Intl1Rec structure

#include <Packages.h>

typedef struct **Intl1Rec** {		Size	Offset	Description
char	days[7];	112	0	Seven p-strings: "\pSunday", "\pMonday",...
char	months[12];	192	112	Twelve p-strings: "\pJanuary",...
unsigned char	suppressDay;	1	304	0=use day name, 255=suppress; **Otherwise**: bit 0: 1=suppress day number bit 1: 1=suppress day name bit 2: 1=suppress month bit 3: 1=suppress year
unsigned char	lngDateFmt;	1	305	0=dmy, 255=mdy; **Otherwise**: bits 0-1 identify first text field bits 2-3 identify second text field bits 4-5 identify third text field bits 6-7 identify fourth text field **fields**: 0=day, 1=day name, 2=mon, 3=yr
unsigned char	dayleading0;	1	306	255=leading 0 in day number
unsigned char	abbrLen;	1	307	Length for abbreviating names; eg, 3
char	st0[4];	4	308	Text separators ... before text
char	st1[4];	4	312	... between day name and day number
char	st2[4];	4	316	... between day number and month
char	st3[4];	4	320	... between month and year
char	st4[4];	4	324	... after text
short	intl1Vers;	2	328	Version and country code bits 0-7 = version number bits 8-15 = country code
short	localRtn;	*n*	330	Start of code for string comparison fns
} **Intl1Rec**;		330+*n*		

Notes: Use Intl1Rec in calls to **IUGetIntl**(1), **IUSetIntl**(...,1,...), and **IUDatePString**. Values in the current version of this structure are also used internally by **IUDateString**.

The localRtn field is actually a variable-length piece of code which gets executed when you call any of the International Utilities Package string comparison routines (e.g., **IUCompString**).

This structure echoes the contents of the 'INTL' resource whose ID is 1.

The Intl0Rec structure contains additional information used in formatting time and date output in the International Utilities Package.