Partition structure

#include <SCSI.h>

typedef struct **Partition{**

		Size	Offset	Description
unsigned short	pmSig;	2	0	Unique value for map entry blk
unsigned short	pmSigPad;	2	2	currently unused
unsigned long	pmMapBlkCnt;	4	4	# of blks in partition map
unsigned long	pmPyPartStart;	4	8	physical start blk of partition
unsigned long	pmPartBlkCnt;	4	12	# of blks in this partition
unsigned char	pmPartName[32];	32	16	ASCII partition name
unsigned char	pmParType[32];	32	48	ASCII partition type
unsigned long	pmLgDataStart;	4	80	log. # of partition's 1st data blk
unsigned long	pmDataCnt;	4	84	# of blks in partition's data area
unsigned long	pmPartStatus;	4	88	bit field for partition status
unsigned long	pmLgBootStart;	4	92	log. blk of partition's boot code
unsigned long	pmBootSize;	4	96	number of bytes in boot code
unsigned long	pmBootAddr;	4	100	memory load address of boot code
unsigned long	pmBootAddr2;	4	104	currently unused
unsigned long	pmBootEntry;	4	108	entry point of boot code
unsigned long	pmBootEntry2;	4	112	currently unused
unsigned long	pmBootCksum;	4	116	checksum of boot code
unsigned char	pmProcessor[16];	16	120	ASCII for the processor type
unsigned short	pmPad[188];	376	136	512 bytes long currently unused
} Partition;		512		