UntokenTable   structure

#include <<u>Script.h</u>>

typedef struct **UntokenTable** {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> len;	2	0	
<u>short</u> lastToken;	2	2	pointer into original Source
<u>short</u> index[256];	512	4	length of text in original source
} UntokenTable;	516		

typedef UntokenTable ***UntokenTablePtr**;
typedef UntokenTable ****UntokenTableHandle**;