

**CntrlParam** structure

```
#include <Files.h>
```

typedef struct <b>CntrlParam</b> {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>ParamBlockHeader</u>	24	0	common fields of ParamBlock types
<u>short</u> ioCRefNum;	2	24	Device driver reference
<u>short</u> csCode;	2	26	Type of Control or Status call
<u>short</u> csParam[11];	22	28	Control or status information
} <b>CntrlParam</b> ;	50		

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Notes: This structure is used in Device Manager calls that request and provide control and status information:

**PBStatus****PBControl**

The most common way to use this structure is to allocate a union which is an aggregate and create and initialize a pointer to the desired data type. See ParamBlockRec for examples.