

FormatIOParamBlock structure

#include <Editions.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>long</u>	ioRefNum;	4	0	reference number
<u>FormatType</u>	format;	4	4	edition format type
<u>long</u>	formatIndex;	4	8	opener-specific enumeration of formats
<u>unsigned long</u>	offset;	4	12	offset into format
<u>Ptr</u>	buffPtr;	4	16	data starts here
<u>unsigned long</u>	buffLen;	4	20	length of data
} FormatIOParamBlock ;		24		