ForeignPrivParam structure

#include <Files.h>

typedef struct **ForeignPrivParam {**		Size	Offset	Description
ParamBlockHeader		24	0	common fields of ParamBlock types
long	filler1;	4	24	filler
long	filler2;	4	28	filler
Ptr	ioForeignPrivBuffer;	4	32	privileges data
long	ioForeignPrivReqCount;	4	36	size of buffer
long	ioForeignPrivActCount;	4	40	amount of buffer used
long	filler3;	4	44	filler
long	ioForeignPrivDirID;	4	48	parent directory ID of foreign file or directory
long	ioForeignPrivInfo1;	4	52	privileges data
long	ioForeignPrivInfo2;	4	56	privileges data
long	ioForeignPrivInfo3;	4	60	privileges data
long	ioForeignPrivInfo4;	4	64	privileges data
}ForeignPrivParam;		68		

typedef ForeignPrivParam ***ForeignPrivParamPtr**;

Notes: The **File Manager** provides two functions (**PBGetForeignPrivs** and **PBSetForeignPrivs**) that an application or shell program can use to communicate with a foreign file system about its native access-control system. The functions retrieve and set access permissions on the foreign file system. The access-control functions use the new **ForeignPrivParam** parameter block variant.

The most common way to use this structure is to allocate a union that is an aggregate and create and initialize a pointer to the desired data type. See HParamBlockRec for an example.