

NumberParts structure#include <Script.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct NumberParts {				
<u>short</u>	version;	2	0	
<u>WideChar</u>	data[31];	62	2	index by [<u>tokLeftQuote</u> .. <u>tokMaxSymbols</u>]
<u>WideCharArr</u>	pePlus;	22	64	
<u>WideCharArr</u>	peMinus;	22	86	
<u>WideCharArr</u>	peMinusPlus;	22	108	
<u>WideCharArr</u>	altNumTable;	22	130	
<u>char</u>	reserved[20];	20	152	
} NumberParts ;		172		

typedef NumberParts ***NumberPartsPtr**;