

TRattnParams structure

#include <ADSP.h>

typedef struct TRattnParams {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> ;	attnCode;	2	0	Client attention code
<u>short</u>	attnSize;	2	2	Size of attention data
<u>Ptr</u>	attnData;	4	4	Pointer to attention data
<u>char</u>	attnInterval;	1	8	Retransmit int 10-tick intervals
} TRattnParams ;		10		