

**TRinitParams**                      structure

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#include <ADSP.h>
```

typedef struct <b>TRinitParams</b> {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>TPCCB</u>	ccbPtr;	4	0	Pointer to <b>CCB</b>
<u>ProcPtr</u>	userRoutine;	4	4	Client routine to call on event
<u>short</u>	sendQSize;	2	8	Size of send queue (0..64K bytes)
<u>Ptr</u>	sendQueue;	4	10	Client passed send queue buffer
<u>short</u>	recvQSize;	2	14	Size of receive queue (0..64K bytes)
<u>Ptr</u>	recvQueue;	4	16	Client passed receive queue
<u>Ptr</u>	attnPtr;	4	20	Client passed receive attention buffer
<u>char</u>	localSocket;	1	24	Local socket number
} <b>TRinitParams</b> ;		26		