

DTPBRec structure

```
#include <Files.h>
```

typedef struct DTPBRec {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>ParamBlockHeader</u>	24	0	common fields of ParamBlock types
<u>short</u> ioDTRefNum;	2	24	desktop refnum
<u>short</u> ioIndex;	2	26	
<u>long</u> ioTagInfo;	4	28	
<u>Ptr</u> ioDTBuffer;	4	32	
<u>long</u> ioDTReqCount;	4	36	
<u>long</u> ioDTActCount;	4	40	
<u>char</u> ioFiller1;	1	44	
<u>char</u> ioIconType;	1	45	
<u>short</u> ioFiller2;	2	46	
<u>long</u> ioDirID;	4	48	
<u>OSType</u> ioFileCreator;	4	52	
<u>OSType</u> ioFileType;	4	56	
<u>long</u> ioFiller3;	4	60	
<u>long</u> ioDTLgLen;	4	64	
<u>long</u> ioDTPyLen;	4	68	
<u>short</u> ioFiller4[14];	28	70	
<u>long</u> ioAPPLParID;	4	98	
} DTPBRec ;	104		

```
typedef DTPBRec *DTPBPtr;
```

Notes: This structure is used in calls that manipulate the desktop database:

<u>PBDTAddAPPL</u>	<u>PBDTGetComment</u>	<u>PBDTRemoveAPPL</u>
<u>PBDTAddIcon</u>	<u>PBDTGetIcon</u>	<u>PBDTRemoveComment</u>
<u>PBDTCloseDown</u>	<u>PBDTGetIconInfo</u>	<u>PBDTReset</u>
<u>PBDTDelete</u>	<u>PBDTGetInfo</u>	<u>PBDTSetComment</u>
<u>PBDTFlush</u>	<u>PBDTGetPath</u>	
<u>PBDTGetAPPL</u>	<u>PBDTOpenInform</u>	