SlotIntQElement   structure

#include <Slots.h>

typedef struct **SlotIntQElement** {	Size	Offset	Description
Ptr sqLink;	4	0	ptr to next element
short sqType;	2	4	queue type ID for validity
short sqPrio;	2	6	priority
ProcPtr sqAddr;	4	8	interrupt service routine
long sqParm;	4	12	optional A1 parameter
} **SlotIntQElement**;	16		

typedef SlotIntQElement ***SQElemPtr**;