

AESArrayData union

#include <AppleEvents.h>

		<u>Size</u>	<u>Description</u>
typedef union AESArrayData {			
<u>short</u>	AEDataArray[1];	2	array of short integers
<u>char</u>	AEPackedArray[1];	1	array of characters
<u>Handle</u>	AEHandleArray[1];	4	array of Handles
<u>AEDesc</u>	AEDescArray[1];	8	array of descriptor records
<u>AEKeyDesc</u>	AEKeyDesc[1];	12	array of keyword-specified descriptor records
} AESArrayData;		12	

typedef AESArrayData ***AESArrayDataPointer**;