

## TokenBlock structure

#include &lt;Script.h&gt;

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>TokenBlock</b> {				
<u>Ptr</u>	source;	4	0	pointer to stream of characters
<u>long</u>	sourceLength;	4	4	length of source stream
<u>Ptr</u>	tokenList;	4	8	pointer to array of tokens
<u>long</u>	tokenLength;	4	12	maximum length of TokenList
<u>long</u>	tokenCount;	4	16	number tokens generated by tokenizer
<u>Ptr</u>	stringList;	4	20	pointer to stream of identifiers
<u>long</u>	stringLength;	4	24	length of string list
<u>long</u>	stringCount;	4	28	number of bytes currently used
<u>Boolean</u>	doString;	1	32	make strings & put into StringList
<u>Boolean</u>	doAppend;	1	33	append to TokenList rather than replace
<u>Boolean</u>	doAlphanumeric;	1	34	identifiers may include numeric
<u>Boolean</u>	doNest;	1	35	do comments nest?
<u>TokenType</u>	leftDelims[2];	4	36	
<u>TokenType</u>	rightDelims[2];	4	40	
<u>TokenType</u>	leftComment[4];	8	44	
<u>TokenType</u>	rightComment[4];	8	52	
<u>TokenType</u>	escapeCode;	2	60	escape symbol code
<u>TokenType</u>	decimalCode;	2	62	
<u>Handle</u>	itlResource;	4	64	ptr to itl4 resource of current script
<u>long</u>	reserved[8];	32	68	must be zero!
<b>}TokenBlock;</b>		100		
typedef TokenBlock * <b>TokenBlockPtr</b> ;				