

```
#include "entry.h"

ENTRY *CreateEntry (type, identifier, file_name, offset, length)
    ENTRY_TYPE type;
    char *identifier, *file_name;
    long offset;
    {
        ENTRY *entree;

        if ((entree = (ENTRY *) malloc (sizeof (ENTRY))) == NULL)
            AllocError ("CreateEntry");
        entree->type = type;
        entree->identifier = identifier;
        entree->file_name = file_name;
        entree->offset = offset;
        entree->length = length;
        entree->instance = NULL;

        return (entree);
    }
```