
TargetID structure

#include <EPPC.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct TargetID {				
<u>long</u>	sessionID;	4	0	Session reference number
<u>PPCPortRec</u>	name;	72	4	Sender's port name
<u>LocationNameRec</u>	location;	104	76	Sender's port location
<u>PPCPortRec</u>	recvrName;	72	180	Reserved
} TargetID;		252		

typedef TargetID ***TargetIDPtr**;typedef TargetID ****TargetIDHdl**;typedef TargetID **SenderID**;typedef SenderID ***SenderIDPtr**;

Notes: The **TargetID** structure is used in calls to **AcceptHighLevelEvent**.