

ObjParam structure

#include <Files.h>

typedef struct ObjParam {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>ParamBlockHeader</u>		24	0	common fields of ParamBlock types
<u>short</u>	filler7;	2	24	
<u>short</u>	ioObjType;	2	26	function code
<u>Ptr</u>	ioObjNamePtr;	4	28	pointer to returned creator/group name
<u>long</u>	ioObjID	4	32	creator/group ID
<u>long</u>	ioReqCount;	4	36	size of buffer area
<u>long</u>	ioActCount;	4	40	length of volume parameter data
} ObjParam;		44		