

KernEntry structure

```
#include <Fonts.h>
```

typedef struct KernEntry {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> kernLength;	2	0	length of this entry
<u>short</u> kernStyle;	2	2	style this entry applies to
} KernEntry ;	4		