QElem   structure

#include <OSUtils.h>

typedef struct **QElem** {	Size	Offset	Description
QElemPtr	qLink;	4	0	Address of next element in the queue (0=last)
short	qType;	2	4	Type of data:

       0 = special meaning in DrvQEl (dummyType)
       1 = vType (vertical retrace task) VBLTask
       2 = ioQType (I/O request queue) ParamBlockRec
       3 = drvType (drive queue) DrvQEl
       4 = evType (event queue) EvQEl
       5 = fsQType (volume control block) VCB
       6 = sIQType SlotIntQElement
       7 = dtQType (desktop param block) DTPBRec

| char | qData[1]; | *n* | 6 | Data starts here, length varies |
| } **QElem** ; | | 6+*n* | | |

typedef QElem ***QElemPtr**;

Notes: For queues created and maintained by an application, use any code you like for the qType field. See **Enqueue** and **Dequeue**. System-defined queue elements use various structures, depending upon qType, as indicated above.

All standard Operating System queues have a QHdr structure which contains a pointer to the first queue element. Each element points to the next, and the final element has a qLink value of 0.