} ;\) {pointer to buffer}
- **nbpBufSize**: \(\text{INTEGER};\) {buffer size in bytes}
- **nbpDataField**: \(\text{INTEGER};\) {number of addresses or}
- **nbpRetransmitInfo**: \(\text{RetransType};\) {retransmission information}
atpProto:
(atpSocket: Byte; {listening or responding socket})
{ number}
atpAddress: AddrBlock; {destination or source socket}
{ address}
atpReqCount: INTEGER; {request size or buffer size}
atpDataPtr: Ptr; {pointer to buffer}
atpRspBDSPtr: BDSPtr; {pointer to response BDS}
atpBitMap: BitMapType; {transaction bit map}
atpTransID: INTEGER; {transaction ID}
atpActCount: INTEGER; {number of bytes actually received}
atpUserData: LONGINT; {user bytes}
atpXO: BOOLEAN; {exactly-once flag}
atpEOM: BOOLEAN; {end-of-message flag}
atpTimeOut: Byte; {retry timeout interval in seconds}
atpRetries: Byte; {maximum number of retries}
atpNumBufs: Byte; {number of elements in response}
{ BDS or number of response }
{ packets sent}
atpNumRsp: Byte; {number of response packets}
{ received or sequence number}
atpBDSSize: Byte; {number of elements in response BDS}
atpRspUData: LONGINT; {user bytes sent or received in }
{ transaction response}
atpRspBuf: Ptr; {pointer to response message buffer}
atpRspSize: INTEGER); {size of response message buffer}
END;

ABCallType = (ْtLAPRead, tLAPWrite, tDDPRead, tDDPWrite, tNBPLookup, tNBPConfirm, tNBPRegister, tATPSndRequest, tATPGetRequest, tATPSdRsp, tATPAddRsp, tATPRequest, tATPResponse);

LAPAdrBlock = PACKED RECORD
dstNodeID: Byte; {destination node ID}
srcNodeID: Byte; {source node ID}
lapProtType: ABBYTE {ALAP protocol type}
END;

ABBYTE = 1..127; {ALAP protocol type}

AddrBlock = PACKED RECORD
aNet: INTEGER; {network number}
aNode: Byte; {node ID}
aSocket: Byte {socket number}
END;

BDSPtr = ^BDSType;
BDSType = ARRAY[0..7] OF BDSElement; {response BDS}
The AppleTalk Manager

BDSElement = RECORD
  buffSize: INTEGER; {buffer size in bytes}
  buffPtr: Ptr; {pointer to buffer}
  dataSize: INTEGER; {number of bytes actually received}
  userBytes: LONGINT {user bytes}
END;

BitMapType = PACKED ARRAY[0..7] OF BOOLEAN;

EntityPtr = ^EntityName;
EntityName = RECORD
  objStr: Str32; {object}
  typeStr: Str32; {type}
  zoneStr: Str32 {zone}
END;

Str32 = STRING[32];

RetransType =
  PACKED RECORD
    retransInterval: Byte; {retransmit interval in 8-tick units}
    retransCount: Byte {total number of attempts}
END;

Routines [Not in ROM]

Opening and Closing AppleTalk

FUNCTION MPPOpen : OSErr;
FUNCTION MPPClose : OSErr;

AppleTalk Link Access Protocol

FUNCTION LAPOpenProtocol (theLAPType: ABByte; protoPtr: Ptr) : OSErr;
FUNCTION LAPCloseProtocol (theLAPType: ABByte) : OSErr;
FUNCTION LAPWrite (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;

← abOpcode {always tLAPWrite}
← abResult {result code}
→ abUserReference {for your use}
→ lapAddress.dstNodeID {destination node ID}
→ lapAddress.lapProtType {ALAP protocol type}
→ lapReqCount {length of frame data}
→ lapDataPtr {pointer to frame data}

Summary of the AppleTalk Manager II-333
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FUNCTION LAPRead (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;
    ← abOpcode {always tLAPRead}
    ← abResult {result code}
    → abUserReference {for your use}
    ← lapAddress.dstNodeID {destination node ID}
    ← lapAddress.srcNodeID {source node ID}
    → lapReqCount {buffer size in bytes}
    ← lapActCount {number of frame data bytes actually received}
    → lapDataPtr {pointer to buffer}

FUNCTION LAPRdCancel (abRecord: ABRecHandle) : OSErr;

Datagram Delivery Protocol

FUNCTION DDPOpenSocket (VAR theSocket: Byte; sktListener: Ptr) : OSErr;
FUNCTION DDPCloseSocket (theSocket: Byte) : OSErr;

FUNCTION DDPWrite (abRecord: ABRecHandle; doChecksum: BOOLEAN; async: BOOLEAN) : OSErr;
    ← abOpcode {always tDDPWrite}
    ← abResult {result code}
    → abUserReference {for your use}
    ← ddpType {DDP protocol type}
    ← ddpSocket {source socket number}
    ← ddpAddress {destination socket address}
    ← ddpReqCount {length of datagram data}
    → ddpDataPtr {pointer to buffer}

FUNCTION DDPRead (abRecord: ABRecHandle; retChecksumErrs: BOOLEAN; async: BOOLEAN) : OSErr;
    ← abOpcode {always tDDPRead}
    ← abResult {result code}
    → abUserReference {for your use}
    ← ddpType {DDP protocol type}
    ← ddpSocket {listening socket number}
    ← ddpAddress {source socket address}
    ← ddpReqCount {buffer size in bytes}
    ← ddpActCount {number of bytes actually received}
    → ddpDataPtr {pointer to buffer}
    ← ddpNodeID {original destination node ID}

FUNCTION DDPRdCancel (abRecord: ABRecHandle) : OSErr;

AppleTalk Transaction Protocol

FUNCTION ATPLoad : OSErr;
FUNCTION ATPUnload : OSErr;
FUNCTION ATPOpenSocket (addrRcvd: AddrBlock; VAR atpSocket: Byte) : OSErr;
FUNCTION ATPCloseSocket (atpSocket: Byte) : OSErr;

II-334 Summary of the AppleTalk Manager
The AppleTalk Manager II-335

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATPSndRequest</td>
<td>Sends a request to a remote AppleTalk application.</td>
</tr>
<tr>
<td>abOpcode</td>
<td>always tATPSndRequest</td>
</tr>
<tr>
<td>abResult</td>
<td>result code</td>
</tr>
<tr>
<td>abUserReference</td>
<td>for your use</td>
</tr>
<tr>
<td>atpAddress</td>
<td>destination socket address</td>
</tr>
<tr>
<td>atpReqCount</td>
<td>request size in bytes</td>
</tr>
<tr>
<td>atpDataPtr</td>
<td>pointer to buffer</td>
</tr>
<tr>
<td>atpRspBDSPtr</td>
<td>pointer to response BDS</td>
</tr>
<tr>
<td>atpUserData</td>
<td>user bytes</td>
</tr>
<tr>
<td>atpXO</td>
<td>exactly-once flag</td>
</tr>
<tr>
<td>atpEOM</td>
<td>end-of-message flag</td>
</tr>
<tr>
<td>atpTimeOut</td>
<td>retry timeout interval in seconds</td>
</tr>
<tr>
<td>atpRetries</td>
<td>maximum number of retries</td>
</tr>
<tr>
<td>atpNumBuffers</td>
<td>number of elements in response BDS</td>
</tr>
<tr>
<td>atpNumRsp</td>
<td>number of response packets actually received</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATPRequest</td>
<td>Sends a request to a remote AppleTalk application.</td>
</tr>
<tr>
<td>abOpcode</td>
<td>always tATPRequest</td>
</tr>
<tr>
<td>abResult</td>
<td>result code</td>
</tr>
<tr>
<td>abUserReference</td>
<td>for your use</td>
</tr>
<tr>
<td>atpAddress</td>
<td>destination socket address</td>
</tr>
<tr>
<td>atpReqCount</td>
<td>request size in bytes</td>
</tr>
<tr>
<td>atpDataPtr</td>
<td>pointer to buffer</td>
</tr>
<tr>
<td>atpActCount</td>
<td>number of bytes actually received</td>
</tr>
<tr>
<td>atpUserData</td>
<td>user bytes</td>
</tr>
<tr>
<td>atpXO</td>
<td>exactly-once flag</td>
</tr>
<tr>
<td>atpEOM</td>
<td>end-of-message flag</td>
</tr>
<tr>
<td>atpTimeOut</td>
<td>retry timeout interval in seconds</td>
</tr>
<tr>
<td>atpRetries</td>
<td>maximum number of retries</td>
</tr>
<tr>
<td>atpRspUData</td>
<td>user bytes received in transaction response</td>
</tr>
<tr>
<td>atpRspBuf</td>
<td>pointer to response message buffer</td>
</tr>
<tr>
<td>atpRspSize</td>
<td>size of response message buffer</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATPReqCancel</td>
<td>Cancels a pending request.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>abOpcode</td>
<td>always tATPReqCancel</td>
</tr>
<tr>
<td>abResult</td>
<td>result code</td>
</tr>
<tr>
<td>abUserReference</td>
<td>for your use</td>
</tr>
<tr>
<td>atpSocket</td>
<td>listening socket number</td>
</tr>
<tr>
<td>atpAddress</td>
<td>source socket address</td>
</tr>
<tr>
<td>atpReqCount</td>
<td>buffer size in bytes</td>
</tr>
<tr>
<td>atpDataPtr</td>
<td>pointer to buffer</td>
</tr>
<tr>
<td>atpBitMap</td>
<td>transaction bit map</td>
</tr>
<tr>
<td>atpTransID</td>
<td>transaction ID</td>
</tr>
<tr>
<td>atpActCount</td>
<td>number of bytes actually received</td>
</tr>
<tr>
<td>atpUserData</td>
<td>user bytes</td>
</tr>
<tr>
<td>atpXO</td>
<td>exactly-once flag</td>
</tr>
</tbody>
</table>

Summary of the AppleTalk Manager II-335
FUNCTION ATPSndRsp (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;
← abOpcode   {always tATPSndRsp}
← abResult    {result code}
→ abUserReference {for your use}
→ atpSocket    {responding socket number}
→ atpAddress   {destination socket address}
→ atpRspBDSPtr {pointer to response BDS}
→ atpTransID   {transaction ID}
→ atpEOM       {end-of-message flag}
→ atpNumBufs   {number of response packets being sent}
→ atpBDSSize   {number of elements in response BDS}

FUNCTION ATPAddRsp (abRecord: ABRecHandle) : OSErr;
← abOpcode    {always tATPAddRsp}
← abResult    {result code}
→ abUserReference {for your use}
→ atpSocket    {responding socket number}
→ atpAddress   {destination socket address}
→ atpReqCount  {buffer size in bytes}
→ atpDataPtr   {pointer to buffer}
→ atpTransID   {transaction ID}
→ atpUserData  {user bytes}
→ atpEOM       {end-of-message flag}
→ atpNumRsp    {sequence number}

FUNCTION ATPResponse (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;
← abOpcode    {always tATPResponse}
← abResult    {result code}
→ abUserReference {for your use}
→ atpSocket    {responding socket number}
→ atpAddress   {destination socket address}
→ atpTransID   {transaction ID}
→ atpRspUData  {user bytes sent in transaction response}
→ atpRspBuf    {pointer to response message buffer}
→ atpRspSize   {size of response message buffer}

FUNCTION ATPRespCancel (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;

Name-Binding Protocol

FUNCTION NBPRegister (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;
← abOpcode    {always tNBPRegister}
← abResult    {result code}
→ abUserReference {for your use}
→ nbpEntityPtr {pointer to entity name}
→ nbpBufPtr    {pointer to buffer}
→ nbpBufSize   {buffer size in bytes}
→ nbpAddress.aSocket {socket address}
→ nbpRetransmitInfo {retransmission information}
The AppleTalk Manager

FUNCTION NBPLookup (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;
\[\begin{array}{ll}
\text{abOpcode} & \{\text{always tNBPLookup}\} \\
\text{abResult} & \{\text{result code}\} \\
\text{abUserReference} & \{\text{for your use}\} \\
\text{nbpEntityPtr} & \{\text{pointer to entity name}\} \\
\text{nbpBufPtr} & \{\text{pointer to buffer}\} \\
\text{nbpBufSize} & \{\text{buffer size in bytes}\} \\
\text{nbpDataField} & \{\text{number of addresses received}\} \\
\text{nbpRetransmitInfo} & \{\text{retransmission information}\}
\end{array}\]

FUNCTION NBPExtract (theBuffer: Ptr; numInBuf: INTEGER; whichOne: INTEGER; VAR abEntity: EntityName; VAR address: AddrBlock) : OSErr;

FUNCTION NBPConfirm (abRecord: ABRecHandle; async: BOOLEAN) : OSErr;
\[\begin{array}{ll}
\text{abOpcode} & \{\text{always tNBPConfirm}\} \\
\text{abResult} & \{\text{result code}\} \\
\text{abUserReference} & \{\text{for your use}\} \\
\text{nbpEntityPtr} & \{\text{pointer to entity name}\} \\
\text{nbpDataField} & \{\text{socket number}\} \\
\text{nbpAddress} & \{\text{socket address}\} \\
\text{nbpRetransmitInfo} & \{\text{retransmission information}\}
\end{array}\]

FUNCTION NBPRemove (abEntity: EntityPtr) : OSErr;
FUNCTION NBPLoad : OSErr;
FUNCTION NBPUnload : OSErr;

Miscellaneous Routines

FUNCTION GetNodeAddress (VAR myNode, myNet: INTEGER) : OSErr;
FUNCTION IsMFPOpen : BOOLEAN;
FUNCTION IsATPOpen : BOOLEAN;

Result Codes

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>atpBadRsp</td>
<td>-3107</td>
<td>Bad response from ATPRequest</td>
</tr>
<tr>
<td>atpLenErr</td>
<td>-3106</td>
<td>ATP response message too large</td>
</tr>
<tr>
<td>badATPSkt</td>
<td>-1099</td>
<td>ATP bad responding socket</td>
</tr>
<tr>
<td>badBuffNum</td>
<td>-1100</td>
<td>ATP bad sequence number</td>
</tr>
<tr>
<td>buf2SmallErr</td>
<td>-3101</td>
<td>ALAP frame too large for buffer</td>
</tr>
<tr>
<td>cbNotFound</td>
<td>-1102</td>
<td>ATP control block not found</td>
</tr>
<tr>
<td>cksumErr</td>
<td>-3103</td>
<td>DDP bad checksum</td>
</tr>
<tr>
<td>ddpLenErr</td>
<td>-92</td>
<td>DDP datagram or ALAP data length too big</td>
</tr>
</tbody>
</table>

Summary of the AppleTalk Manager II-337
<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>ddpSktErr</td>
<td>-91</td>
<td>DDP socket error: socket already active; not a well-known socket; socket table full; all dynamic socket numbers in use</td>
</tr>
<tr>
<td>excessCollsns</td>
<td>-95</td>
<td>ALAP no CTS received after 32 RTS's, or line sensed in use 32 times (not necessarily caused by collisions)</td>
</tr>
<tr>
<td>extractErr</td>
<td>-3104</td>
<td>NBP can't find tuple in buffer</td>
</tr>
<tr>
<td>lapProtErr</td>
<td>-94</td>
<td>ALAP error attaching/detaching ALAP protocol type: attach error when ALAP protocol type is negative, not in range, already in table, or when table is full; detach error when ALAP protocol type isn't in table</td>
</tr>
<tr>
<td>nbpBuffOvr</td>
<td>-1024</td>
<td>NBP buffer overflow</td>
</tr>
<tr>
<td>nbpConfDiff</td>
<td>-1026</td>
<td>NBP name confirmed for different socket</td>
</tr>
<tr>
<td>nbpDuplicate</td>
<td>-1027</td>
<td>NBP duplicate name already exists</td>
</tr>
<tr>
<td>nbpNISErr</td>
<td>-1029</td>
<td>NBP names information socket error</td>
</tr>
<tr>
<td>nbpNoConfirm</td>
<td>-1025</td>
<td>NBP name not confirmed</td>
</tr>
<tr>
<td>nbpNotFound</td>
<td>-1028</td>
<td>NBP name not found</td>
</tr>
<tr>
<td>noBridgeErr</td>
<td>-93</td>
<td>No bridge found</td>
</tr>
<tr>
<td>noDataArea</td>
<td>-1104</td>
<td>Too many outstanding ATP calls</td>
</tr>
<tr>
<td>noErr</td>
<td>0</td>
<td>No error</td>
</tr>
<tr>
<td>noMPPError</td>
<td>-3102</td>
<td>MPP driver not installed</td>
</tr>
<tr>
<td>noRelErr</td>
<td>-1101</td>
<td>ATP no release received</td>
</tr>
<tr>
<td>noSendResp</td>
<td>-1103</td>
<td>ATPAddRsp issued before ATPSndRsp</td>
</tr>
<tr>
<td>portInUse</td>
<td>-97</td>
<td>Driver Open error, port already in use</td>
</tr>
<tr>
<td>portNotCf</td>
<td>-98</td>
<td>Driver Open error, port not configured for this connection</td>
</tr>
<tr>
<td>readQErr</td>
<td>-3105</td>
<td>Socket or protocol type invalid or not found in table</td>
</tr>
<tr>
<td>recNotFnd</td>
<td>-3108</td>
<td>ABRecord not found</td>
</tr>
<tr>
<td>reqAborted</td>
<td>-1105</td>
<td>Request aborted</td>
</tr>
<tr>
<td>reqFailed</td>
<td>-1096</td>
<td>ATPSndRequest failed: retry count exceeded</td>
</tr>
<tr>
<td>sktClosedErr</td>
<td>-3109</td>
<td>Asynchronous call aborted because socket was closed before call was completed</td>
</tr>
<tr>
<td>tooManyReqs</td>
<td>-1097</td>
<td>ATP too many concurrent requests</td>
</tr>
<tr>
<td>tooManySkts</td>
<td>-1098</td>
<td>ATP too many responding sockets</td>
</tr>
</tbody>
</table>

**II-338 Summary of the AppleTalk Manager**
Assembly-Language Information

Constants

; Serial port use types
useFree .EQU 0 ; unconfigured
useATalk .EQU 1 ; configured for AppleTalk
useASync .EQU 2 ; configured for the Serial Driver

; Bit in PortBUse for .ATP driver status
atpLoadedBit .EQU 4 ; set if .ATP driver is opened

; Unit numbers for AppleTalk drivers
mppUnitNum .EQU 9 ; .MPP driver
atpUnitNum .EQU 10 ; .ATP driver

; csCode values for Control calls (MPP)
writeLAP .EQU 243
detachPH .EQU 244
attachPH .EQU 245
writeDDP .EQU 246
closeSkt .EQU 247
openSkt .EQU 248
loadNBP .EQU 249
confirmName .EQU 250
lookupName .EQU 251
removeName .EQU 252
registerName .EQU 253
killNBP .EQU 254
unloadNBP .EQU 255

; csCode values for Control calls (ATP)
relRspCB .EQU 249
closeATPSkt .EQU 250
addResponse .EQU 251
sendResponse .EQU 252
getRequest .EQU 253
openATPSkt .EQU 254
sendRequest .EQU 255
relTCB .EQU 256

; ALAP header
lapDstAdr .EQU 0 ; destination node ID
lapSrcAdr .EQU 1 ; source node ID
lapType .EQU 2 ; ALAP protocol type
Inside Macintosh

; ALAP header size
lapHdSz .EQU 3

; ALAP protocol type values
shortDDP .EQU 1 ; short DDP header
longDDP .EQU 2 ; long DDP header

; Long DDP header
ddpHopCnt .EQU 0 ; count of bridges passed (4 bits)
ddpLength .EQU 0 ; datagram length (10 bits)
ddpChecksum .EQU 2 ; checksum
ddpDstNet .EQU 4 ; destination network number
ddpSrcNet .EQU 6 ; source network number
ddpDstNode .EQU 8 ; destination node ID
ddpSrcNode .EQU 9 ; source node ID
ddpDstSkt .EQU 10 ; destination socket number
ddpSrcSkt .EQU 11 ; source socket number
ddpType .EQU 12 ; DDP protocol type

; DDP long header size
ddpHSzLong .EQU ddpType+1

; Short DDP header
ddpLength .EQU 0 ; datagram length
sDDPDstSkt .EQU ddpChecksum ; destination socket number
sDDPSrcSkt .EQU sDDPDstSkt+1 ; source socket number
sDDPType .EQU sDDPSrcSkt+1 ; DDP protocol type

; DDP short header size
ddpHSzShort .EQU sDDPType+1

; Mask for datagram length
ddpLenMask .EQU $03FF

; Maximum size of DDP data
ddpMaxData .EQU 586

; ATP header
atpControl .EQU 0 ; control information
atpBitMap .EQU 1 ; bit map
atpRespNo .EQU 1 ; sequence number
atpTransID .EQU 2 ; transaction ID
atpUserData .EQU 4 ; user bytes

II-340 Summary of the AppleTalk Manager
; ATP header size
atpHdSz .EQU 8

; DDP protocol type for ATP packets
atp .EQU 3

; ATP function code
atpReqCode .EQU $40 ;TReq packet
atpRspCode .EQU $80 ;TResp packet
atpRelCode .EQU $C0 ;TRel packet

; ATPFlags control information bits
sendChk .EQU 0 ;send-checksum bit
tidValid .EQU 1 ;transaction ID validity bit
atpSTSBit .EQU 3 ;send-transmission-status bit
atpEOMBit .EQU 4 ;end-of-message bit
atpXOBit .EQU 5 ;exactly-once bit

; Maximum number of ATP request packets
atpMaxNum .EQU 8

; ATP buffer data structure
bdsBufSz .EQU 0 ;size of data to send or buffer size
bdsBufAddr .EQU 2 ;pointer to data or buffer
bdsDataSz .EQU 6 ;number of bytes actually received
bdsUserData .EQU 8 ;user bytes

; BDS element size
bdsEntrySz .EQU 12

; NBP packet
nbpControl .EQU 0 ;packet type
nbpTCount .EQU 0 ;tuple count
nbpID .EQU 1 ;packet identifier
nbpTuple .EQU 2 ;start of first tuple

; DDP protocol type for NBP packets
nbp .EQU 2
; NBP packet types
brRq .EQU 1 ;broadcast request
lkUp .EQU 2 ;lookup request
lkUpReply .EQU 3 ;lookup reply

; NBP tuple
tupleNet .EQU 0 ;network number
tupleNode .EQU 2 ;node ID
tupleSkt .EQU 3 ;socket number
tupleEnum .EQU 4 ;used internally
tupleName .EQU 5 ;entity name

; Maximum number of tuples in NBP packet
tupleMax .EQU 15

; NBP meta-characters
equals .EQU ' = ' ;"wild-card" meta-character
star .EQU ' * ' ;"this zone" meta-character

; NBP names table entry
ntLink .EQU 0 ;pointer to next entry
ntTuple .EQU 4 ;tuple
ntSocket .EQU 7 ;socket number
ntEntity .EQU 9 ;entity name

; NBP names information socket number
nis .EQU 2

Routines

Link Access Protocol

WriteLAP function
→ 26 csCode word ;always writeLAP
→ 30 wdsPointer pointer ;write data structure

AttachPH function
→ 26 csCode word ;always attachPH
→ 28 protType byte ;ALAP protocol type
→ 30 handler pointer ;protocol handler
The AppleTalk Manager

DetachPH function

→  26  csCode    word ;always detachPH
→  28  protType  byte ;ALAP protocol type

Datagram Delivery Protocol

OpenSkt function

→  26  csCode    word ;always openSkt
↔  28  socket    byte ;socket number
→  30  listener  pointer ;socket listener

CloseSkt function

→  26  csCode    word ;always closeSkt
→  28  socket    byte ;socket number

WriteDDP function

→  26  csCode    word ;always writeDDP
→  28  socket    byte ;socket number
→  29  checksumFlag byte ;checksum flag
→  30  wdsPointer pointer ;write data structure

AppleTalk Transaction Protocol

OpenATPSkt function

→  26  csCode    word ;always openATPSkt
↔  28  atpSocket  byte ;socket number
→  30  addrBlock long word ;socket request specification

CloseATPSkt function

→  26  csCode    word ;always closeATPSkt
→  28  atpSocket  byte ;socket number

SendRequest function

→  18  userData  long word ;user bytes
↔  22  reqTID    word ;transaction ID used in request
→  26  csCode    word ;always sendRequest
↔  28  currBitMap byte ;bit map
↔  29  atpFlags  byte ;control information
→  30  addrBlock long word ;destination socket address
→  34  reqLength word ;request size in bytes
→  36  reqPointer pointer ;pointer to request data
→  40  bdsPointer pointer ;pointer to response BDS
→  44  numOfBuff s byte ;number of responses expected
→  45  timeOutVal byte ;timeout interval
↔  46  numOfResps byte ;number of responses received
↔  47  retryCount byte ;number of retries

Summary of the AppleTalk Manager II-343
Inside Macintosh

GetRequest function

\[
\begin{array}{ll}
\leftarrow & 18 \text{ userData} \quad \text{long word} \quad \text{;user bytes} \\
\rightarrow & 26 \text{ csCode} \quad \text{word} \quad \text{;always GetRequest} \\
\rightarrow & 28 \text{ atpSocket} \quad \text{byte} \quad \text{;socket number} \\
\leftarrow & 29 \text{ atpFlags} \quad \text{byte} \quad \text{;control information} \\
\leftarrow & 30 \text{ addrBlock} \quad \text{long word} \quad \text{;source of request} \\
\leftrightarrow & 34 \text{ reqLength} \quad \text{word} \quad \text{;request buffer size} \\
\rightarrow & 36 \text{ reqPointer} \quad \text{pointer} \quad \text{;pointer to request buffer} \\
\leftarrow & 44 \text{ bitMap} \quad \text{byte} \quad \text{;bit map} \\
\rightarrow & 46 \text{ transID} \quad \text{word} \quad \text{;transaction ID} \\
\end{array}
\]

SendResponse function

\[
\begin{array}{ll}
\leftarrow & 18 \text{ userData} \quad \text{long word} \quad \text{;user bytes from TRel} \\
\rightarrow & 26 \text{ csCode} \quad \text{word} \quad \text{;always sendResponse} \\
\rightarrow & 28 \text{ atpSocket} \quad \text{byte} \quad \text{;socket number} \\
\rightarrow & 29 \text{ atpFlags} \quad \text{byte} \quad \text{;control information} \\
\rightarrow & 30 \text{ addrBlock} \quad \text{long word} \quad \text{;response destination} \\
\rightarrow & 40 \text{ bdsPointer} \quad \text{pointer} \quad \text{;pointer to response BDS} \\
\rightarrow & 44 \text{ numOfBuffs} \quad \text{byte} \quad \text{;number of response packets being sent} \\
\rightarrow & 45 \text{ bdsSize} \quad \text{byte} \quad \text{;BDS size in elements} \\
\rightarrow & 46 \text{ transID} \quad \text{word} \quad \text{;transaction ID} \\
\end{array}
\]

AddResponse function

\[
\begin{array}{ll}
\rightarrow & 18 \text{ userData} \quad \text{long word} \quad \text{;user bytes} \\
\rightarrow & 26 \text{ csCode} \quad \text{word} \quad \text{;always addResponse} \\
\rightarrow & 28 \text{ atpSocket} \quad \text{byte} \quad \text{;socket number} \\
\rightarrow & 29 \text{ atpFlags} \quad \text{byte} \quad \text{;control information} \\
\rightarrow & 30 \text{ addrBlock} \quad \text{long word} \quad \text{;response destination} \\
\rightarrow & 34 \text{ reqLength} \quad \text{word} \quad \text{;response size} \\
\rightarrow & 36 \text{ reqPointer} \quad \text{pointer} \quad \text{;pointer to response} \\
\rightarrow & 44 \text{ rsuNum} \quad \text{byte} \quad \text{;sequence number} \\
\rightarrow & 46 \text{ transID} \quad \text{word} \quad \text{;transaction ID} \\
\end{array}
\]

RelTCB function

\[
\begin{array}{ll}
\rightarrow & 26 \text{ csCode} \quad \text{word} \quad \text{;always relTCB} \\
\rightarrow & 30 \text{ addrBlock} \quad \text{long word} \quad \text{;destination of request} \\
\rightarrow & 46 \text{ transID} \quad \text{word} \quad \text{;transaction ID of request} \\
\end{array}
\]

RelRspCB function

\[
\begin{array}{ll}
\rightarrow & 26 \text{ csCode} \quad \text{word} \quad \text{;always relRspCB} \\
\rightarrow & 28 \text{ atpSocket} \quad \text{byte} \quad \text{;socket number that request was received on} \\
\rightarrow & 30 \text{ addrBlock} \quad \text{long word} \quad \text{;source of request} \\
\rightarrow & 46 \text{ transID} \quad \text{word} \quad \text{;transaction ID of request} \\
\end{array}
\]

II-344 Summary of the AppleTalk Manager
Name-Binding Protocol

RegisterName function
- → 26 csCode word ;always registerName
- → 28 interval byte ;retry interval
- ← 29 count byte ;retry count
- → 30 ntQEIPtr pointer ;names table element pointer
- → 34 verifyFlag byte ;set if verify needed

LookupName function
- → 26 csCode word ;always lookupName
- → 28 interval byte ;retry interval
- ← 29 count byte ;retry count
- → 30 entityPtr pointer ;pointer to entity name
- → 34 retBuffPtr pointer ;pointer to buffer
- → 38 retBuffSize word ;buffer size in bytes
- ← 40 maxToGet word ;matches to get
- ← 42 numGotten word ;matches found

ConfirmName function
- → 26 csCode word ;always confirmName
- → 28 interval byte ;retry interval
- ← 29 count byte ;retry count
- → 30 entityPtr pointer ;pointer to entity name
- → 34 confirmAddr pointer ;entity address
- ← 38 newSocket byte ;socket number

RemoveName function
- → 26 csCode word ;always removeName
- → 30 entityPtr pointer ;pointer to entity name

LoadNBP function
- → 26 csCode word ;always loadNBP

UnloadNBP function
- → 26 csCode word ;always unloadNBP

Variables

SPConfig Use types for serial ports (byte)
(bits 0-3: current configuration of serial port B
bits 4-6: current configuration of serial port A)

PortBUse Current availability of serial port B (byte)
(bit 7: 1 = not in use, 0 = in use
bits 0-3: current use of port bits
bits 4-6: driver-specific)

ABusVars Pointer to AppleTalk variables
Inside Macintosh
11 THE VERTICAL RETRACE MANAGER

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349 About the Vertical Retrace Manager
351 Using the Vertical Retrace Manager
351 Vertical Retrace Manager Routines
353 Summary of the Vertical Retrace Manager
ABOUT THIS CHAPTER

This chapter describes the Vertical Retrace Manager, the part of the Operating System that schedules and performs recurrent tasks during vertical retrace interrupts. It describes how your application can install and remove its own recurrent tasks.

You should already be familiar with:

- events, as discussed in chapter 8 of Volume I
- interrupts, as described in chapter 6

ABOUT THE VERTICAL RETRACE MANAGER

The Macintosh video circuitry generates a vertical retrace interrupt, also known as the vertical blanking (or VBL) interrupt, 60 times a second while the beam of the display tube returns from the bottom of the screen to the top to display the next frame. This interrupt is used as a convenient time for performing the following sequence of recurrent system tasks:

1. Increment the number of ticks since system startup (every interrupt). You can get this number by calling the Toolbox Event Manager function TickCount.
2. Check whether the stack has expanded into the heap; if so, it calls the System Error Handler (every interrupt).
3. Handle cursor movement (every interrupt).
4. Post a mouse event if the state of the mouse button changed from its previous state and then remained unchanged for four interrupts (every other interrupt).
5. Reset the keyboard if it's been reattached after having been detached (every 32 interrupts).
6. Post a disk-inserted event if the user has inserted a disk or taken any other action that requires a volume to be mounted (every 30 interrupts).

These tasks must execute at regular intervals based on the "heartbeat" of the Macintosh, and shouldn't be changed.

Tasks performed during the vertical retrace interrupt are known as VBL tasks. An application can add any number of its own VBL tasks for the Vertical Retrace Manager to execute. VBL tasks can be set to execute at any frequency (up to once per vertical retrace interrupt). For example, an electronic mail application might add a VBL task that checks every tenth of a second (every six interrupts) to see if it has received any messages. These tasks can perform any desired action as long as they don't make any calls to the Memory Manager, directly or indirectly, and don't depend on handles to unlocked blocks being valid. They must preserve all registers other than A0-A3 and D0-D3. If they use application globals, they must also ensure that register A5 contains the address of the boundary between the application globals and the application parameters; for details, see SetUpA5 and RestoreA5 in chapter 13.
Warning: When interrupts are disabled (such as during a disk access), or when VBL tasks take longer than about a sixtieth of a second to perform, one or more vertical retrace interrupts may be missed, thereby affecting the performance of certain VBL tasks. For instance, while a disk is being accessed, the updating of the cursor movement may be irregular.

Note: To perform periodic actions that do allocate and release memory, you can use the Desk Manager procedure SystemTask. Or, since the first thing the Vertical Retrace Manager does during a vertical retrace interrupt is increment the tick count, you can callTickCount repeatedly and perform periodic actions whenever a specific number of ticks have elapsed.

Information describing each VBL task is contained in the vertical retrace queue. The vertical retrace queue is a standard Macintosh Operating System queue, as described in chapter 13. Each entry in the vertical retrace queue has the following structure:

```
TYPE VBLTask = RECORD
  qLink: QElemPtr; {next queue entry}
  qType: INTEGER; {queue type}
  vblAddr: ProcPtr; {pointer to task}
  vblCount: INTEGER; {task frequency}
  vblPhase: INTEGER {task phase}
END;
```

QLink points to the next entry in the queue, and qType indicates the queue type, which must be ORD(vType).

VBLAddr contains a pointer to the task. VBLCount specifies the number of ticks between successive calls to the task. This value is decremented each sixtieth of a second until it reaches 0, at which point the task is called. The task must then reset vblCount, or its entry will be removed from the queue after it has been executed. VBLPhase contains an integer (smaller than vblCount) used to modify vblCount when the task is first added to the queue. This ensures that two or more tasks added to the queue at the same time with the same vblCount value will be out of phase with each other, and won't be called during the same interrupt. Unless there are many tasks to be added to the queue at the same time, vblPhase can usually be set to 0.

The Vertical Retrace Manager uses bit 6 of the queue flags field in the queue header to indicate when a task is being executed:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>Set if a task is being executed</td>
</tr>
</tbody>
</table>

Assembly-language note: Assembly-programmers can use the global constant inVBL to test this bit.
**USING THE VERTICAL RETRACE MANAGER**

The Vertical Retrace Manager is automatically initialized each time the system starts up. To add a VBL task to the vertical retrace queue, call VInstall. When your application no longer wants a task to be executed, it can remove the task from the vertical retrace queue by calling VRemove. A VBL task shouldn’t call VRemove to remove its entry from the queue—either the application should call VRemove, or the task should simply not reset the vblCount field of the queue entry.

Assembly-language note: VBL tasks may use registers A0-A3 and D0-D3, and must save and restore any additional registers used. They must exit with an RTS instruction.

If you’d like to manipulate the contents of the vertical retrace queue directly, you can get a pointer to the header of the vertical retrace queue by calling GetVBLQHdr.

**VERTICAL RETRACE MANAGER ROUTINES**

FUNCTION VInstall (vblTaskPtr : QElemPtr) : OSErr;

Trap macro _VInstall
On entry A0: vblTaskPtr (pointer)
On exit D0: result code (word)

VInstall adds the VBL task specified by vblTaskPtr to the vertical retrace queue. Your application must fill in all fields of the task except qLink. VInstall returns one of the result codes listed below.

Result codes

- noErr: No error
- vTypErr: QType field isn't ORD(vType)


FUNCTION VRemove (vblTaskPtr : QElemPtr) : OSErr;

Trap macro _VRemove
On entry A0: vblTaskPtr (pointer)
On exit D0: result code (word)

VRemove removes the VBL task specified by vblTaskPtr from the vertical retrace queue. It returns one of the result codes listed below.
Inside Macintosh

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>vTypErr</td>
<td>QType field isn't ORD(vType)</td>
</tr>
<tr>
<td>qErr</td>
<td>Task entry isn't in the queue</td>
</tr>
</tbody>
</table>

FUNCTION GetVBLQHdr : QHdrPtr; [Not in ROM]

GetVBLQHdr returns a pointer to the header of the vertical retrace queue.

Assembly-language note: The global variable VBLQueue contains the header of the vertical retrace queue.
SUMMARY OF THE VERTICAL RETRACE MANAGER

Constants

CONST { Result codes }

noErr = 0;  \{no error\}
qErr = -1;  \{task entry isn't in the queue\}
vTypErr = -2;  \{qType field isn't ORD(vType)\}

Data Types

TYPE VBLTask = RECORD
    qLink: QElemPtr;  \{next queue entry\}
    qType: INTEGER;  \{queue type\}
    vblAddr: ProcPtr;  \{pointer to task\}
    vblCount: INTEGER;  \{task frequency\}
    vblPhase: INTEGER  \{task phase\}
END;

Routines

FUNCTION VInstall (vblTaskPtr: QElemPtr) : OSErr;
FUNCTION VRemove (vblTaskPtr: QElemPtr) : OSErr;
FUNCTION GetVBLQHdrr : QHdrrPtr;  \[Not in ROM\]

Assembly-Language Information

Constants

inVBL .EQU 6 ;set if Vertical Retrace Manager is executing a task

; Result codes

noErr .EQU 0 ;no error
qErr .EQU -1 ;task entry isn't in the queue
vTypErr .EQU -2 ;qType field isn't vType

Structure of Vertical Retrace Queue Entry

qLink Pointer to next queue entry
qType Queue type (word)
vblAddr Address of task
vblCount Task frequency (word)
vblPhase Task phase (word)
**Inside Macintosh**

**Routines**

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>On entry</th>
<th>On exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>_VInstall</td>
<td>A0: vblTaskPtr (ptr)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_VRemove</td>
<td>A0: vblTaskPtr (ptr)</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

**Variables**

| VBLQueue     | Vertical retrace queue header (10 bytes) |

II-354 *Summary of the Vertical Retrace Manager*
12 THE SYSTEM ERROR HANDLER

357 About This Chapter
357 About the System Error Handler
358 Recovering From System Errors
359 System Error Alert Tables
362 System Error Handler Routine
364 Summary of the System Error Handler
ABOUT THIS CHAPTER

The System Error Handler is the part of the Operating System that assumes control when a fatal system error occurs. This chapter introduces you to the System Error Handler and describes how your application can recover from system errors.

You'll already need to be somewhat familiar with most of the User Interface Toolbox and the rest of the Operating System.

ABOUT THE SYSTEM ERROR HANDLER

The System Error Handler assumes control when a fatal system error occurs. Its main function is to display an alert box with an error message (called a system error alert) and provide a mechanism for the application to resume execution.

Note: The system error alerts simply identify the type of problem encountered and, in some cases, the part of the Toolbox or Operating System involved. They don't, however, tell you where in your application code the failure occurred.

Because a system error usually indicates that a very low-level part of the system has failed, the System Error Handler performs its duties by using as little of the system as possible. It requires only the following:

- The trap dispatcher is operative.
- The Font Manager procedure InitFonts has been called (it's called when the system starts up).
- Register A7 points to a reasonable place in memory (for example, not to the main screen buffer).
- A few important system data structures aren't too badly damaged.

The System Error Handler doesn't require the Memory Manager to be operative.

The content of the alert box displayed is determined by a system error alert table, a resource stored in the system resource file. There are two different system error alert tables: a system startup alert table used when the system starts up, and a user alert table for informing the user of system errors.

The system startup alerts are used to display messages at system startup such as the "Welcome to Macintosh" message (Figure 1). They're displayed by the System Error Handler instead of the Dialog Manager because the System Error Handler needs very little of the system to operate.

The user alerts (Figure 2) notify the user of system errors. The bottom right corner of a user alert contains a system error ID that identifies the error. Usually the message "Sorry, a system error occurred", a Restart button, and a Resume button are also shown. If the Finder can't be found on a disk, the message "Can't load the finder" and a Restart button will be shown. The Macintosh will attempt to restart if the user clicks the Restart button, and the application will attempt to resume execution if the user clicks the Resume button.
Welcome to Macintosh.

Figure 1. System Startup Alert

Sorry, a system error occurred.

ID = 12

Figure 2. User Alert

The "Please insert the disk:" message displayed by the File Manager is also a user alert; however, unlike the other alerts, it's displayed in a dialog box.

The summary at the end of this chapter lists the system error IDs for the various user alerts, as well as the system startup alert messages.

RECOVERING FROM SYSTEM ERRORS

An application recovers from a system error by means of a resume procedure. You pass a pointer to your resume procedure when you call the Dialog Manager procedure InitDialogs. When the user clicks the Resume button in a system error alert, the System Error Handler attempts to restore the state of the system and then calls your resume procedure.

Assembly-language note: The System Error Handler actually restores the value of register A5 to what it was before the system error occurred, sets the stack pointer to the address stored in the global variable CurStackBase (throwing away the stack), and then jumps to your resume procedure.

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If you don't have a resume procedure, you'll pass NIL to InitDialogs (and the Resume button in the system error alert will be dimmed).

**SYSTEM ERROR ALERT TABLES**

This section describes the data structures that define the alert boxes displayed by the System Error Handler; this information is provided mainly to allow you to edit and translate the messages displayed in the alerts. Rearranging the alert tables or creating new ones is discouraged because the Operating System depends on having the alert information stored in a very specific and constant way.

In the system resource file, the system error alerts have the following resource types and IDs:

<table>
<thead>
<tr>
<th>Table</th>
<th>Resource type</th>
<th>Resource ID</th>
</tr>
</thead>
<tbody>
<tr>
<td>System startup alert</td>
<td>'DSAT'</td>
<td>0</td>
</tr>
<tr>
<td>User alert</td>
<td>'INIT'</td>
<td>2</td>
</tr>
</tbody>
</table>

**Assembly-language note:** The global variable DSAlertTab contains a pointer to the current system error alert table. DSAlertTab points to the system startup alert table when the system is starting up; then it's changed to point to the user alert table.

A system error alert table consists of a word indicating the number of entries in the table, followed by alert, text, icon, button, and procedure definitions, all of which are explained below. The first definition in a system error alert table is an alert definition that applies to all system errors that don't have their own alert definition. The rest of the definitions within the alert table needn't be in any particular order, nor do the definitions of one type need to be grouped together. The first two words in every definition are used for the same purpose: The first word contains an ID number identifying the definition, and the second specifies the length of the rest of the definition in bytes.

An alert definition specifies the IDs of the text, icon, button, and procedure definitions that together determine the appearance and operation of the alert box that will be drawn (Figure 3). The ID of an alert definition is the system error ID that the alert pertains to. The System Error Handler uses the system error ID to locate the alert definition. The alert definition specifies the IDs of the other definitions needed to create the alert; 0 is specified if the alert doesn't include any items of that type.

A text definition specifies the text that will be drawn in the system error alert (Figure 4). Each alert definition refers to two text definitions; the secondary text definition allows a second line of text to be added to the alert message. (No more than two lines of text may be displayed.) The pen location at which QuickDraw will begin drawing the text is given as a point in global coordinates. The actual characters that comprise the text are suffixed by one NUL character (ASCII code 0).

**Warning:** The slash character (/) can't be used in the text.
An icon definition specifies the icon that will be drawn in the system error alert (Figure 5). The location of the icon is given as a rectangle in global coordinates. The 128 bytes that comprise the icon complete the definition.

A procedure definition specifies a procedure that will be executed whenever the system error alert is drawn (Figure 6). Procedure definitions are also used to specify the action to be taken when a particular button is pressed, as described below. Most of a procedure definition is simply the code comprising the procedure.
A button definition specifies the button(s) that will be drawn in the system error alert (Figure 7). It indicates the number of buttons that will be drawn, followed by that many six-word groups, each specifying the text, location, and operation of a button.

The first word of each six-word group contains a string ID (explained below) specifying the text that will be drawn inside the button. The button's location is given as a rectangle in global coordinates. The last word contains a procedure definition ID identifying the code to be executed when the button is clicked.

The text that will be drawn inside each button is specified by the data structure shown in Figure 8. The first word contains a string ID identifying the string and the second indicates the length of the string in bytes. The actual characters of the string follow.

Each alert has two button definitions; these definitions have sequential button definition IDs (such as 60 and 61). The button definition ID of the first definition is placed in the alert definition. This definition is used if no resume procedure has been specified (with a call to the Dialog Manager's InitDialogs procedure). If a resume procedure has been specified, the System Error Handler adds 1 to the button definition ID specified in the alert definition and so uses the second
button definition. In this definition, the procedure for the Resume button attempts to restore the state of the system and calls the resume procedure that was specified with InitDi a logs.

**SYSTEM ERROR HANDLER ROUTINE**

The System Error Handler has only one routine, SysError, described below. Most application programs won't have any reason to call it. The system itself calls SysError whenever a system error occurs, and most applications need only be concerned with recovering from the error and resuming execution.

PROCEDURE SysError (errorCode: INTEGER);  

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_SysError</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>D0: errorCode (word)</td>
</tr>
<tr>
<td>On exit</td>
<td>All registers changed</td>
</tr>
</tbody>
</table>

SysError generates a system error with the ID specified by the errorCode parameter.

It takes the following precise steps:

1. It saves all registers and the stack pointer.
2. It stores the system error ID in a global variable (named DSErrCode).
3. It checks to see whether there's a system error alert table in memory (by testing whether the global variable DSAlertTab is 0); if there isn't, it draws the "sad Macintosh" icon.
4. It allocates memory for QuickDraw globals on the stack, initializes QuickDraw, and initializes a grafPort in which the alert box will be drawn.
5. It checks the system error ID. If the system error ID is negative, the alert box isn't redrawn (this is used for system startup alerts, which can display a sequence of consecutive messages in the same box). If the system error ID doesn't correspond to an entry in the system error alert table, the default alert definition at the start of the table will be used, displaying the message "Sorry, a system error occurred".
6. It draws an alert box (in the rectangle specified by the global variable DSAlertRect).
7. If the text definition IDs in the alert definition for this alert aren't 0, it draws both strings.
8. If the icon definition ID in the alert definition isn't 0, it draws the icon.
9. If the procedure definition ID in the alert definition isn't 0, it invokes the procedure with the specified ID.
10. If the button definition ID in the alert definition is 0, it returns control to the procedure that called it (this is used during the disk-switch alert to return control to the File Manager after the "Please insert the disk:" message has been displayed).
11. If there's a resume procedure, it increments the button definition ID by 1.
12. It draws the buttons.
13. It hit-tests the buttons and calls the corresponding procedure code when a button is pressed. If there's no procedure code, it returns to the procedure that called it.
SUMMARY OF THE SYSTEM ERROR HANDLER

Routines

PROCEDURE SysError (errorCode: INTEGER);

User Alerts

<table>
<thead>
<tr>
<th>ID</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Bus error: Invalid memory reference; happens only on a Macintosh XL</td>
</tr>
<tr>
<td>2</td>
<td>Address error: Word or long-word reference made to an odd address</td>
</tr>
<tr>
<td>3</td>
<td>Illegal instruction: The MC68000 received an instruction it didn't recognize.</td>
</tr>
<tr>
<td>4</td>
<td>Zero divide: Signed Divide (DIVS) or Unsigned Divide (DIVU) instruction with a divisor of 0 was executed.</td>
</tr>
<tr>
<td>5</td>
<td>Check exception: Check Register Against Bounds (CHK) instruction was executed and failed. Pascal &quot;value out of range&quot; errors are usually reported in this way.</td>
</tr>
<tr>
<td>6</td>
<td>TrapV exception: Trap On Overflow (TRAPV) instruction was executed and failed.</td>
</tr>
<tr>
<td>7</td>
<td>Privilege violation: Macintosh always runs in supervisor mode; perhaps an erroneous Return From Execution (RTE) instruction was executed.</td>
</tr>
<tr>
<td>8</td>
<td>Trace exception: The trace bit in the status register is set.</td>
</tr>
<tr>
<td>9</td>
<td>Line 1010 exception: The 1010 trap dispatcher has failed.</td>
</tr>
<tr>
<td>10</td>
<td>Line 1111 exception: Unimplemented instruction</td>
</tr>
<tr>
<td>11</td>
<td>Miscellaneous exception: All other MC68000 exceptions</td>
</tr>
<tr>
<td>12</td>
<td>Unimplemented core routine: An unimplemented trap number was encountered.</td>
</tr>
<tr>
<td>13</td>
<td>Spurious interrupt: The interrupt vector table entry for a particular level of interrupt is NIL; usually occurs with level 4, 5, 6, or 7 interrupts.</td>
</tr>
<tr>
<td>14</td>
<td>I/O system error: The File Manager is attempting to dequeue an entry from an I/O request queue that has a bad queue type field; perhaps the queue entry is unlocked. Or, the dCtlQHead field was NIL during a Fetch or Stash call. Or, a needed device control entry has been purged.</td>
</tr>
<tr>
<td>15</td>
<td>Segment Loader error: A GetResource call to read a segment into memory failed.</td>
</tr>
<tr>
<td>16</td>
<td>Floating point error: The halt bit in the floating-point environment word was set.</td>
</tr>
<tr>
<td>17-24</td>
<td>Can't load package: A GetResource call to read a package into memory failed.</td>
</tr>
<tr>
<td>25</td>
<td>Can't allocate requested memory block in the heap</td>
</tr>
<tr>
<td>26</td>
<td>Segment Loader error: A GetResource call to read 'CODE' resource 0 into memory failed; usually indicates a nonexecutable file.</td>
</tr>
</tbody>
</table>
The System Error Handler

27  File map destroyed: A logical block number was found that's greater than the number of the last logical block on the volume or less than the logical block number of the first allocation block on the volume.

28  Stack overflow error: The stack has expanded into the heap.

30  "Please insert the disk:" File Manager alert

41  The file named "Finder" can't be found on the disk.

100 Can't mount system startup volume. The system couldn't read the system resource file into memory.

32767 "Sorry, a system error occurred": Default alert message

System Startup Alerts

"Welcome to Macintosh"
"Disassembler installed"
"MacsBug installed"
"Warning—this startup disk is not usable"

Assembly-Language Information

Constants

; System error IDs

dBusError    .EQU 1       ; bus error
dsAddressErr .EQU 2       ; address error
dsIllInstErr .EQU 3       ; illegal instruction
dsZeroDivErr .EQU 4       ; zero divide
dsChkErr     .EQU 5       ; check exception
dsOvflowErr  .EQU 6       ; trapV exception
dsPrivErr    .EQU 7       ; privilege violation
dsTraceErr   .EQU 8       ; trace exception
dsLineAErr   .EQU 9       ; line 1010 exception
dsLineFErr   .EQU 10      ; line 1111 exception
dsMiscErr    .EQU 11      ; miscellaneous exception
dsCoreErr    .EQU 12      ; unimplemented core routine
dsIqErr      .EQU 13      ; spurious interrupt
dsIOCoreErr  .EQU 14      ; I/O system error
dsLoadErr    .EQU 15      ; Segment Loader error
dFPErr       .EQU 16      ; floating point error
dNoPackErr   .EQU 17      ; can't load package 0
dNoPk1       .EQU 18      ; can't load package 1
dNoPk2       .EQU 19      ; can't load package 2
dNoPk3       .EQU 20      ; can't load package 3
dNoPk4       .EQU 21      ; can't load package 4
dNoPk5       .EQU 22      ; can't load package 5
dNoPk6       .EQU 23      ; can't load package 6
Inside Macintosh

dsNoPk7 .EQU 24 ;can't load package 7
dsMemFullErr .EQU 25 ;can't allocate requested block
dsBadLaunch .EQU 26 ;Segment Loader error
dsFSErr .EQU 27 ;file map destroyed
dsStkNHeap .EQU 28 ;stack overflow error
dsReinsert .EQU 30 ;"Please insert the disk:"
dsSysErr .EQU 32767 ;undifferentiated system error

Routines

Trap macro _SysError

On entry On exit
D0: errorCode (word) All registers changed

Variables

DSErrCode Current system error ID (word)
DSAlertTab Pointer to system error alert table in use
DSAlertRect Rectangle enclosing system error alert (8 bytes)

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13 THE OPERATING SYSTEM UTILITIES

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373  General Operating System Data Types
374  Operating System Utility Routines
374  Pointer and Handle Manipulation
376  String Comparison
377  Date and Time Operations
380  Parameter RAM Operations
382  Queue Manipulation
383  Trap Dispatch Table Utilities
384  Miscellaneous Utilities
387  Summary of the Operating System Utilities
ABOUT THIS CHAPTER

This chapter describes the Operating System Utilities, a set of routines and data types in the Operating System that perform generally useful operations such as manipulating pointers and handles, comparing strings, and reading the date and time.

Depending on which Operating System Utilities you're interested in using, you may need to be familiar with other parts of the Toolbox or Operating System; where that's necessary, you're referred to the appropriate chapters.

PARAMETER RAM

Various settings, such as those specified by the user by means of the Control Panel desk accessory, need to be preserved when the Macintosh is off so they will still be present at the next system startup. This information is kept in parameter RAM, 20 bytes that are stored in the clock chip together with the current date and time setting. The clock chip is powered by a battery when the system is off, thereby preserving all the settings stored in it.

You may find it necessary to read the values in parameter RAM or even change them (for example, if you create a desk accessory like the Control Panel). Since the clock chip itself is difficult to access, its contents are copied into low memory at system startup. You read and change parameter RAM through this low-memory copy.

Note: Certain values from parameter RAM are used so frequently that special routines have been designed to return them (for example, the Toolbox Event Manager function GetDbiTime). These routines are discussed in other chapters where appropriate.

Assembly-language note: The low-memory copy of parameter RAM begins at the address SysParam; the various portions of the copy can be accessed through individual global variables, listed in the summary at the end of this chapter. Some of these are copied into other global variables at system startup for even easier access; for example, the auto-key threshold and rate, which are contained in the variable SPKbd in the copy of parameter RAM, are copied into the variables KeyThresh and KeyRepThresh. Each such variable is discussed in the appropriate chapter.

The date and time setting is also copied at system startup from the clock chip into its own low-memory location. It's stored as a number of seconds since midnight, January 1, 1904, and is updated every second. The maximum value, $FFFFFFFF, corresponds to 6:28:15 AM, February 6, 2040; after that, it wraps around to midnight, January 1, 1904.

Assembly-language note: The low-memory location containing the date and time is the global variable Time.
The structure of parameter RAM is represented by the following data type:

```pascal
TYPE SysParmType =
  RECORD
    valid: Byte; {validity status}
    aTalkA: Byte; {AppleTalk node ID hint for modem port}
    aTalkB: Byte; {AppleTalk node ID hint for printer port}
    config: Byte; {use types for serial ports}
    portA: INTEGER; {modem port configuration}
    portB: INTEGER; {printer port configuration}
    alarm: LONGINT; {alarm setting}
    font: INTEGER; {application font number minus 1}
    kbdPrint: INTEGER; {auto-key settings, printer connection}
    volClik: INTEGER; {speaker volume, double-click, caret blink}
    misc: INTEGER {mouse scaling, startup disk, menu blink}
  END;

SysPPtr = ^SysParmType;
```

The valid field contains the validity status of the clock chip: Whenever you successfully write to the clock chip, $A8 is stored in this byte. The validity status is examined when the clock chip is read at system startup. It won't be $A8 if a hardware problem prevented the values from being written; in this case, the low-memory copy of parameter RAM is set to the default values shown in the table below, and these values are then written to the clock chip itself. (The meanings of the parameters are explained below in the descriptions of the various fields.)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Default value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Validity status</td>
<td>$A8</td>
</tr>
<tr>
<td>Node ID hint for modem port</td>
<td>0</td>
</tr>
<tr>
<td>Node ID hint for printer port</td>
<td>0</td>
</tr>
<tr>
<td>Use types for serial ports</td>
<td>0 (both ports)</td>
</tr>
<tr>
<td>Modem port configuration</td>
<td>9600 baud, 8 data bits, 2 stop bits, no parity</td>
</tr>
<tr>
<td>Printer port configuration</td>
<td>Same as for modem port</td>
</tr>
<tr>
<td>Alarm setting</td>
<td>0 (midnight, January 1, 1904)</td>
</tr>
<tr>
<td>Application font number minus 1</td>
<td>2 (Geneva)</td>
</tr>
<tr>
<td>Auto-key threshold</td>
<td>6 (24 ticks)</td>
</tr>
<tr>
<td>Auto-key rate</td>
<td>3 (6 ticks)</td>
</tr>
<tr>
<td>Printer connection</td>
<td>0 (printer port)</td>
</tr>
<tr>
<td>Speaker volume</td>
<td>3 (medium)</td>
</tr>
<tr>
<td>Double-click time</td>
<td>8 (32 ticks)</td>
</tr>
<tr>
<td>Caret-blink time</td>
<td>8 (32 ticks)</td>
</tr>
<tr>
<td>Mouse scaling</td>
<td>1 (on)</td>
</tr>
<tr>
<td>Preferred system startup disk</td>
<td>0 (internal drive)</td>
</tr>
<tr>
<td>Menu blink</td>
<td>3</td>
</tr>
</tbody>
</table>

`II-370 Parameter RAM`
Warning: Your program must not use bits indicated below as "reserved for future use" in parameter RAM, since future Macintosh software features will use them.

The aTalkA and aTalkB fields are used by the AppleTalk Manager; they’re described in the manual *Inside AppleTalk*.

The config field indicates which device or devices may use each of the serial ports; for details, see the section "Calling the AppleTalk Manager from Assembly Language" in chapter 10.

The portA and portB fields contain the baud rates, data bits, stop bits, and parity for the device drivers using the modem port ("port A") and printer port ("port B"). An explanation of these terms and the exact format of the information are given in chapter 9.

The alarm field contains the alarm setting in seconds since midnight, January 1, 1904.

The font field contains 1 less than the number of the application font. See chapter 7 of Volume I for a list of font numbers.

Bit 0 of the kbd.Print field (Figure 1) designates whether the printer (if any) is connected to the printer port (0) or the modem port (1). Bits 8-11 of this field contain the auto-key rate, the rate of the repeat when a character key is held down; this value is stored in two-tick units. Bits 12-15 contain the auto-key threshold, the length of time the key must be held down before it begins to repeat; it's stored in four-tick units.

![Figure 1. The KbdPrint Field](image)

Bits 0-3 of the volClik field (Figure 2) contain the caret-blink time, and bits 4-7 contain the double-click time; both values are stored in four-tick units. The caret-blink time is the interval between blinks of the caret that marks the insertion point in text. The double-click time is the greatest interval between a mouse-up and mouse-down event that would qualify two mouse clicks as a double-click. Bits 8-10 of the volClik field contain the speaker volume setting, which ranges from silent (0) to loud (7).

Note: The Sound Driver procedure SetSoundVol changes the speaker volume without changing the setting in parameter RAM, so it's possible for the actual volume to be different from this setting.

Bits 2 and 3 of the misc field (Figure 3) contain a value from 0 to 3 designating how many times a menu item will blink when it's chosen. Bit 4 of this field indicates whether the preferred disk to use to start up the system is in the internal (0) or the external (1) drive; if there's any problem using the disk in the specified drive, the other drive will be used.
Finally, bit 6 of the misc field designates whether mouse scaling is on (1) or off (0). If mouse scaling is on, the system looks every sixtieth of a second at whether the mouse has moved; if in that time the sum of the mouse's horizontal and vertical changes in position is greater than the mouse-scaling threshold (normally six pixels), then the cursor will move twice as far horizontally and vertically as it would if mouse scaling were off.

Assembly-language note: The mouse-scaling threshold is contained in the global variable Csr/Thresh.

**OPERATING SYSTEM QUEUES**

Some of the information used by the Operating System is stored in data structures called queues. A queue is a list of identically structured entries linked together by pointers. Queues are used to keep track of VBL tasks, I/O requests, events, mounted volumes, and disk drives (or other block-formatted devices).

A standard Operating System queue has a header with the following structure:

```pascal
TYPE QHdr = RECORD
  qFlags: INTEGER; {queue flags}
  qHead: QElemPtr; {first queue entry}
  qTail: QElemPtr {last queue entry}
END;
```
QHdrPtr = QHdr;

QFlags contains information (usually flags) that's different for each queue type. QHead points to
the first entry in the queue, and qTail points to the last entry in the queue. The entries within each
type of queue are different; the Operating System uses the following variant record to access
them:

```pascal
TYPE QTypes = (dummyType, vType, ioQType, drvQType, evType, fsQType);
RECORD
CASE QTypes OF
  vType: (vblQElem: VBLTask);
  ioQType: (ioQElem: ParamBlockRec);
  drvQType: (drvQElem: DrvQEl);
  evType: (evQElem: EvQEl);
  fsQType: (vcbQElem: VCB)
END;
QElemPtr = ^QElem;
```

All entries in queues, regardless of the queue type, begin with four bytes of flags followed by a
pointer to the next queue entry. The entries are linked through these pointers; each one points to
the pointer field in the next entry. In Pascal, the data type of the pointer is QElemPtr, and the data
type of the entry begins with the pointer field. Consequently, the flag bytes are inaccessible from
Pascal.

Following the pointer to the next entry, each entry contains an integer designating the queue type
(for example, ORD(evType) for the event queue). The exact structure of the rest of the entry
depends on the type of queue; for more information, see the chapter that discusses that queue in
detail.

**GENERAL OPERATING SYSTEM DATA TYPES**

This section describes two data types of general interest to users of the Operating System.

There are several places in the Operating System where you specify a four-character sequence for
something, such as for file types and application signatures (described in chapter 1 of Volume
III). The Pascal data type for such sequences is

```pascal
TYPE OSType = PACKED ARRAY[1..4] OF CHAR;
```

Another data type that's used frequently in the Operating System is

```pascal
TYPE OSErr = INTEGER;
```
This is the data type for a result code, which many Operating System routines (including those described in this chapter) return in addition to their normal results. A result code is an integer indicating whether the routine completed its task successfully or was prevented by some error condition (or other special condition, such as reaching the end of a file). In the normal case that no error is detected, the result code is

```plaintext
CONST noErr = 0; { no error }
```

A nonzero result code (usually negative) signals an error. A list of all result codes is provided in Appendix A (Volume III).

### OPERATING SYSTEM UTILITY ROUTINES

#### Pointer and Handle Manipulation

These functions would be easy to duplicate with Memory Manager calls; they're included in the Operating System Utilities as a convenience because the operations they perform are so common.

**FUNCTION HandToHand (VAR theHndl: Handle) : OSErr;**

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>HandToHand</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: theHndl (handle)</td>
</tr>
<tr>
<td>On exit</td>
<td>A0: theHndl (handle)</td>
</tr>
<tr>
<td></td>
<td>DO: result code (word)</td>
</tr>
</tbody>
</table>

HandToHand copies the information to which theHndl is a handle and returns a new handle to the copy in theHndl. Since HandToHand replaces the input parameter with a new handle, you should retain the original value of the input parameter somewhere else, or you won't be able to access it. For example:

```plaintext
VAR x, y: Handle;
   err: OSErr;

y := x;
err := HandToHand(y)
```

The original handle remains in x while y becomes a different handle to an identical copy of the data.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>No error</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>NIL master pointer</td>
</tr>
<tr>
<td>memFullErr</td>
<td>Attempt to operate on a free block</td>
</tr>
<tr>
<td>nilHandleErr</td>
<td>Not enough room in heap zone</td>
</tr>
<tr>
<td>memWZErr</td>
<td></td>
</tr>
</tbody>
</table>

II-374 General Operating System Data Types
**The Operating System Utilities**

FUNCTION PtrToHand (srcPtr: Ptr; VAR dstHndl: Handle; size: LONGINT) : OSErr;

<table>
<thead>
<tr>
<th>Trap macro _PtrToHand</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
</tr>
<tr>
<td>A0: srcPtr (pointer)</td>
</tr>
<tr>
<td>D0: size (long word)</td>
</tr>
<tr>
<td>On exit</td>
</tr>
<tr>
<td>A0: dstHndl (handle)</td>
</tr>
<tr>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

PtrToHand returns in dstHndl a newly created handle to a copy of the number of bytes specified by the size parameter, beginning at the location specified by srcPtr.

Result codes
- noErr No error
- memFullErr Not enough room in heap zone

FUNCTION PtrToXHand (srcPtr: Ptr; dstHndl: Handle; size: LONGINT) : OSErr;

<table>
<thead>
<tr>
<th>Trap macro _PtrToXHand</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
</tr>
<tr>
<td>A0: srcPtr (pointer)</td>
</tr>
<tr>
<td>A1: dstHndl (handle)</td>
</tr>
<tr>
<td>D0: size (long word)</td>
</tr>
<tr>
<td>On exit</td>
</tr>
<tr>
<td>A0: dstHndl (handle)</td>
</tr>
<tr>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

PtrToXHand takes the existing handle specified by dstHndl and makes it a handle to a copy of the number of bytes specified by the size parameter, beginning at the location specified by srcPtr.

Result codes
- noErr No error
- memFullErr Not enough room in heap zone
- nilHandleErr NIL master pointer
- memWZErr Attempt to operate on a free block

FUNCTION HandAndHand (aHndl, bHndl: Handle) : OSErr;

<table>
<thead>
<tr>
<th>Trap macro _HandAndHand</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
</tr>
<tr>
<td>A0: aHndl (handle)</td>
</tr>
<tr>
<td>A1: bHndl (handle)</td>
</tr>
<tr>
<td>On exit</td>
</tr>
<tr>
<td>A0: bHndl (handle)</td>
</tr>
<tr>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>
HandAndHand concatenates the information to which aHndl is a handle onto the end of the information to which bHndl is a handle.

**Warning:** HandAndHand dereferences aHndl, so be sure to call the Memory Manager procedure HLock to lock the block before calling HandAndHand.

Result codes:
- `noErr`: No error
- `memFullErr`: Not enough room in heap zone
- `nilHandleErr`: NIL master pointer
- `memWZErr`: Attempt to operate on a free block

```pascal
FUNCTION PtrAndHand (pntr: Ptr; hndl: Handle; size: LONGINT) : OSErr;
```

**Trap macro**

- `_PtrAndHand`

**On entry**
- A0: pntr (pointer)
- A1: hndl (handle)
- D0: size (long word)

**On exit**
- A0: hndl (handle)
- D0: result code (word)

PtrAndHand takes the number of bytes specified by the size parameter, beginning at the location specified by pntr, and concatenates them onto the end of the information to which hndl is a handle.

Result codes:
- `noErr`: No error
- `memFullErr`: Not enough room in heap zone
- `nilHandleErr`: NIL master pointer
- `memWZErr`: Attempt to operate on a free block

**String Comparison**

**Assembly-language note:** The trap macros for these utility routines have optional arguments corresponding to the Pascal flags passed to the routines. When present, such an argument sets a certain bit of the routine trap word; this is equivalent to setting the corresponding Pascal flag to either TRUE or FALSE, depending on the flag. The trap macros for these routines are listed with all the possible permutations of arguments. Whichever permutation you use, you must type it exactly as shown. (The syntax shown applies to the Lisa Workshop Assembler; programmers using another development system should consult its documentation for the proper syntax.)

II-376 Operating System Utility Routines
FUNCTION EqualString (aStr,bStr: Str255; caseSens,diacSens: BOOLEAN) : BOOLEAN;

Trap macro _CmpString
_CmpString ,MARKS (sets bit 9, for diacSens=FALSE)
_CmpString ,CASE (sets bit 10, for caseSens=TRUE)
_CmpString ,MARKS,CASE (sets bits 9 and 10)

On entry
A0: pointer to first character of first string
A1: pointer to first character of second string
D0: high-order word: length of first string
    low-order word: length of second string

On exit
D0: 0 if strings equal, 1 if strings not equal (long word)

EqualString compares the two given strings for equality on the basis of their ASCII values. If caseSens is TRUE, uppercase characters are distinguished from the corresponding lowercase characters. If diacSens is FALSE, diacritical marks are ignored during the comparison. The function returns TRUE if the strings are equal.

Note: See also the International Utilities Package function IUEqualString.

PROCEDURE UprString (VAR theString: Str255; diacSens: BOOLEAN);

Trap macro _UprString
_UprString ,MARKS (sets bit 9, for diacSens=FALSE)

On entry
A0: pointer to first character of string
D0: length of string (word)

On exit
A0: pointer to first character of string

UprString converts any lowercase letters in the given string to uppercase, returning the converted string in theString. In addition, diacritical marks are stripped from the string if diacSens is FALSE.

Date and Time Operations

The following utilities are for reading and setting the date and time stored in the clock chip. Reading the date and time is a fairly common operation; setting it is somewhat rarer, but could be necessary for implementing a desk accessory like the Control Panel.

The date and time setting is stored as an unsigned number of seconds since midnight, January 1, 1904; you can use a utility routine to convert this to a date/time record. Date/time records are defined as follows:
Inside Macintosh

TYPE DateTimeRec =
RECORD
  year: INTEGER; {1904 to 2040}
month: INTEGER; {1 to 12 for January to December}
day: INTEGER; {1 to 31}
hour: INTEGER; {0 to 23}
minute: INTEGER; {0 to 59}
second: INTEGER; {0 to 59}
dayOfWeek: INTEGER {1 to 7 for Sunday to Saturday}
END;

FUNCTION ReadDateTime (VAR secs: LONGINT) : OSerr;

Trap macro _ReadDateTime
On entry A0: pointer to long word secs
On exit A0: pointer to long word secs
D0: result code (word)

ReadDateTime copies the date and time stored in the clock chip to a low-memory location and returns it in the secs parameter. This routine is called at system startup; you'll probably never need to call it yourself. Instead you'll call GetDateTime (see below).

Assembly-language note: The low-memory location to which ReadDateTime copies the date and time is the global variable Time.

Result codes noErr No error
clkRdErr Unable to read clock

PROCEDURE GetDateTime (VAR secs: LONGINT); [Not in ROM]

GetDateTime returns in the secs parameter the contents of the low-memory location in which the date and time setting is stored; if this setting reflects the actual current date and time, secs will contain the number of seconds between midnight, January 1, 1904 and the time that the function was called.

Note: If your application disables interrupts for longer than a second, the number of seconds returned will not be exact.

Assembly-language note: Assembly-language programmers can just access the global variable Time.
If you wish, you can convert the value returned by GetDateTime to a date/time record by calling the Secs2Date procedure.

**Note:** Passing the value returned by GetDateTime to the International Utilities Package procedure IUDateString or IUTimestring will yield a string representing the corresponding date or time of day, respectively.

```plaintext
FUNCTION SetDateTime (secs: LONGINT) : OSErr:
```

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_SetDateTime</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>D0: secs (long word)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

SetDateTime takes a number of seconds since midnight, January 1, 1904, as specified by the secs parameter, and writes it to the clock chip as the current date and time. It then attempts to read the value just written and verify it by comparing it to the secs parameter.

**Assembly-language note:** SetDateTime updates the global variable Time to the value of the secs parameter.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>noErr</th>
<th>clkWrErr</th>
<th>clkRdErr</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>No error</td>
<td>Time written did not verify</td>
<td>Unable to read clock</td>
</tr>
</tbody>
</table>

```plaintext
PROCEDURE Date2Secs (date: DateTimeRec; VAR secs: LONGINT);
```

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_Date2Secs</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: pointer to date/time record</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: secs (long word)</td>
</tr>
</tbody>
</table>

Date2Secs takes the given date/time record, converts it to the corresponding number of seconds elapsed since midnight, January 1, 1904, and returns the result in the secs parameter. The dayOfWeek field of the date/time record is ignored. The values passed in the year and month fields should be within their allowable ranges, or unpredictable results will occur. The remaining four fields of the date/time record may contain any value. For example, September 34 will be interpreted as October 4, and you could specify the 300th day of the year as January 300.
Inside Macintosh

PROCEDURE Secs2Date (secs: LONGINT; VAR date: DateTimeRec);

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_Secs2Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>D0: secs (long word)</td>
</tr>
<tr>
<td>On exit</td>
<td>A0: pointer to date/time record</td>
</tr>
</tbody>
</table>

Secs2Date takes a number of seconds elapsed since midnight, January 1, 1904 as specified by the secs parameter, converts it to the corresponding date and time, and returns the corresponding date/time record in the date parameter.

PROCEDURE GetTime (VAR date: DateTimeRec); [Not in ROM]

GetTime takes the number of seconds elapsed since midnight, January 1, 1904 (obtained by calling GetDateTime), converts that value into a date and time (by calling Secs2Date), and returns the result in the date parameter.

Assembly-language note: From assembly language, you can pass the value of the global variable Time to Secs2Date.

PROCEDURE SetTime (date: DateTimeRec); [Not in ROM]

SetTime takes the date and time specified by the date parameter, converts it into the corresponding number of seconds elapsed since midnight, January 1, 1904 (by calling Date2Secs), and then writes that value to the clock chip as the current date and time (by calling SetDateTime).

Assembly-language note: From assembly language, you can just call Date2Secs and SetDateTime directly.

Parameter RAM Operations

The following three utilities are used for reading from and writing to parameter RAM. Figure 4 illustrates the function of these three utilities; further details are given below and in the "Parameter RAM" section.

FUNCTION InitUtil : OSErr;

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_InitUtil</th>
</tr>
</thead>
<tbody>
<tr>
<td>On exit</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

II-380 Operating System Utility Routines
The Operating System Utilities

InitUtil copies the contents of parameter RAM into 20 bytes of low memory and copies the date and time from the clock chip into its own low-memory location. This routine is called at system startup; you'll probably never need to call it yourself.

Assembly-language note: InitUtil copies parameter RAM into 20 bytes starting at the address SysParam and copies the date and time into the global variable Time.

If the validity status in parameter RAM is not $A8 when InitUtil is called, an error is returned as the result code, and the default values (given in the "Parameter RAM" section) are read into the low-memory copy of parameter RAM; these values are then written to the clock chip itself.

Result codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>prInitErr</td>
<td>Validity status not $A8</td>
</tr>
</tbody>
</table>

FUNCTION GetSysPPtr : SysPPtr; [Not in ROM]

GetSysPPtr returns a pointer to the low-memory copy of parameter RAM. You can examine the values stored in its various fields, or change them before calling WriteParam (below).

Assembly-language note: Assembly-language programmers can simply access the global variables corresponding to the low-memory copy of parameter RAM. These variables, which begin at the address SysParam, are listed in the summary.

Operating System Utility Routines II-381
FUNCTION WriteParam : OSErr;

Trap macro _WriteParam
On entry A0: SysParam (pointer)
D0: MinusOne (long word)
(You have to pass the values of these global variables for historical reasons.)
On exit D0: result code (word)

WriteParam writes the low-memory copy of parameter RAM to the clock chip. You should previously have called GetSysPPtr and changed selected values as desired.
WriteParam also attempts to verify the values written by reading them back in and comparing them to the values in the low-memory copy.

Note: If you've accidentally written incorrect values into parameter RAM, the system may not be able to start up. If this happens, you can reset parameter RAM by removing the battery, letting the Macintosh sit turned off for about five minutes, and then putting the battery back in.

Result codes
noErr No error
prWrErr Parameter RAM written did not verify

Queue Manipulation

This section describes utilities that advanced programmers may want to use for adding entries to or deleting entries from an Operating System queue. Normally you won't need to use these utilities, since queues are manipulated for you as necessary by routines that need to deal with them.

PROCEDURE Enqueue (qEntry: QElemPtr; theQueue: QHdrPtr);

Trap macro _Enqueue
On entry A0: qEntry (pointer)
A1: theQueue (pointer)
On exit A1: theQueue (pointer)

Enqueue adds the queue entry pointed to by qEntry to the end of the queue specified by theQueue.

Note: Interrupts are disabled for a short time while the queue is updated.
The Operating System Utilities

FUNCTION Dequeue (qEntry: QElernPtr; theQueue: QHdrPtr) : OSErr;

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_Dequeue</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: qEntry (pointer)</td>
</tr>
<tr>
<td></td>
<td>A1: theQueue (pointer)</td>
</tr>
<tr>
<td>On exit</td>
<td>A1: theQueue (pointer)</td>
</tr>
<tr>
<td></td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>

Dequeue removes the queue entry pointed to by qEntry from the queue specified by theQueue (without deallocating the entry) and adjusts other entries in the queue accordingly.

Note: The note under Enqueue above also applies here. In this case, the amount of time interrupts are disabled depends on the length of the queue and the position of the entry in the queue.

Note: To remove all entries from a queue, you can just clear all the fields of the queue’s header.

Result codes

<table>
<thead>
<tr>
<th>noErr</th>
<th>qErr</th>
</tr>
</thead>
<tbody>
<tr>
<td>No error</td>
<td>Entry not in specified queue</td>
</tr>
</tbody>
</table>

Trap Dispatch Table Utilities

The Operating System Utilities include two routines for manipulating the trap dispatch table, which is described in detail in chapter 4 of Volume I. Using these routines, you can intercept calls to an Operating System or Toolbox routine and do some pre- or post-processing of your own: Call GetTrapAddress to get the address of the original routine, save that address for later use, and call SetTrapAddress to install your own version of the routine in the dispatch table. Before or after its own processing, the new version of the routine can use the saved address to call the original version.

Warning: You can replace as well as intercept existing routines; in any case, you should be absolutely sure you know what you’re doing. Remember that some calls that aren’t in ROM do some processing of their own before invoking a trap macro (for example, FSOpen eventually invokes _Open, and IUCompString invokes the macro for IUMagString). Also, a number of ROM routines have been patched with corrected versions in RAM; if you intercept a patched routine, you must not do any processing after the existing patch, and you must be sure to preserve the registers and the stack (or the system won’t work properly).

Assembly-language note: You can tell whether a routine is patched by comparing its address to the global variable ROMBase; if the address is less than ROMBase, the routine is patched.
In addition, you can use GetTrapAddress to save time in critical sections of your program by calling an Operating System or Toolbox routine directly, avoiding the overhead of a normal trap dispatch.

**FUNCTION GetTrapAddress (trapNum: INTEGER) : LONGINT;**

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_GetTrapAddress</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>D0: trapNum (word)</td>
</tr>
<tr>
<td>On exit</td>
<td>A0: address of routine</td>
</tr>
</tbody>
</table>

GetTrapAddress returns the address of a routine currently installed in the trap dispatch table under the trap number designated by trapNum. To find out the trap number for a particular routine, see Appendix C (Volume III).

**Assembly-language note:** When you use this technique to bypass the trap dispatcher, you don't get the extra level of register saving. The routine itself will preserve A2-A6 and D3-D7, but if you want any other registers preserved across the call you have to save and restore them yourself.

**PROCEDURE SetTrapAddress (trapAddr: LONGINT; trapNum: INTEGER);**

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_SetTrapAddress</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: trapAddr (address)</td>
</tr>
<tr>
<td></td>
<td>D0: trapNum (word)</td>
</tr>
</tbody>
</table>

SetTrapAddress installs in the trap dispatch table a routine whose address is trapAddr; this routine is installed under the trap number designated by trapNum.

**Warning:** Since the trap dispatch table can address locations within a range of only 64K bytes from the beginning of the system heap, the routine you install should be in the system heap.

**Miscellaneous Utilities**

**PROCEDURE Delay (numTicks: LONGINT; VAR finalTicks: LONGINT);**

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>_Delay</th>
</tr>
</thead>
<tbody>
<tr>
<td>On entry</td>
<td>A0: numTicks (long word)</td>
</tr>
<tr>
<td>On exit</td>
<td>D0: finalTicks (long word)</td>
</tr>
</tbody>
</table>

*II-384 Operating System Utility Routines*
Delay causes the system to wait for the number of ticks (sixtieths of a second) specified by numTicks, and returns in finalTicks the total number of ticks from system startup to the end of the delay.

**Warning:** Don't rely on the duration of the delay being exact; it will usually be accurate to within one tick, but may be off by more than that. The Delay procedure enables all interrupts and checks the tick count that's incremented during the vertical retrace interrupt; however, it's possible for this interrupt to be disabled by other interrupts, in which case the duration of the delay will not be exactly what you requested.

**Assembly-language note:** On exit from this procedure, register D0 contains the value of the global variable Ticks as measured at the end of the delay.

**PROCEDURE SysBeep (duration: INTEGER);**

SysBeep causes the system to beep for approximately the number of ticks specified by the duration parameter. The sound decays from loud to soft; after about five seconds it's inaudible. The initial volume of the beep depends on the current speaker volume setting, which the user can adjust with the Control Panel desk accessory. If the speaker volume has been set to 0 (silent), SysBeep instead causes the menu bar to blink once.

**Assembly-language note:** Unlike all other Operating System Utilities, this procedure is stack-based.

**PROCEDURE Environs (VAR rom,machine: INTEGER); [Not in ROM]**

In the rom parameter, Environs returns the current ROM version number (for a Macintosh XL, the version number of the ROM image installed by MacWorks). In the machine parameter, it returns an indication of which machine is in use, as follows:

```plaintext
CONST macXIMachine = 0;  {Macintosh XL}
macMachine = 1;            {Macintosh 128K or 512K}
```

**Assembly-language note:** From assembly language, you can get this information from the word that's at an offset of 8 from the beginning of ROM (which is stored in the global variable ROMBase). The format of this word is $00xx for the Macintosh 128K or 512K and $xxFF for the Macintosh XL, where xx is the ROM version number. (The ROM version number will always be between 1 and $FE.)

**PROCEDURE Restart; [Not in ROM]**

This procedure restarts the system.
Assembly-language note: From assembly language, you can give the following instructions to restart the system:

```
MOVE ROMBase, A0
JMP $0A(A0)
```

PROCEDURE SetUpA5; [Not in ROM]

SetUpA5 saves the current value of register A5 (for restoring later with RestoreA5, described below) and then resets A5 to point to the boundary between the application globals and the application parameters. This procedure is useful only within the interrupt environment, where the state of A5 is unpredictable; for instance, in a completion routine or a VBL task, calling SetUpA5 will ensure that A5 contains the proper value, allowing the routine or task to access the application globals.

Assembly-language note: You can get the boundary between the application globals and the application parameters from the global variable CurrentA5.

PROCEDURE RestoreA5; [Not in ROM]

Call RestoreA5 at the conclusion of a routine or task that required a call to SetUpA5 (above); it restores register A5 to whatever its value was when SetUpA5 was called.
SUMMARY OF THE OPERATING SYSTEM UTILITIES

Constants

CONST (Values returned by Environs procedure)

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>macXLMachine</td>
<td>0</td>
<td>Macintosh XL</td>
</tr>
<tr>
<td>macMachine</td>
<td>1</td>
<td>Macintosh 128K or 512K</td>
</tr>
<tr>
<td>clkRdErr</td>
<td>-85</td>
<td>Unable to read clock</td>
</tr>
<tr>
<td>clkWrErr</td>
<td>-86</td>
<td>Time written did not verify</td>
</tr>
<tr>
<td>memFullErr</td>
<td>-108</td>
<td>Not enough room in heap zone</td>
</tr>
<tr>
<td>memWZErr</td>
<td>-111</td>
<td>Attempt to operate on a free block</td>
</tr>
<tr>
<td>nilHandleErr</td>
<td>-109</td>
<td>NIL master pointer</td>
</tr>
<tr>
<td>noErr</td>
<td>0</td>
<td>No error</td>
</tr>
<tr>
<td>prInitErr</td>
<td>-88</td>
<td>Validity status is not $A8$</td>
</tr>
<tr>
<td>prWrErr</td>
<td>-87</td>
<td>Parameter RAM written did not verify</td>
</tr>
<tr>
<td>qErr</td>
<td>-1</td>
<td>Entry not in specified queue</td>
</tr>
</tbody>
</table>

Data Types

TYPE OSType = PACKED ARRAY[1..4] OF CHAR;

OSErr = INTEGER;

SysPPtr = ^SysParmType;
SysParmType =

RECORD

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>valid</td>
<td>Byte</td>
<td>Validity status</td>
</tr>
<tr>
<td>aTalkA</td>
<td>Byte</td>
<td>AppleTalk node ID hint for modem port</td>
</tr>
<tr>
<td>aTalkB</td>
<td>Byte</td>
<td>AppleTalk node ID hint for printer port</td>
</tr>
<tr>
<td>config</td>
<td>Byte</td>
<td>Use types for serial ports</td>
</tr>
<tr>
<td>portA</td>
<td>INTEGER</td>
<td>Modern port configuration</td>
</tr>
<tr>
<td>portB</td>
<td>INTEGER</td>
<td>Printer port configuration</td>
</tr>
<tr>
<td>alarm</td>
<td>LONGINT</td>
<td>Alarm setting</td>
</tr>
<tr>
<td>font</td>
<td>INTEGER</td>
<td>Application font number minus 1</td>
</tr>
<tr>
<td>kbdPrint</td>
<td>INTEGER</td>
<td>Auto-key settings, printer connection</td>
</tr>
<tr>
<td>volClik</td>
<td>INTEGER</td>
<td>Speaker volume, double-click, caret blink</td>
</tr>
<tr>
<td>misc</td>
<td>INTEGER</td>
<td>Mouse scaling, startup disk, menu blink</td>
</tr>
</tbody>
</table>

END;

QHdrPtr = ^QHdr;
QHdr = RECORD

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>qFlags</td>
<td>INTEGER</td>
<td>Queue flags</td>
</tr>
<tr>
<td>qHead</td>
<td>QElemPtr</td>
<td>First queue entry</td>
</tr>
<tr>
<td>qTail</td>
<td>QElemPtr</td>
<td>Last queue entry</td>
</tr>
</tbody>
</table>

END;

Summary of the Operating System Utilities
Inside Macintosh

QTypes = (dummyType, vType, ioQType, drvQType, evType, fsQType);  
{vertical retrace queue type}  
{file I/O or driver I/O queue type}  
{drive queue type}  
{event queue type}  
{volume-control-block queue type}

QElemPtr = ^^QElem;
QElem = RECORD
  CASE QTypes OF
    vType: (vblQElem : VBLTask);
    ioQType: (ioQElem : ParamBlockRec);
    drvQType: (drvQElem : DrvQEl);
    evType: (evQElem : EvQEl);
    fsQType : (vcbQElem: VCB)
  END;

DateTimeRec = RECORD
  year: INTEGER;  {1904 to 2040}
  month: INTEGER;  {1 to 12 for January to December}
  day: INTEGER;  {1 to 31}
  hour: INTEGER;  {0 to 23}
  minute: INTEGER;  {0 to 59}
  second: INTEGER;  {0 to 59}
  dayOfWeek: INTEGER  {1 to 7 for Sunday to Saturday}
END;

Routines

Pointer and Handle Manipulation

FUNCTION HandToHand (VAR theHndl: Handle) : OSErr;
FUNCTION PtrToHand (srcPtr: Ptr; VAR dstHndl: Handle; size: LONGINT) : OSErr;
FUNCTION PtrToXHand (srcPtr: Ptr; dstHndl: Handle; size: LONGINT) : OSErr;
FUNCTION HandAndHand (aHndl,bHndl: Handle) : OSErr;
FUNCTION PtrAndHand (pntr: Ptr; hndl: Handle; size: LONGINT) : OSErr;

String Comparison

FUNCTION EqualString (aStr,bStr: Str255; caseSens,diacSens: BOOLEAN) : BOOLEAN;
PROCEDURE UprString (VAR theString: Str255; diacSens: BOOLEAN);
The Operating System Utilities

Date and Time Operations

FUNCTION ReadDateTime (VAR secs: LONGINT) : OSErr;
PROCEDURE GetDateTime (VAR secs: LONGINT); [Not in ROM]
FUNCTION SetDateTime (secs: LONGINT) : OSErr;
PROCEDURE Date2Secs (date: DateTimeRec; VAR secs: LONGINT);
PROCEDURE Secs2Date (secs: LONGINT; VAR date: DateTimeRec);
PROCEDURE GetTime (VAR date: DateTimeRec); [Not in ROM]
PROCEDURE SetTime (date: DateTimeRec); [Not in ROM]

Parameter RAM Operations

FUNCTION InitUtil : OSErr;
FUNCTION GetSysPPtr : SysPPtr; [Not in ROM]
FUNCTION WriteParam : OSErr;

Queue Manipulation

PROCEDURE Enqueue (qEntry: QElemPtr; theQueue: QHdrPtr);
FUNCTION Dequeue (qEntry: QElemPtr; theQueue: QHdrPtr) : OSErr;

Trap Dispatch Table Utilities

PROCEDURE SetTrapAddress (trapAddr: LONGINT; trapNum: INTEGER);
FUNCTION GetTrapAddress (trapNum: INTEGER) : LONGINT;

Miscellaneous Utilities

PROCEDURE Delay (numTicks: LONGINT; VAR finalTicks: LONGINT);
PROCEDURE SysBeep (duration: INTEGER);
PROCEDURE Environments (VAR rom, machine: INTEGER); [Not in ROM]
PROCEDURE Restart; [Not in ROM]
PROCEDURE SetUpA5; [Not in ROM]
PROCEDURE RestoreA5; [Not in ROM]

Default Parameter RAM Values

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Default value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Validity status</td>
<td>$A8</td>
</tr>
<tr>
<td>Node ID hint for modem port</td>
<td>0</td>
</tr>
<tr>
<td>Node ID hint for printer port</td>
<td>0</td>
</tr>
<tr>
<td>Use types for serial ports</td>
<td>0 (both ports)</td>
</tr>
<tr>
<td>Modem port configuration</td>
<td>9600 baud, 8 data bits, 2 stop bits, no parity</td>
</tr>
</tbody>
</table>
Inside Macintosh

Parameter
Printer port configuration
Alarm setting
Application font number minus 1
Auto-key threshold
Auto-key rate
Printer connection
Speaker volume
Double-click time
Caret-blink time
Mouse scaling
Preferred system startup disk
Menu blink

Default value
Same as for modem port
0 (midnight, January 1, 1904)
2 (Geneva)
6 (24 ticks)
3 (6 ticks)
0 (printer port)
3 (medium)
8 (32 ticks)
8 (32 ticks)
1 (on)
0 (internal drive)
3

Assembly-Language Information

Constants

; Result codes

clkRdErr .EQU -85 ;unable to read clock
clkWrErr .EQU -86 ;time written did not verify
memFullErr .EQU -108 ;not enough room in heap zone
memWZErr .EQU -111 ;attempt to operate on a free block
nilHandleErr .EQU -109 ;NIL master pointer
noErr .EQU 0 ;no error
prInitErr .EQU -88 ;validity status is not $A8
prWrErr .EQU -87 ;parameter RAM written did not verify
qErr .EQU -1 ;entry not in specified queue

; Queue types

vType .EQU 1 ;vertical retrace queue type
ioQType .EQU 2 ;file I/O or driver I/O queue type
drvQType .EQU 3 ;drive queue type
evType .EQU 4 ;event queue type
fsQType .EQU 5 ;volume-control-block queue type

Queue Data Structure

qFlags Queue flags (word)
qHead Pointer to first queue entry
qTail Pointer to last queue entry

II-390 Summary of the Operating System Utilities
Date/Time Record Data Structure

dtYear 1904 to 2040 (word)
dtMonth 1 to 12 for January to December (word)
dtDay 1 to 31 (word)
dtHour 0 to 23 (word)
dtMinute 0 to 59 (word)
dtSecond 0 to 59 (word)
dtDayOfWeek 1 to 7 for Sunday to Saturday (word)

Routines

<table>
<thead>
<tr>
<th>Trap macro</th>
<th>On entry</th>
<th>On exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>_HandToHand</td>
<td>A0: theHnd (handle)</td>
<td>A0: theHnd (handle)</td>
</tr>
<tr>
<td>_PtrToHand</td>
<td>A0: srcPtr (ptr) D0: size (long)</td>
<td>A0: dstHnd (handle) D0: result code (word)</td>
</tr>
<tr>
<td>_PtrToXHand</td>
<td>A0: srcPtr (ptr) A1: dstHnd (handle) D0: size (long)</td>
<td>A0: dstHnd (handle) D0: result code (word)</td>
</tr>
<tr>
<td>_HandAndHand</td>
<td>A0: aHnd (handle) A1: bHnd (handle)</td>
<td>A0: bHnd (handle) D0: result code (word)</td>
</tr>
<tr>
<td>_PtrAndHand</td>
<td>A0: pntr (ptr) A1: hnd (handle) D0: size (long)</td>
<td>A0: hnd (handle) D0: result code (word)</td>
</tr>
<tr>
<td>_CmpString</td>
<td>_CmpString, MARKS sets bit 9, for diacSens=FALSE _CmpString, CASE sets bit 10, for caseSens=TRUE _CmpString, MARKS,CASE sets bits 9 and 10</td>
<td>A0: ptr to first string D0: 0 if equal, 1 if not equal (long) A1: ptr to second string D0: high word: length of first string low word: length of second string</td>
</tr>
<tr>
<td>_UprString</td>
<td>_UprString, MARKS sets bit 9, for diacSens=FALSE</td>
<td>A0: ptr to string</td>
</tr>
<tr>
<td>A0: ptr to string D0: length of string (word)</td>
<td>A0: ptr to string</td>
<td></td>
</tr>
<tr>
<td>_ReadDateTime</td>
<td>A0: ptr to long word secs</td>
<td>A0: ptr to long word secs D0: result code (word)</td>
</tr>
<tr>
<td>_SetDateTime</td>
<td>D0: secs (long)</td>
<td>D0: result code (word)</td>
</tr>
<tr>
<td>_Date2Secs</td>
<td>A0: ptr to date/time record</td>
<td>D0: secs (long)</td>
</tr>
<tr>
<td>_Secs2Date</td>
<td>D0: secs (long)</td>
<td>A0: ptr to date/time record</td>
</tr>
<tr>
<td>_InitUtil</td>
<td>D0: result code (word)</td>
<td></td>
</tr>
<tr>
<td>_WriteParam</td>
<td>A0: SysParam (ptr) D0: MinusOne (long)</td>
<td>D0: result code (word)</td>
</tr>
</tbody>
</table>
Inside Macintosh

Trap macro On entry On exit
_Enqueue A0: qEntry (ptr) A1: theQueue (ptr) A1: theQueue (ptr)
A1: theQueue (ptr)

_Dequeue A0: qEntry (ptr) A1: theQueue (ptr) A1: theQueue (ptr)
A1: theQueue (ptr)

_GetTrapAddress D0: trapNum (word) A0: trapAddr (address) A0: address of routine

_SetTrapAddress A0: trapAddr (address) D0: trapNum (word) D0: finalTicks (long)
D0: trapNum (word)

_Delay A0: numTicks (long) D0: finalTicks (long)

_SysBeep stack: duration (word)

Variables

SysParam Low-memory copy of parameter RAM (20 bytes)
SPValid Validity status (byte)
SPATalkA AppleTalk node ID hint for modem port (byte)
SPATalkB AppleTalk node ID hint for printer port (byte)
SPConfig Use types for serial ports (byte)
SPPortA Modem port configuration (word)
SPPortB Printer port configuration (word)
SPAlarm Alarm setting (long)
SPFont Application font number minus 1 (word)
SPKbd Auto-key threshold and rate (byte)
SPPrint Printer connection (byte)
SPVolCtl Speaker volume (byte)
SPClikCaret Double-click and caret-blink times (byte)
SPMisc2 Mouse scaling, system startup disk, menu blink (byte)
CrsrThresh Mouse-scaling threshold (word)
Time Seconds since midnight, January 1, 1904 (long)
14 THE DISK INITIALIZATION PACKAGE

395 About This Chapter
395 Using the Disk Initialization Package
396 Disk Initialization Package Routines
400 Summary of the Disk Initialization Package
The Disk Initialization Package

ABOUT THIS CHAPTER

This chapter describes the Disk Initialization Package, which provides routines for initializing disks to be accessed with the File Manager and Disk Driver. A single routine lets you easily present the standard user interface for initializing and naming a disk; the Standard File Package calls this routine when the user inserts an uninitialized disk. You can also use the Disk Initialization Package to perform each of the three steps of initializing a disk separately if desired.

You should already be familiar with:

- the basic concepts and structures behind QuickDraw, particularly points
- the Toolbox Event Manager
- the File Manager
- packages in general, as discussed in chapter 17 of Volume I

USING THE DISK INITIALIZATION PACKAGE

The Disk Initialization Package and the resources it uses are automatically read into memory from the system resource file when one of the routines in the package is called. Together, the package and its resources occupy about 2.5K bytes. If the disk containing the system resource file isn't currently in a Macintosh disk drive, the user will be asked to switch disks and so may have to remove the one to be initialized. To avoid this, you can use the DILoad procedure, which explicitly reads the necessary resources into memory and makes them unpurgeable. You would need to call DILoad before explicitly ejecting the system disk or before any situations where it may be switched with another disk (except for situations handled by the Standard File Package, which calls DILoad itself).

Note: The resources used by the Disk Initialization Package consist of a single dialog and its associated items, even though the package may present what seem to be a number of different dialogs. A special technique is used to allow the single dialog to contain all possible dialog items with only some of them visible at one time.

When you no longer need to have the Disk Initialization Package in memory, call DIUnload. The Standard File Package calls DIUnload before returning.

When a disk-inserted event occurs, the system attempts to mount the volume (by calling the File Manager function MountVol) and returns MountVol’s result code in the high-order word of the event message. In response to such an event, your application can examine the result code in the event message and call DIBadMount if an error occurred (that is, if the volume could not be mounted). If the error is one that can be corrected by initializing the disk, DIBadMount presents the standard user interface for initializing and naming the disk, and then mounts the volume itself. For other errors, it justs ejects the disk; these errors are rare, and may reflect a problem in your program.

Note: Disk-inserted events during standard file saving and opening are handled by the Standard File Package. You’ll call DIBadMount only in other, less common situations (for
example, if your program explicitly ejects disks, or if you want to respond to the user's inserting an uninitialized disk when not expected).

Disk initialization consists of three steps, each of which can be performed separately by the functions DIFormat, DIVerify, and DIZero. Normally you won't call these in a standard application, but they may be useful in special utility programs that have a nonstandard interface.

**DISK INITIALIZATION PACKAGE ROUTINES**

Assembly-language note: The trap macro for the Disk Initialization Package is _Pack2. The routine selectors are as follows:

<table>
<thead>
<tr>
<th>Routine</th>
<th>Selectors</th>
</tr>
</thead>
<tbody>
<tr>
<td>diBadMount</td>
<td>EQU 0</td>
</tr>
<tr>
<td>diLoad</td>
<td>EQU 2</td>
</tr>
<tr>
<td>diUnload</td>
<td>EQU 4</td>
</tr>
<tr>
<td>diFormat</td>
<td>EQU 6</td>
</tr>
<tr>
<td>diVerify</td>
<td>EQU 8</td>
</tr>
<tr>
<td>diZero</td>
<td>EQU 10</td>
</tr>
</tbody>
</table>

PROCEDURE DILoad;

DILoad reads the Disk Initialization Package, and its associated dialog and dialog items, from the system resource file into memory and makes them unpurgeable.

Note: DIFormat, DIVerify, and DIZero don't need the dialog, so if you use only these routines you can call the Resource Manager function GetResource to read just the package resource into memory (and the Memory Manager procedure HNoPurge to make it unpurgeable).

PROCEDURE DIUnload;

DIUnload makes the Disk Initialization Package (and its associated dialog and dialog items) purgeable.

FUNCTION DIBadMount (where: Point; evtMessage: LONGINT) : INTEGER;

Call DIBadMount when a disk-inserted event occurs if the result code in the high-order word of the associated event message indicates an error (that is, the result code is other than noErr). Given the event message in evtMessage, DIBadMount evaluates the result code and either ejects the disk or lets the user initialize and name it. The low-order word of the event message contains the drive number. The where parameter specifies the location (in global coordinates) of the top left corner of the dialog box displayed by DIBadMount.

If the result code passed is extFSErr, memFullErr, nsDrvErr, paramErr, or volOnLinErr, DIBadMount simply ejects the disk from the drive and returns the result code. If the result code
ioErr, badMDBErr, or noMacDskErr is passed, the error can be corrected by initializing the disk; DIBadMount displays a dialog box that describes the problem and asks whether the user wants to initialize the disk. For the result code ioErr, the dialog box shown in Figure 1 is displayed. (This happens if the disk is brand new.) For badMDBErr and noMacDskErr, DIBadMount displays a similar dialog box in which the description of the problem is "This disk is damaged" and "This is not a Macintosh disk", respectively.

![Figure 1. Disk Initialization Dialog for IOErr](image)

Note: Before presenting the disk initialization dialog, DIBadMount checks whether the drive contains an already mounted volume; if so, it ejects the disk and returns 2 as its result. This will happen rarely and may reflect an error in your program (for example, you forgot to call DILoad and the user had to switch to the disk containing the system resource file).

If the user responds to the disk initialization dialog by clicking the Eject button, DIBadMount ejects the disk and returns 1 as its result. If the Initialize button is clicked, a box displaying the message "Initializing disk..." appears, and DIBadMount attempts to initialize the disk. If initialization fails, the disk is ejected and the user is informed as shown in Figure 2; after the user clicks OK, DIBadMount returns a negative result code ranging from firstDskErr to lastDskErr, indicating that a low-level disk error occurred.

![Figure 2. Initialization Failure Dialog](image)

If the disk is successfully initialized, the dialog box in Figure 3 appears. After the user names the disk and clicks OK, DIBadMount mounts the volume by calling the File Manager function MountVol and returns MountVol's result code (noErr if no error occurs).
Figure 3. Dialog for Naming a Disk

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>extFSerr</td>
<td>External file system</td>
</tr>
<tr>
<td>memFullErr</td>
<td>Not enough room in heap zone</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>No such drive</td>
</tr>
<tr>
<td>paramErr</td>
<td>Bad drive number</td>
</tr>
<tr>
<td>volOnLinErr</td>
<td>Volume already on-line</td>
</tr>
<tr>
<td>firstDskErr</td>
<td>Low-level disk error</td>
</tr>
<tr>
<td>through lastDskErr</td>
<td></td>
</tr>
</tbody>
</table>

Other results:

- 1: User clicked Eject
- 2: Mounted volume in drive

**FUNCTION DIFormat (drvNum: INTEGER) : OSErr;**

DIFormat formats the disk in the drive specified by the given drive number and returns a result code indicating whether the formatting was completed successfully or failed. Formatting a disk consists of writing special information onto it so that the Disk Driver can read from and write to the disk.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>firstDskErr</td>
<td>Low-level disk error</td>
</tr>
<tr>
<td>through lastDskErr</td>
<td></td>
</tr>
</tbody>
</table>

**FUNCTION DIVerify (drvNum: INTEGER) : OSErr;**

DIVerify verifies the format of the disk in the drive specified by the given drive number; it reads each bit from the disk and returns a result code indicating whether all bits were read successfully or not. DIVerify doesn't affect the contents of the disk itself.

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>firstDskErr</td>
<td>Low-level disk error</td>
</tr>
<tr>
<td>through lastDskErr</td>
<td></td>
</tr>
</tbody>
</table>
FUNCTION DIZero (drvNum: INTEGER; volName: Str255) : OSErr;

On the unmounted volume in the drive specified by the given drive number, DIZero writes the volume information, a block map, and a file directory as for a volume with no files; the volName parameter specifies the volume name to be included in the volume information. This is the last step in initialization (after formatting and verifying) and makes any files that are already on the volume permanently inaccessible. If the operation fails, DIZero returns a result code indicating that a low-level disk error occurred; otherwise, it mounts the volume by calling the File Manager function MountVol and returns MountVol's result code (noErr if no error occurs).

<table>
<thead>
<tr>
<th>Result codes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noErr</td>
<td>No error</td>
</tr>
<tr>
<td>badMDBErr</td>
<td>Bad master directory block</td>
</tr>
<tr>
<td>extFSErr</td>
<td>External file system</td>
</tr>
<tr>
<td>ioErr</td>
<td>I/O error</td>
</tr>
<tr>
<td>memFullErr</td>
<td>Not enough room in heap zone</td>
</tr>
<tr>
<td>noMacDskErr</td>
<td>Not a Macintosh disk</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>No such drive</td>
</tr>
<tr>
<td>paramErr</td>
<td>Bad drive number</td>
</tr>
<tr>
<td>volOnLinErr</td>
<td>Volume already on-line</td>
</tr>
<tr>
<td>firstDskErr</td>
<td>Low-level disk error</td>
</tr>
<tr>
<td>through lastDskErr</td>
<td></td>
</tr>
</tbody>
</table>
SUMMARY OF THE DISK INITIALIZATION PACKAGE

Routines

PROCEDURE DILoad;
PROCEDURE DIUnload;
FUNCTION DIBadMount (where: Point; evtMessage: LONGINT) : INTEGER;
FUNCTION DIFORMat (drvNum: INTEGER) : OSErr;
FUNCTION DIVerify (drvNum: INTEGER) : OSErr;
FUNCTION DIZero (drvNum: INTEGER; volName: Str255) : OSErr;

Result Codes

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>badMDDBErr</td>
<td>-60</td>
<td>Bad master directory block</td>
</tr>
<tr>
<td>extFSErr</td>
<td>-58</td>
<td>External file system</td>
</tr>
<tr>
<td>firstDskErr</td>
<td>-84</td>
<td>First of the range of low-level disk errors</td>
</tr>
<tr>
<td>ioErr</td>
<td>-36</td>
<td>I/O error</td>
</tr>
<tr>
<td>lastDskErr</td>
<td>-64</td>
<td>Last of the range of low-level disk errors</td>
</tr>
<tr>
<td>memFullErr</td>
<td>-108</td>
<td>Not enough room in heap zone</td>
</tr>
<tr>
<td>noErr</td>
<td>0</td>
<td>No error</td>
</tr>
<tr>
<td>noMacDskErr</td>
<td>-57</td>
<td>Not a Macintosh disk</td>
</tr>
<tr>
<td>nsDrvErr</td>
<td>-56</td>
<td>No such drive</td>
</tr>
<tr>
<td>paramErr</td>
<td>-50</td>
<td>Bad drive number</td>
</tr>
<tr>
<td>volOnLinErr</td>
<td>-55</td>
<td>Volume already on-line</td>
</tr>
</tbody>
</table>

Assembly-Language Information

Constants

; Routine selectors

diBadMount  EQU 0
diLoad      EQU 2
diUnload    EQU 4
diFormat    EQU 6
diVerify    EQU 8
diZero      EQU 10

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Trap Macro Name

_Pack2
15 THE FLOATING-POINT ARITHMETIC AND TRANSCENDENTAL FUNCTIONS PACKAGES

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405 About the Packages
405 The Floating-Point Arithmetic Package
407 The Transcendental Functions Package
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ABOUT THIS CHAPTER

This chapter discusses the Floating-Point Arithmetic Package and the Transcendental Functions Package, which provide facilities for extended-precision floating-point arithmetic and advanced numerical applications programming. These two packages support the Standard Apple Numeric Environment (SANE), which is designed in strict accordance with IEEE Standard 754 for Binary Floating-Point Arithmetic.

You should already be familiar with packages in general, as discussed in chapter 17 of Volume I.

ABOUT THE PACKAGES

Pascal programmers will rarely, if ever, need to call the Floating-Point Arithmetic or Transcendental Functions packages explicitly. These facilities are built into post-3.0 versions of Lisa Pascal (as well as most Macintosh high-level languages); that is, the compiler recognizes SANE data types, and automatically calls the packages to perform the standard arithmetic operations (+, -, *, /) as well as data type conversion. Mathematical functions that aren't built in are accessible through a run-time library—see your language manual for details.

If you're using assembly language or a language without built-in support for SANE, you'll need to be familiar with the *Apple Numerics Manual*. This is the standard reference guide to SANE, and describes in detail how to call the Floating-Point Arithmetic and Transcendental Functions routines from assembly language. Some general information about the packages is given below.

THE FLOATING-POINT ARITHMETIC PACKAGE

The Floating-Point Arithmetic Package contains routines for performing the following operations:

**Arithmetic and Auxiliary Routines**

- Add
- Subtract
- Multiply
- Divide
- Square Root
- Round to Integral Value
- Truncate to Integral Value
- Remainder
- Binary Log
- Binary Scale
- Negate
- Absolute Value
- Copy Sign
- Next-After
Converting Between Data Types
Binary to Binary
Binary to Decimal Record (see note below)
Decimal Record to Binary

Comparing and Classifying
Compare
Compare, Signaling Invalid if Unordered
Classify

Controlling the Floating-Point Environment
Get Environment
Set Environment
Test Exception
Set Exception
Procedure Entry Protocol
Procedure Exit Protocol

Halt Control
Set Halt Vector
Get Halt Vector

Note: Don't confuse the floating-point binary-decimal conversions with the integer routines provided by the Binary-Decimal Conversion Package.

The following data types are provided:
- Single (32-bit floating-point format)
- Double (64-bit floating-point format)
- Comp (64-bit integer format for accounting-type applications)
- Extended (80-bit floating-point format)

The Floating-Point Arithmetic Package is automatically read into memory from the system resource file when one of its routines is called. It occupies about 4.4K bytes.

Assembly-language note: The macros for calling the Floating-Point routines push a two-byte opword onto the stack and then invoke _FP68K (same as _Pack4). These macros are fully documented in the Apple Numerics Manual.

The package uses at most 200 bytes of stack space. It preserves all MC68000 registers across invocations (except that the remainder operation modifies D0), but modifies the MC68000 CCR flags.
THE TRANSCENDENTAL FUNCTIONS PACKAGE

The Transcendental Functions Package contains the following mathematical functions:

**Logarithmic Functions**
- Base-e logarithm
- Base-2 logarithm
- Base-e logarithm of 1 plus argument
- Base-2 logarithm of 1 plus argument

**Exponential Functions**
- Base-e exponential
- Base-2 exponential
- Base-e exponential minus 1
- Base-2 exponential minus 1
- Integer exponential
- General exponential

**Financial Functions**
- Compound Interest
- Annuity Factor

**Trigonometric Functions**
- Sine
- Cosine
- Tangent
- Arctangent

**Random Number Generator**

Note: The functions in this package are also called elementary functions.

The Transcendental Functions Package is automatically read into memory when one of its routines is called. It in turn calls the Floating-Point Arithmetic Package to perform the basic arithmetic. Together they occupy about 8.5K bytes.

Assembly-language note: The macros for calling the transcendental functions push a two-byte opword onto the stack and then invoke _Elems68K (same as _Pack5). These macros are fully documented in the Apple Numerics Manual.

The package uses at most 200 bytes of stack space. It preserves all MC68000 registers across invocations, but modifies the CCR flags.

Note: Early versions of the Transcendental Functions Package lock themselves when read into memory and remain locked unless explicitly unlocked. Apple high-level languages that access the package through a SANE library avoid this problem by preserving the state of the lock bit across calls to the package. However, pre-3.1 versions of Lisa Pascal
Inside Macintosh

require that you explicitly unlock the package with the Memory Manager function HUnlock, as follows:

```
HUnlock(GetResource('PACK',5))
```

**Assembly-language note:** In assembly language, you can unlock the package as follows:

```
CLR.L -(SP) ; slot for handle
MOVE.L #'PACK',-(SP) ; resource type
MOVE.W #5,-(SP) ; resource ID
_GetResource
MOVE.L (SP)+,A0 ; store handle in A0
_HUnlock
```

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