

WDPBRec structure

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#include <Files.h>
```

typedef struct {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>QElemPtr</u>	qLink;	0	4	Address of next queue element (0=last)
<u>short</u>	qType;	2	4	Always <u>ioQType</u> (2)
<u>short</u>	ioTrap;	2	6	(used internally by File Manager)
<u>Ptr</u>	ioCmdAddr;	4	8	(used internally by File Manager)
<u>ProcPtr</u>	ioCompletion;	4	12	Completion routine address (see <u>Async I/O</u>)
<u>OSErr</u>	ioResult;	2	16	<u>Error Code</u> (0=no error, 1=not done yet, ...)
<u>StringPtr</u>	ioNamePtr;	4	18	Address of p-string of current filename
<u>short</u>	ioVRefNum;	2	22	Volume or working directory reference
<u>short</u>	filler1;	2	24	(not used)
<u>short</u>	ioWDIndex;	2	26	Index (for indexed searches)
<u>long</u>	ioWDProcID;	4	28	Working dir user ref (app's signature or 0)
<u>short</u>	ioWDVRefNum;	2	32	Volume in which working dir is located
<u>short</u>	filler2[7];	14	34	(not used)
<u>long</u>	ioWDDirID;	4	48	Working directory's directory ID
} WDPBRec ;		52		

```
typedef WDPBRec *WDPBPtr;
```

Notes: Use this WDPBRec structure in calls to PBOpenWD, PBCloseWD, and PBGetWDInfo.

Set ioWDIndex to 0 if in all cases except for indexed lookups via PBGetWDInfo.

The meaning and usage of ioWDProcID has not been fully explained by Apple, but they do recommend that you set it to 'ERIK'.