

DrvSts2 structure

#include <Disks.h>

typedef struct DrvSts2 {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u>	track;	2	0	Current track
<u>SignedByte</u>	writeProt;	1	2	Bit 7 is 1 if volume is locked
<u>SignedByte</u>	diskInPlace;	1	3	Disk in place
<u>SignedByte</u>	installed;	1	4	Drive installed
<u>SignedByte</u>	sides;	1	5	Bit 7 is 0 is the disk is single-sided
<u>QElemPtr</u>	qLink;	4	6	Address of next queue element (0=last)
<u>short</u>	qType;	2	10	Reserved
<u>short</u>	dQDrive;	2	12	Drive number
<u>short</u>	dQRefNum;	2	14	Drive reference number
<u>short</u>	dQFSID;	2	16	File system identifier
<u>short</u>	driveSize;	2	18	
<u>short</u>	driveS1;	2	20	
<u>short</u>	driveType;	2	22	
<u>short</u>	driveManf;	2	24	
<u>short</u>	driveChar;	2	26	
<u>char</u>	driveMisc;	1	28	
} DrvSts2;		30		