

FormatsAvailable structure

#include <Editions.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct FormatsAvailable {	<u>FormatType</u> theType;	16	0	format type for an edition
	<u>long</u> theLength;	4	16	length of edition format
				type
}	FormatsAvailable;	20		