|  |  |
| --- | --- |
| STVR (struct) | |
| unsigned short | status\_field |
| char \* | plex |
| int | o\_line |
| InitialValue | i\_value |
| void \* | reserved |

|  |  |
| --- | --- |
| InitialValue (union) | |
| int | int\_val |
| float | fpl\_val |
| int | str\_offset |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| status\_field (unsigned short) | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |  |  |  |
| 13 bits, reserved, stay at 1 in this implementation. | | | | | | | | | | | | | 2 bits  VID type | | Update bit |

|  |  |
| --- | --- |
| STD (struct) | |
| STVR \* | pstvr |
| int | st\_size |
| int | st\_offset |
| Buffer \* | plsBD |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| sizeof(STVR) | | | | | sizeof(STVR) | | | | | ....................... |
| unsigned short  status\_field | char \*  plex | int  o\_line | InitialValue  i\_value | void \*  reserved | unsigned short  status\_field | char \*  plex | int  o\_line | InitialValue  i\_value | void \*  reserved |

|  |  |
| --- | --- |
| Buffer (struct) | |
| char \* | cb\_head |
| ............ | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| n | u | m | 1 | \0 | n | u | m | b | e | r | 2 | \0 | ................. |