

FSSpec structure

```
#include <Files.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct FSSpec {				
<u>short</u>	vRefNum;	2	0	volume reference number
<u>long</u>	parID;	4	2	directory ID of parent directory
<u>Str63</u>	name;	64	6	filename or directory name
} FSSpec ;		70		

```
typedef FSSpec *FSSpecPtr;  
typedef FSSpec **FSSpecHandle;  
typedef FSSpecPtr FSSpecArrayPtr;
```

Notes: The **FSSpec** record can describe only a file or a directory, not a volume. A volume can be identified by its root directory, although the system software never uses an **FSSpec** record to describe a volume. (The directory ID of the root's parent directory is fsRtParID, defined in the interface files. The name of the root directory is the same as the name of the volume.) Some of the system software uses arrays of **FSSpec** records.