

AddrBlock structure

```
#include <AppleTalk.h>
```

<pre>typedef struct AddrBlock {</pre>	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<pre> <u>short</u> aNet;</pre>	2	0	Network number
<pre> <u>unsigned char</u> aNode;</pre>	1	2	Node ID
<pre> <u>unsigned char</u> aSocket;</pre>	1	3	Socket number
<pre>} AddrBlock;</pre>	4		