
ReqListRec structure

```
#include <Quickdraw.h>
```

	<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct ReqListRec {			
<u>short</u> reqLSize;	2	0	Request list size -1
<u>unsigned char</u> reqLData[];	<i>n</i>	2	Data from request list
ReqListRec ;	2+ <i>n</i>		

Notes: The *selection* parameter of the SaveEntries procedure uses the ReqListRec data structure to hold the list of entries to be saved.