**CMovePBRec** structure

#include <Files.h>

typedef struct **CMovePBRec {**

| | | Size | Offset | Description |
|---|---|---|---|---|
| struct QElem * | qLink; | 4 | 0 | Address of next queue element (0=last) |
| short | qType; | 2 | 4 | Always ioQType (2) |
| short | ioTrap; | 2 | 6 | (used internally by File Manager) |
| Ptr | ioCmdAddr; | 4 | 8 | (used internally by File Manager) |
| ProcPtr | ioCompletion; | 4 | 12 | Completion routine address (see Async I/O) |
| OSErr | ioResult; | 2 | 16 | Error Code (0=no error, 1=not done yet, ...) |
| StringPtr | ioNamePtr; | 4 | 18 | Address of p-string of current filename |
| short | ioVRefNum; | 2 | 22 | Volume or working directory reference |
| long | filler1; | 4 | 24 | (unused) |
| StringPtr | ioNewName; | 4 | 28 | Addr of p-string of desired path and filename |
| long | filler2; | 4 | 32 | (unused) |
| long | ioNewDirID | 4 | 36 | 'Hard' ID of source dir (0=use ioVRefNum) |
| long | filler3[2]; | 8 | 40 | (unused) |
| long | ioDirID; | 4 | 48 | 'Hard' ID of destination directory |
| **} CMovePBRec**; | | 52 | | |

typedef CMovePBRec ***CMovePBPtr**;

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Notes: Use this CMovePBRec structure in calls to **PBCatMove**.

The original name is specified in ioVRefNum and ioNamePtr and ioDirID (if ioDirID is 0, the directory must be identified in ioVRefNum and/or ioNamePtr).

The file's directory entry is moved into the ioNewDirID directory (unless it is 0, in which case ioNewName must contain the full path and filename). The file's one-element filename (ie, the last part of the string) must be the same in both ioNamePtr and ioNewName.