

**TRioParams**                      structure

#include &lt;ADSP.h&gt;

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>TRioParams</b> {				
<u>short</u>	reqCount;	2	0	Requested number of bytes
<u>short</u> ;	actCount;	2	2	Actual number of bytes
<u>Ptr</u>	dataPtr;	4	4	Pointer to data buffer
<u>char</u>	eom;	1	8	1 if end of message
<u>char</u>	flush;	1	9	1 to send data now
} <b>TRioParams</b> ;		10		