

**#108: `_AddDrive`, `_DrvInstall`, and `_DrvRemove`**

See also: **Technical Note #36, Drive Queue Elements**  
**SCSI Development Package (APDA)**

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March 2, 1987  
December 1988

`_AddDrive`, `_DrvInstall`, and `_DrvRemove` are used in the sample SCSI driver in the SCSI Development Package, which is available from APDA. This Technical Note documents the parameters for these calls.

**Changes since March 1, 1988:** Updated the `_DrvInstall` text to reflect the use of register A0, which should contain a pointer to the driver when called. Also added simple glue code for `_DrvInstall` and `_DrvRemove` since none is available in the MPW interfaces.

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## **`_AddDrive`**

`_AddDrive` adds a drive to the drive queue, and is discussed in more detail in Technical Note #36, Drive Queue Elements:

```
FUNCTION AddDrive (DQE:DrvQEl;driveNum,refNum:INTEGER):OSErr;
```

A0 (input)	→	pointer to DQE
D0 high word(input)	→	drive number
D0 low word(input)	→	driver RefNum
D0 (output)	←	error code
		noErr (always returned)

## **`_DrvInstall`**

`_DrvInstall` is used to install a driver. A DCE for the driver is created and its handle entered into the specified Unit Table position (-1 through -64). If the unit number is -4 through -9, the corresponding ROM-based driver will be replaced:

```
FUNCTION DrvrInstall (drvHandle:Handle; refNum: INTEGER): OSErr;
```

A0 (input)	→	pointer to driver
D0 (input)	→	driver RefNum (-1 through -64)
D0 (output)	←	error code
		noErr
		badUnitErr

## **\_DrvRRemove**

`_DrvRRemove` is used to remove a driver. A RAM-based driver is purged from the system heap (using `_ReleaseResource`). Memory for the DCE is disposed:

```
FUNCTION DrvrRemove (refNum: INTEGER):OSErr;

    D0 (input)          →      Driver RefNum
    D0 (output)        ←      error code
                          noErr
                          qErr
```

## **Interfaces**

Through a sequence of cataclysmic events, the glue code for `_DrvRInstall` and `_DrvRRemove` was never actually added to the MPW interfaces (i.e., “We forgot.”), so we will include simple glue here at no extra expense to you.

It would be advisable to first lock the handle to your driver with `_HLock` before making either of these calls since memory may be moved.

```
;-----
; FUNCTION DRVRInstall(drvrHandle:Handle; refNum:INTEGER):OSErr;
;-----

DRVRInstall    PROC    EXPORT
    MOVEA.L (SP)+, A1      ; pop return address
    MOVE.W  (SP)+, D0      ; driver reference number
    MOVEA.L (SP)+, A0      ; handle to driver
    MOVEA.L (A0), A0       ; pointer to driver
    _DrvRInstall          ; $A03D
    MOVE.W  D0, (SP)       ; get error
    JMP     (A1)           ; & split
    ENDPPROC

;-----
; FUNCTION DRVRRemove (refNum:INTEGER):OSErr;
;-----

DRVRRemove     PROC    EXPORT
    MOVEA.L (SP)+, A1      ; pop return address
    MOVE.W  (SP)+, D0      ; driver reference number
    _DrvRRemove        ; $A03E
    MOVE.W  D0, (SP)       ; get error
    JMP     (A1)           ; & split
    ENDPPROC
```