New Technical Notes
Macintosh

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Developer Support

Docking Manager Q&As
Devices

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This Technical Note contains a collection of Q&As relating to a specific topic—questions you've sent the Developer Support Center (DSC) along with answers from the DSC engineers. While DSC engineers have checked the Q&A content for accuracy, the Q&A Technical Notes don't have the editing and organization of other Technical Notes. The Q&A function is to get new technical information and updates to you quickly, saving the polish for when the information migrates into reference manuals.

Q&As are now included with Technical Notes to make access to technical updates easier for you. If you have comments or suggestions about Q&A content or distribution, please let us know by sending an AppleLink to DEVFEEDBACK. Apple Partners may send technical questions about Q&A content to DEVSUPPORT for resolution.

New Q&As this month:
dockHardwareAttr dockHasVideo bit
dockingAttr dockingStation bit
dockSoundAttr dockHeadphoneAttached bit

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dockHardwareAttr dockHasVideo bit
Date Written: 11/4/92
Last reviewed: 3/1/93

What are the implications of returning (or not returning) true for dockHasVideo in dockHardwareAttr? Is it sufficient to statically indicate that a bar supports a monitor? After all, the video driver can later determine whether a monitor is actually attached. Or is there an added benefit to reporting the presence of a monitor when DockingDispatch is called?

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The dockHasVideo bit is used by the Docking Manager to determine whether or not it's reasonable to go to sleep. Sleeping is prevented under the following circumstances: the dockNoSleep bit is set in dockDockingAttr; the dockHasVideo bit is set in dockHardwareAttr; or the dockHasFPU bit is set in dockHardwareAttr. Apple's docking bars don't set the sleep bit in dockDockingAttr, but the two hardware bits are set. This way, sleep

can work differently in the future without having to change the bars.

The determination of whether a bar can go to sleep or not is made at docking initialization time. This occurs before slot PrimaryInits are run, so the video driver isn't yet up and running. If the hardware bit is set statically, that will indicate to the Docking Manager that video always exists,

as in the case of the DuoDock. This will currently prevent the possibility of putting the system to sleep. Apple's MiniDock handles this situation by running through a very stripped down version of PrimaryInit with the sole purpose of determining whether or not a monitor is physically attached.

dockingAttr dockingStation bit
Date Written: 11/4/92
Last reviewed: 3/1/93

Does dockingStation true in DockingAttr imply enclosure (no LCD), AC power, SCC and modem port blocked, or what?

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Our equates don't refer to dockingStation. Setting bit 3, dockNoLCDScreen, means that the internal LCD screen on the Duo shouldn't be used.

Bit 4, dockEnclosingBar, means that the unit is physically enclosed by the bar, as in the case of the DuoDock. We're not aware of that information being used for anything specific. It implies the ports on the back are blocked, but that's a secondary implication. Certainly the MiniDock blocks the ports on the back as well, and it's not considered a docking station, so its dockEnclosingBar bit isn't set.

dockSoundAttr dockHeadphoneAttached bit
Date Written: 11/4/92
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What are the implications of reporting dockHeadphoneAttached in dockSoundAttr? This seems superfluous because the presence of a headphone is directly detected at the main expansion connector, thus enabling or disabling power to sound portions of the bar via +5V SOUND.

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Currently, there are no implications for either setting or clearing that bit. In the future, this may change, but neither DuoDock nor MiniDock set this bit, primarily for the reason you mention.