

HighLevelEventMsg structure

#include <EPPC.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct HighLevelEventMsg {				
<u>short</u>	HighLevelEventMsgHeaderLength;	2	0	Header size
<u>short</u>	version;	2	2	Version #
<u>long</u>	reserved1;	4	4	reserved
<u>EventRecord</u>	theMsgEvent;	16	8	Event Record
<u>long</u>	msgRefCon;	4	24	Event ID #
<u>long</u> ;	postingOptions;	4	28	Post Options
<u>long</u>	msgLength;	4	32	Message length
} HighLevelEventMsg ;				

typedef HighLevelEventMsg ***HighLevelEventMsgPtr**;typedef HighLevelEventMsg ****HighLevelEventMsgHdl**;