

AppParameters structure

```
#include <Processes.h>
```

typedef struct	AppParameters	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>EventRecord</u>	theMsgEvent;	16	0	event (high-level)
<u>unsigned long</u>	eventRefCon;	4	16	reference constant
<u>unsigned long</u>	messageLength;	4	20	length of buffer

```
} AppParameters;                      24
```

```
typedef AppParamters *AppParametersPtr;
```