channel
channelList
numChannels
setChannelList:num:

Getting and setting the list of I/O port ranges

portRangeList
numPortRanges
setPortRangeList:num:

Getting the EISA slot number and ID

getEISASlotNumber
getEISASlotID

(unsigned int)channel

Returns the first DMA channel associated with this device. The return value is undefined if this device has no DMA channels associated with it.

 channelList, numChannels, setChannelList:num:

(unsigned int *)channelList

Returns all the DMA channels associated with this device. You can get the number of items in the returned array by invoking numChannels. You should never free the data returned by this method.

 channel, numChannels, setChannelList:num:

(IOReturn)getEISASlotID:(unsigned long *)slotID

Returns the EISA slot identifier for the device. In this identifier, the device ID is in the lower 16 bits, and the vendor ID is in the upper 16 bits.

(IOReturn)getEISASlotNumber:(unsigned int *)slotNumber

Returns the EISA slot number for the device.

(unsigned int)numPortRanges

Returns the total number of I/O port ranges associated with this device.

(IORange *)portRangeList

Returns all the I/O port ranges associated with this device. You can get the number of items in the
invoking numPortRanges. You should never free the data returned by this method.

 numPortRanges, setPortRangeList:num:

(IOReturn)setChannelList:(unsigned int *)aList num:(unsigned int)numChannels

Sets the array and number of DMA channels associated with this device. You shouldn't normally i
since it overrides the normal configuration scheme (which is documented in Chapter 4).

 channel, channelList, numChannels

(IOReturn)setPortRangeList:(IORange *)aList num:(unsigned int)numPortRanges

Sets the array and number of I/O port ranges associated with this device. You shouldn't normally i
since it overrides the normal configuration scheme (which is documented in Chapter 4).

 numPortRanges, portRangeList