

Managed to Native Data-Type Mapping

C Type	C# Type
char	byte
[unsigned] int	[u]int
[unsigned] short int	[u]short
[unsigned] long long int	[u]long
float	float
double	double
struct	struct
enum	enum
const char*	string
[const] T*	unsafe T*
R (*)(T1, T2, ...)	unsafe delegate*<T1, T2, ..., R>