DefVideoRec   structure

#include <<u>Start.h</u>>

typedef structure {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>char</u>	sdSlot;	1	0	Slot number
<u>char</u>	sdSResource;	1	1	SResource ID
} DefVideoRec;		2		

typedef DefVideoRec ***DefVideoPtr**;

Notes: This structure is used in calls to **GetVideoDefault** and **SetVideoDefault**
to alert the system to the existence of a default video (or its lack), what
kind it is and where it can be found.