

ItlbRecord structure

#include <Script.h>

typedef struct ItlbRecord {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> itlbNumber ;	2	0	itl0 id number
<u>short</u> itlbDate ;	2	2	itl1 id number
<u>short</u> itlbSort;	2	4	itl2 id number
<u>short</u> itlbFlags;	2	6	Script flags
<u>short</u> itlbToken;	2	8	itl4 id number
<u>short</u> itlbEncoding;	2	10	itl5 ID # (optional; char encoding)
<u>short</u> itlbLang;	2	12	cur language for script
<u>char</u> itlbNumRep;	1	14	number representation code
<u>char</u> itlbDateRep;	1	15	date representation code
<u>short</u> itlbKeys;	2	16	KCHR id number
<u>short</u> itlbIcon;	2	18	ID # of SICN or kcs#/kcs4/kcs8 suite.
} ItlbRecord ;	20		