QHdr structure

```
#include <OSUtils.h>

typedef struct QHdr {          Size  Offset  Description
   short        qFlags;         2     0      Various flags, differs per queue type
   QElemPtr     qHead;          4     2      Address of first queue element
   QElemPtr     qTail;          4     6      Address of last queue element
} QHdr;                         10

typedef QHdr *QHdrPtr;
```

Notes: All standard Operating System queues have a QHdr structure which contains pointers to the first and last queue elements. Use **Enqueue** and **Dequeue** to manipulate queues created by your application. The various managers handle their queues internally. The following calls return a QHdrPtr:

GetDrvQHdr	Drive queue elements are DrvQEl structures
GetEvQHdr	Event queue elements are EvQEl structures
GetFSQHdr	I/O queue elements are ParamBlockRec (et al.) structs
GetVBLQHdr	Vertical retrace tasks are VBLTask structures
GetVCBQHdr	Volume control blocks are VCB structures

The qFlags field is largely undocumented. We are told that in the vertical retrace queue header, if qFlags bit 6 is set, a task is currently being executed.