WideChar Page 1

WideChar union

#include <<u>Script.h</u>>

typedef union	WideChar {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>char</u>	a[2];	2	0	0 is the high order character
<u>short</u>	b;	2	2	

short b; 2
} WideChar; 4