TMTask structure

#include <Timer.h>

typedef struct **TMTask** {

		Size	Offset	Description
QElemPtr	qLink;	4	0	Address of next element in the queue (0=last)
short	qType;	2	4	Queue Type (value is undocumented)
ProcPtr	tmAddr;	4	6	Addr of routine to get control at requested time
short	tmCount;	2	10	Time in milliseconds until end of interval
long	tmWakeUp;	4	12	
long	tmReserved;	4	16	
} **TMTask**;		20		

Notes: The TMTask structure is used in calls to **InsTime**, **PrimeTime**, and **RmvTime**.

Time Manager tasks are stored in a standard Operating System queue

The qType field is undefined and apparently remains unchanged from its setting when you call **InsTime**.

The tmAddr field is the address of the routine which will get control after the interval specified in a call to **PrimeTime**. Refer to that function for information on the various requirements you must follow when writing a Time Manager task routine.

The tmCount field is set in the **PrimeTime** call and is decremented every millisecond (1/1000 second) thereafter, until it reaches 0-at which time the routine whose address is in tmAddr is called.