Ptr   data type

#include <Types.h>

typedef char * **Ptr**;   /* generic pointer to a signed byte */

Notes: All pointers in Macintosh programming are 32-bit values. A Ptr is
            generally used in cases where the data type is unknown or as a quasi-"void",
            which you will need to coerce into a standard data type. Nearly all
            system-defined data structures have a specific name typedef'd for
            programming convenience.

            A Handle is a pointer to a pointer to a signed byte. A StringPtr is a pointer
            to an unsigned byte.

            See Byte for descriptions of pString (Pascal string) and ASCIIZ (C-string).