CSParam structure

#include <Files.h>

typedef struct **CSParam {**

		Size	Offset	Description
ParamBlockHeader		24	0	common fields of ParamBlock types
FSSpecPtr	ioMatchPtr;	4	24	match array
long	ioReqMatchCount;	4	28	maximum allowable matches
long	ioActMatchCount;	4	32	actual match count
long	ioSearchBits;	4	36	search criteria selector
CInfoPBPtr	ioSearchInfo1;	4	40	search values and range lower bounds
CInfoPBPtr	ioSearchInfo2;	4	44	search values and range upper bounds
long	ioSearchTime;	4	48	length of time to run search
CatPositionRec	ioCatPosition;	16	64	current position in catalog
Ptr	ioOptBuffer;	4	68	optional performance enhancement buffer
long	ioOptBufSize;	4	72	size of buffer pointed to by ioOptBuffer

} CSParam; 76

typedef CSParam ***CSParamPtr**;

Notes: This structure is used in the File Manager call **PBCatSearch** which provides a way to efficiently search a volume's catalog.:

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