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Technical Note TN1086

Power Management & The Energy Saver API

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In an effort to provide a consistent method of controlling the various power conservation hardware and software features implemented on the Macintosh platform, Apple has introduced the Energy Saver system.

In addition to providing developers with a standard way to control power management features such as display sleep/dimming, hard drive spindown, idle shutdown or sleep, the Energy Services API also provides a consistent way to synchronize the Human Interfaces for multiple concurrent applications that need to access these features.

This Note discusses how to communicate with the Macintosh Energy Saver Extension through the Energy Services API and is important for developers who wish to access Mac OS power management features from their applications.

This Note also includes the public interfaces for the Energy Services API.

Updated: [Dec 06 1996]

Energy Saver Overview

Energy Saver provides a consistent method of controlling the various power conservation hardware and software features implemented on the Macintosh platform.

Although the features it supports vary depending on the machines' capabilities, Energy Saver typically attempts to reduce power consumption by controlling such operations as:

- **Display Sleep/Dimming** - by reducing the power requirements to the display monitor.
- **Hard Drive Spindown** - by reducing power by spinning down (removing power) the hard disk drive spindle motor.
- **Idle Shutdown** - by programatically turning off power to the computer without losing any data.
- **Idle Sleep** - Enter a reduced power requirement state from which rapid recovery can be made when waking up. Note that the sleep state differs according to the hardware capabilities present in the machine.
- **Scheduled Startup/Shutdown** - Scheduled startup is used to restart the system at a predetermined time. When used in conjunction with scheduled shutdown, document autosave, and bookmarking, these can offer a substantial savings in energy requirements while providing a convenient means of restarting the system.
- **Document AutoSave** - Document autosave provides the means to automatically save open untitled or unsaved documents at system shutdown time without requiring user intervention or confirmation.
- **Wakeup Sound**- A user-configurable sound to be played when the system is waking up from sleep mode. Since the monitor is typically dimmed, the wake-up sound is the only means of determining if the system is currently active.

Even though the majority of action is handled by either the Mac OS Power Manager or various Macintosh power conservation hardware, the Energy Saver is the method used to provide the user with a mechanism for determining when and how the various actions are to occur.

The Energy Services API also provides a way to synchronize the Human Interfaces for multiple concurrent applications that need to access the power management features.

Components of the Energy Saver

Energy Saver is actually composed of two separate components: a system extension and a control panel.

- **Control panel** - The control panel manipulates the settings that are stored in system memory and a preference file.
- **Energy Saver Extension** - The extension uses the settings stored in the preference file to direct desired energy-saving behavior.

Figure 1 provides an overview of the Energy Saver components.

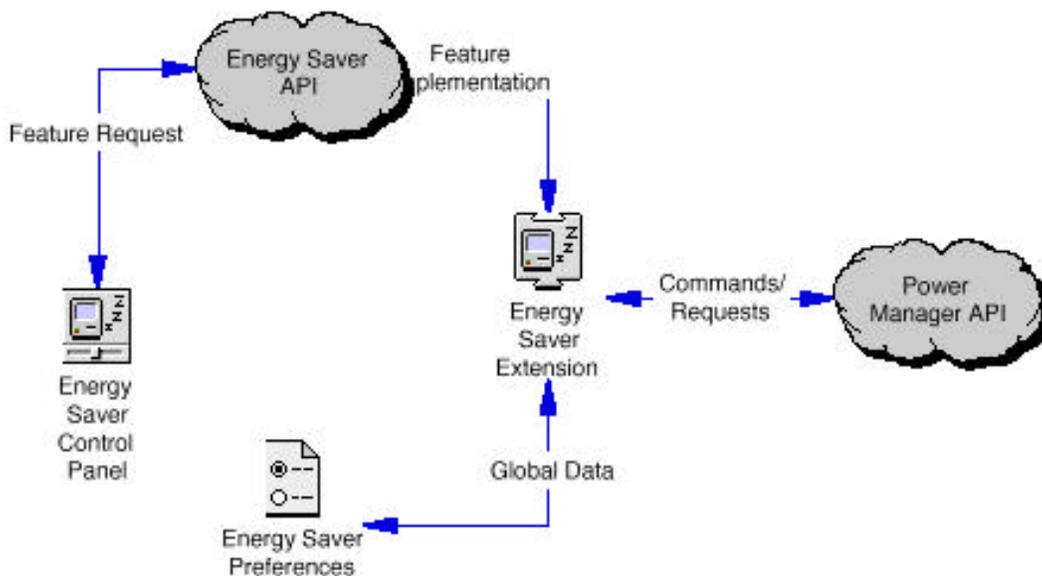


Figure 1. Energy Saver Overview

Note:

The Energy Saver control panel is not really a control panel. It is an application with a special signature of 'APPC', which, to the Finder in systems after Systems 7.5.2, is used to allow applications dropped on the System Folder to be automatically placed into the Control Panel.

This allows the developer to construct control panels in the same manner as an application but permits the Finder to do its auto-placement function.

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Energy Services Access

Applications can safely use the same mechanism to manipulate the Energy Saver preference file as the Energy Saver control panel. This is accomplished through the Energy Services API. The purpose of this API is to provide homogenous support for high-level power management features that are not provided by the Power Manager, as well as provide standardized preference support for power manager functions that do not have persistent PRAM settings.

The Energy Saver Extension provides auto power on/off features for all Macs with an Egret or Cuda microcontrollers. In addition, it will manage preferences for Screen dimming, Hard disk spin down, sleep mode, and options for all these features. There are calls that can be used to obtain and set the preferences, as well as calls to activate the settings in the preferences passed.

Whenever possible, application developers should use this functionality instead of creating their own from scratch, at least to the extent of updating the preferences, so that other applications and control panels will reflect user choices made in all applications.

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Determining If Your Mac Supports the Energy Services API

The proper way to determine if a particular Macintosh model supports the Energy Services API is to use the Gestalt function to check for the 'wnkl' selector, then check the response for non-nil value. This will indicate that the Energy Services API is loaded.

Calling the Energy Services API

Once you have established the existence of the Energy Services Manager you can access the energy services API via the gestalt selector 'wnkl' response value. The response is a Handle to a data structure whose first field is a pointer to the Main routine. The interface to this routine is:

```
typedef pascal long (*ESRoutineCallPtr)(short selector, long parm1, long parm2);
```

To facilitate developer usage, the **EnergyServPubLib.c** and **EnergyServPub.h** files are provided with this document and should be used to access to the Energy Services API.

Calling the `ESGetINITVersion` function from the `EnergyServPubLib` is the recommended way to determine if the Energy Services API is loaded and available. The interface code will perform the proper safety checks.

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Energy Services API

The ESGlobals Structure

The Energy Saver Extension maintains a set of preferences globals. These globals are defined in the `ESGlobals` structure

as follows:

```

typedef struct {
    short          version;           // data structure version (1)
    long           EnergySaverFeatures; // ES features (not used yet)

// Idle Sleep & ShutDown Timing
    unsigned long  dimIdleTime;       // minutes before screen sleeps
    unsigned long  spinDownIdleTime;  // minutes before HD spins down
                                        // desktops must be >30
    unsigned long  sleepIdleTime;     // minutes prior to system sleep

    short          idleFlags;         // Idle time features supported
                                        // 0001 = Enable dimIdleTime
                                        // 0002 = Enable spinDownIdleTime
                                        // 0008 = ShutDown instead of sleep
                                        // 0010 = Never Spindown disk
                                        // 0020 = Restart after powerfail

    short          reserved1;
    short          reserved2;

// Schedule Sleep & Shut Down
// These times are in minutes from midnight (actually 12: 00: 01 AM )
// these fields are only used by the Energy Saver application HI.
// your application should use the SDxxxTime and SWUxxxTime fields
// to manipulate the shutdown and Wakeup time
    unsigned long  mainWUTime;        // Time computer starts up
    unsigned long  mainSDTime;       // Time computer shuts down

// bit fields telling which day of the week Wakeup or Shutdown is enabled
    short          WUFields;         // Startup
    short          SDFields;         // Shutdown
                                        // Monday      = 0x0001
                                        // Tuesday     = 0x0002
                                        // Wednesday  = 0x0004
                                        // Thursday   = 0x0008
                                        // Friday     = 0x0010
                                        // Saturday   = 0x0020
                                        // Sunday     = 0x0040
                                        // EveryDay   = 0x007F
                                        // Enabled   = 0x0080

// The following fields let you specify different times of the day
// for startup and shutdown for each individual day.  If you are not
// going to allow specific daily schedules. then set all WU's to
// mainWUTime and all SD fields to mainSDTime.

// Shutdown Time
    unsigned long  SDMonTime;
    unsigned long  SDTueTime;
    unsigned long  SDWedTime;
    unsigned long  SDThuTime;
    unsigned long  SDFriTime;
    unsigned long  SDSatTime;
    unsigned long  SDSunTime;

```

```

// Wakeup Time
    unsigned long    WUMonTime;
    unsigned long    WUTueTime;
    unsigned long    WUWedTime;
    unsigned long    WUThuTime;
    unsigned long    WUFriTime;
    unsigned long    WUSatTime;
    unsigned long    WUSunTime;

// Sleep Prefs Info stuff
    short            reserved3;
    short            WUSoundResID;        // ID of the 'snd ' to play on wakeup
    short            reserved4;

// Startup Prefs Info
    short            reserved5;
    short            AppFlags;            // Always set to 0 in new pref file.
    short            NonComplianceFlag;   // Set if machine sleeps over 30 watts

// Shutdown Prefs Info
    short            SDIdleTime;
    short            SDNotifyFlags;       // Notification Options
                                           // 0020 = Notify on Shutdown
                                           // 0001 = Blinking icon
                                           // 0002 = Text message
                                           // 0004 = Play snd
                                           // 0008 = save files
                                           // 8008 = Dont save on sleep

                                           // 0400 = Play snd on Wakeup
                                           // 0800 = Wakeup on Ring detect
                                           // 1000 = Blink pwr light (portables)
                                           // 2000 = mute sounds when asleep

    short            SDNotifyDelayTime;
    short            SDSoundResID;
// ID of the 'snd ' to play on Shutdown
    short            reserved6;
    short            reserved7;

// Energy Saver General prefs info
    long             reserved8;
    Boolean          reserved9;

} ESGlobals, *ESGlobalsPtr, **ESGlobalsHand;

```

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ESLoadPreferences

`ESLoadPreferences` reloads the current settings from the preferences file and updates the Energy Services Globals. It also returns a copy of the settings for your use.

PROTOTYPE

```
OSErr ESLoadPreferences(ESGlobalsPtr thePrefs);
```

`thePrefs` A pointer to the `ESGlobals` structure

RESULT CODE

File Read Errors, Memory Errors, ES Errors

IMPORTANT

This is called by the Energy Saver Extension at system startup time. Your application should never have to make this call unless you intend to revert back to the saved preference settings.

`ESLoadPreferences` will not update the state of the machine. After making this call, you need to call `ESRefreshSettings()` in order to make the read in settings take effect.

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ESGetPreferences

`ESGetPreferences` returns a copy of the current settings for your use. This is the normal call an application will make to get the current user settings for all the energy services information.

PROTOTYPE

```
OSErr ESGetPreferences(ESGlobalsPtr thePrefs);
```

`thePrefs` A pointer to the `ESGlobals` structure

RESULT CODE

Memory Errors, ES Errors

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ESSetPreferences

`ESSetPreferences` copies the passed settings to the Energy Services globals.

PROTOTYPE

```
OS_ERR ESSetPreferences(ESGlobalsPtr thePrefs);
```

`thePrefs` A pointer to the `ESGlobals` structure

RESULT CODE

Memory Errors, ES Errors

IMPORTANT

`ESSetPreferences` will NOT call the Power Manager to make the settings effective, nor will it set new startup and shutdown times. After making this call, you need to call `ESRefreshSettings()` to cause the new settings to take effect.

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ESRefreshSettings

`ESRefreshSettings` will cause the current settings to be activated and will make all necessary power manager calls to cause them to be active. In addition, it will install whatever startup and shutdown tasks need to be installed to act on the current set of notifications.

PROTOTYPE

```
OS_ERR ESRefreshSettings();
```

RESULT CODE

ES Errors

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ESSavePreferences

`ESSavePreferences` performs three operations: it calls `ESSetPreferences()` to transfer the passed settings, then `ESRefreshSettings()` to make them active, and lastly it saves the settings out to the preferences file so they remain consistent over boots. This is the normal call an application will make when it wants to make a persistent update to the Energy services settings.

PROTOTYPE

```
OSErr ESSavePreferences(ESGlobalsPtr thePrefs);
```

thePrefs A pointer to the `ESGlobals` structure

RESULT CODE

File Errors, Memory Errors, ES Errors

IMPORTANT

When specifying `snd` resources in the `WUSoundResID` or `SDSoundResID` field of `ESGlobals` record, you should ensure that those resources are in the current resource chain. This is important because `ESSavePreferences` will cause them to be loaded, detached and copied into System Heap.

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ESAddNoteProc

You can use the `ESAddNoteProc` to install an Energy Saver notification response procedure. This notifier can be used to inform your application that the energy saver prefs are being read or written.

PROTOTYPE

```
OSErr ESAddNoteProc(ESNotifyProcPtr theProc, long data);
```

theProc A pointer to a notification response procedure
data A user defined ref to pass to the data procedure

RESULT CODE

ES Errors

SEE ALSO

The Energy Saver Notification and `ESRemoveNoteProc` function.

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ESRemoveNoteProc

You can use the `ESRemoveNoteProc` to remove an Energy Saver notification response procedure.

PROTOTYPE

```
OSErr ESRemoveNoteProc(ESNotifyProcPtr theProc);
```

`theProc` A pointer to a notification response procedure

RESULT CODE

ES Errors

SEE ALSO

The Energy Saver Notification and `ESAddNoteProc` function.

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Energy Saver Notification Function

Once installed by the `ESAddNoteProc` function, your notification procedure will be called when any application attempts to access the ES prefs.

The notifier will be called with the selector `xNoteESDataReq` whenever the Energy Saver prefs are being read but before the application is returned to them.

You are also called when someone copies new prefs to the Energy Saver Extension with a `xNoteNewESData` selector. You then get a chance to change the data that they have copied Globals, but you get to it before it is applied.

This allows your application to dynamically update the display of the ESGlobals or to filter data values.

PROTOTYPE

```
pascal long MyESNotifyProc (short selector, ESGlobalsPtr theData);
```

`selector` A value indicating the type of activity that has occurred. See the description below for the meaning of this field.

`thePrefs` A pointer to the ESGlobals structure

DESCRIPTION

The valid types of activity are:

Value name	Value	Description
<code>xNoteNewESData</code>	1	New ESGlobals written out.

```
xNoteESDataReq| 2 |ESGlobals are being requested.
```

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ESRestoreDefaults

`ESRestoreDefaults` is used to restore the system to the machine-dependent default settings as stored in the extension resource data. Use this call whenever you want to return the Energy Saver back to the installed default settings.

You also get a copy of the `ESGlobals` so that you can see what those defaults are. Getting the `ESGlobals` is convenient so that you can update your HI to reflect the current machine state.

One possible use for this is in response to a "Apple Defaults" menu item.

PROTOTYPE

```
OSErr ESRestoreDefaults(ESGlobalsPtr thePrefs);
```

`thePrefs` A pointer to the `ESGlobals` structure

RESULT CODE

Memory Errors, ES Errors

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ESGetUnsavedFolder

This call is used to retrieve the pathname of the Unsaved Document folder used by the Autosave feature.

PROTOTYPE

```
OSErr ESGetUnsavedFolder(Ptr theString);
```

`theString` A pointer to a string into which the current pathname of the unsaved document folder will be copied.

RESULT CODE

Memory Errors, ES Errors

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ESSetUnsavedFolder

You can use the `ESSetUnsavedFolder` to set the pathname of the Unsaved Document folder used by the Autosave feature.

PROTOTYPE

```
OSErr ESSetUnsavedFolder(Ptr theString);
```

theString	A pointer to a string which contains the pathname of the unsaved document folder to be used.
-----------	--

RESULT CODE

Memory Errors, ES Errors

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ESGetINITVersion

This call is used to retrieve the current version number of the installed Energy Saver extension file. Use this call to verify that the correct version of the Energy Saver extension is being used.

PROTOTYPE

```
OSErr ESGetINITVersion(Handle* theVers);
```

theVers	A pointer to the version structure
---------	------------------------------------

RESULT CODE

ES Errors

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Summary

As the Macintosh platform continues to evolve, the Energy Saver API provides a consistent method of monitoring and controlling power management features. In addition, the Energy Saver API also presents a few interesting opportunities for third-party developer applications.

References

[Inside Macintosh: Devices, Chapter 6, Power Manager Reference](#)

[Technote 1046: Inside Macintosh: Devices, Power Manager Addenda](#)

[Technote 1079: Power Management & Servers: Auto Restart From Power Failure](#)

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