
LocationNameRec structure

#include <PPCToolBox.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct LocationNameRec {				
<u>PPCLocationKind</u> locationKindSelector;		2	0	which variant
union {				
<u>EntityName</u> nbpEntity;		102	2	NBP name entity
<u>Str32</u> nbpType;		33	2	just the NBP type string, for PPCOpen
} u;				
} LocationNameRec ;		104		

typedef LocationNameRec ***LocationNamePtr**;