WDParam Page 1

WDParam

structure

#include < Files.h >

typedef struct WDParam {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>ParamBlockHeader</u>		24	0	common fields of ParamBlock types
<u>short</u>	filler9;	2	24	
<u>short</u>	ioWDIndex;	2	26	
<u>long</u>	ioWDProcID;	4	28	
<u>short</u>	ioWDVRefNum;	2	32	
<u>short</u>	filler10;	2	34	
<u>long</u>	filler11;	4	36	
<u>long</u>	filler12;	4	40	
<u>long</u>	filler13;	4	44	
<u>long</u>	ioWDDirID;	4	48	
} WDParam;		52		