
SlotDevParam structure

#include <Files.h>

typedef struct SlotDevParam {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>ParamBlockHeader</u>		24	0	common fields of ParamBlock types
<u>short</u>	ioRefNum;	2	24	
<u>char</u>	ioVersNum;	1	26	
<u>char</u>	ioPermssn;	1	27	
<u>Ptr</u>	ioMix;	4	28	
<u>short</u>	ioFlags;	2	32	
<u>char</u>	ioSlot;	1	34	
<u>char</u>	ioID;	1	35	
} SlotDevParam ;		36		