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**ResListElem** structure

```
#include <DatabaseAccess.h>
```

|                                     |                         | <u>Size</u> | <u>Offset</u> | <u>Description</u> |
|-------------------------------------|-------------------------|-------------|---------------|--------------------|
| typedef struct <b>ResListElem</b> { | <u>ResType</u> theType; | 4           | 0             | resource type      |
|                                     | <u>short</u> id;        | 2           | 4             | resource ID        |
| <b>} ResListElem;</b>               |                         | 6           |               |                    |

```
typedef ResListElem *ResListPtr;  
typedef ResListElem **ResListHandle;
```