

HMStringResType structure#include <Balloons.h>

	<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct HMStringResType {			
<u>short</u> hmmResID;	2	0	res ID of 'STR#' resource
<u>short</u> hmmIndex;	2	2	index of string
} HMStringResType ;	4		