

Other Trap Definitions

Note: Traps are the mechanism for programs to access system functions. Most of these traps have known names which are contained in the Tattle.Traps file.

Unavailable Traps : This lists those named traps that for various reasons are not available on your combination of hardware and software. They are listed in the following format:

\$Trap Number in Hex = _TrapName

Note: The [address] listed in the following two formats may either be the original ROM address as shipped by Apple or may represent patches that were made by various INITs, control panels, etc.

Available Traps (Named): This lists named traps available to your machine in the following format:

\$Trap Number in Hex = _TrapName [\$Address of trap in hex]

Available Traps (UnNamed): This lists unnamed but active traps on your machine in the format following. Since some traps point to the same code, one can compare the addresses to determine which are duplicates. Duplicate is really not the correct term as Traps which point to the same code are generally variations of the original trap. For example, `_SetFileType` shows the same address at `$A043`, `$A243`, and `$A443`. This occurs because, in the case of this type of trap, the `$A243` version executes the `$A043` command immediately, and the `$A443` version executes the command asynchronously. Different kinds of traps (e.g. Memory, File, Device, etc.) have similar variations with different meanings.

\$Trap Number in Hex [\$Address of trap in hex]