ATQEntry structure

#include <AppleTalk.h>

```
typedef struct ATQEntry {
  ATQEntryPtr   *qLink ;
  short         qType;
  ProcPtr       CallAddr ;
} ATQEntry;

typedef ATQEntry *ATQEntryPtr;
```

Size	Offset	Description
4	0	Address of next queue entry;
2	4	Reserved
4	6	Pointer to your routine
10		

Notes: When you want to add an entry to the AppleTalk Transition Queue, you must create an ATQentry data structure and give **LAP Manager** a pointer to it. The qLink field is a pointer to the next queue entry. You should set this field to NIL; **LAP Manager** fills it in when an application adds another entry to the queue. The qType field is reserved to maintain consistency with other operating-system queues. The CallAddr field is a pointer to a routine that you provide.

Because you provide the memory for the AppleTalk Transition Queue entry, you can add as many fields to the end of the entry as you wish for your own purposes. Whenever your routine is called, the caller provides you with a pointer to the queue entry so that you can have access to the information you stored at the end of your queue entry.

There are four **LAP Manager** functions you can use that are related to the AppleTalk Transition Queue:

- The **LAPAddATQ**function adds an entry to the AppleTalk Transition Queue.
- The **LAPRmvATQ**function removes an entry from the AppleTalk Transition Queue.
- The **ATEvent**procedure calls all the entries in the AppleTalk Transition Queue with an AppleTalk transition event of your own definition.
- The **ATPreFlightEvent**function calls all the entries in the AppleTalk Transition Queue with an AppleTalk transition event of your own definition and gives each entry the opportunity to respond.