HMMessageRecord structure

#include <Balloons.h>

typedef struct **HMMessageRecord** {		Size	Offset	Description
short	hmmHelpType;	2	0	data type of the next field
union {				
char	hmmString[256];	256	2	Pascal string
short	hmmPict;	2	2	'PICT' resource ID
Handle	hmmTEHandle;	4	2	styled text handle
HMStringResType	hmmStringRes;	4	2	'STR#' resID and index
short	hmmPictRes;	2	2	
Handle	hmmPictHandle;	4	2	picture handle
short	hmmTERes;	2	2	'styl' and 'TEXT' res ID
short	hmmSTRRes;	2	2	'STR' resource ID
} u;				

} **HMMessageRecord**; 258

typedef HMMessageRecord ***HMMessageRecPtr**;