

**OffPair**                      structure

#include <Script.h>

	<u>Size</u>	<u>Offset</u>
typedef struct <b>OffPair</b> {		
<u>short</u> offFirst;	2	0
<u>short</u> offSecond;	2	2
} <b>OffPair</b> ;	4	

typedef OffPair **OffsetTable**[3];