

ADBDataBlock structure

```
#include <DeskBus.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>char</u>	devType;	1	0	What kind of an input only device?
<u>char</u>	origADBAddr;	1	1	Device's original bus address
<u>Ptr</u>	dbServiceRtPtr;	4	2	Address of the service routine
<u>Ptr</u>	dbDataAreaAddr;	4	6	Address of the data area
} ADBDataBlock ;		10		

```
typedef ADBDataBlock *ADBDBlkPtr;
```