

BreakTable structure

```
#include <Script.h>
```

		<u>Size</u>	<u>Offset</u>
typedef struct BreakTable {			
<u>char</u>	char[256];	256	0
<u>short</u>	tripleLength;	2	256
<u>short</u>	triples[1];	2	258
} BreakTable ;		260	

```
typedef BreakTable *BreakTablePtr;
```