
BDSElement structure

#include <AppleTalk.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct BDSElement {				
<u>short</u>	buffSize;	2	0	Buffer size in bytes
<u>Ptr</u>	buffPtr;	4	2	Pointer to buffer
<u>short</u>	dataSize;	2	6	Number of bytes actually received
<u>long</u>	userBytes;	4	8	User bytes
} BDSElement ;	12			

typedef BDSElement **BDSType**[8];

typedef BDSType ***BDSPtr**;