DialogTemplate structure

#include <Dialogs.h>

typedef struct **DialogTemplate{**		Size	Offset
Rect	boundsRect;	8	0
short	procID;	2	8
Boolean	visible;	1	10
Boolean	**filler1**;	1	11
Boolean	goAwayFlag;	1	12
Boolean	**filler2**;	1	13
long	refCon;	4	14
short	itemsID;	2	18
Str255	**title**;	256	20
} DialogTemplate;		276	

typedef DialogTemplate ***DialogTPtr**;
typedef DialogTemplate ****DialogTHandle**;