
MenuCRsrc structure

```
#include <Menus.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct MenuCRsrc {				
<u>short</u>	numEntries;	2	0	Number of entries
<u>MCTable</u>	mcEntryRecs;	30	2	
}MenuCRsrc;		32		

```
typedef MenuCRsrc *MenuCRsrcPtr;  
typedef MenuCRsrc **MenuCRsrcHandle;
```