EvQEl   structure

#include <OSUtils.h>

typedef struct **EvQEl** {		Size	Offset	Description
struct QElem	*qLink;	4	0	Address of next queue element; 0=end of queue
short	qType;	2	4	Always evType (4)
short	evtQWhat;	2	6	Type of event (see Event Types)
long	evtQMessage;	4	8	Additional information (see EventRecord)
long	evtQWhen;	4	12	Event timestamp (ticks since start up)
Point	evtQWhere;	4	16	Mouse position
short	evtQModifiers;	2	20	Activate, cmd, option, shift, etc. flags
} **EvQEl**;		22		

typedef EvQEl *** EvQElPtr**;

Notes: The first two fields are as maintained by all standard Operating System
              queues (see **Enqueue** and **Dequeue** and the QElem and QHdr structures).

              The final five fields contain information exactly as described in
              EventRecord and **GetNextEvent**.