
ProcessSerialNumber structure

```
#include <Processes.h>
```

```
typedef struct ProcessSerialNumber {
```

	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>unsigned long</u> highLongOfPSN;	4	0	
<u>unsigned long</u> lowLongOfPSN;	4	4	
} ProcessSerialNumber;	8		

```
typedef ProcessSerialNumber *ProcessSerialNumberPtr;
```