AuxDCE   structure

#include <Devices.h>

		Size	Offset	Description
typedef struct **AuxDCE** {				
Ptr	dCtlDriver;	4	0	Address of either RAM or ROM driver
short	dCtlFlags;	2	4	If set, Bit 5=driver open, Bit 6=RAM driver Bit 7 = driver now executing
QHdr	dCtlQhdr;	10	6	Address of queue header
long	dCtlPosition;	4	16	Current source or destination of a call
Handle	dCtlStorage;	4	20	Handle to private storage for RAM driver
short	dCtlRefNum;	2	24	Device driver reference number
long	dCtlCurTicks;	4	26	For internal use
WindowPtr	dCtlWindow;	4	30	Address of driver's window
short	dCtlDelay;	2	34	Time (in ticks) between actions
short	dCtlEMask;	2	36	Event mask for desk accessory
short	dCtlMenu;	2	38	ID for menu associated with device driver
SignedByte	dCtlSlot;	1	40	Slot number
SignedByte	dCtlSlotID;	1	41	Resource directory ID for the slot resource
long	dCtlDevBase;	4	42	Points to add-in card's base address
long	reserved;	4	46	For future use
short	dCtlExtDev;	2	50	External device ID
short	fillByte;	2	52	
} **AuxDCE**;		54		

typedef AuxDCE ***AuxDCEPtr**;
typedef AuxDCEPtr ****AuxDCEHandle**;