
NameTable structure

```
#include <Fonts.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct NameTable {				
<u>short</u>	stringCount;	2	0	number of strings
<u>Str255</u>	baseFontName;	256	2	name of base font
} NameTable ;		258		