Itl4Rec   structure

#include <Script.h>

typedef struct **Itl4Rec** {	Size	Offset	Description
short flags;	2	0	reserved
long resourceType;	4	2	contains 'itl4'
short resourceNum;	2	6	resource ID
short version;	2	8	version number
short format;	2	10	format code
short resHeader;	2	12	reserved
long resHeader2;	4	14	reserved
short numTables;	2	16	number of tables, one-based

The following are offsets from the beginning of the resource to tables & code chunks.

long mapOffset;	4	18	*offsets are from record start
long strOffset;	4	22	offset to routine that copies canonical string
long fetchOffset;	4	26	offset to routine that gets next byte of character
long unTokenOffset;	4	30	offset to untoken table, maps token to canonical string
long defPartsOffset;	4	34	offset to default number parts table
long resOffset6;	4	38	reserved
long resOffset7;	4	42	reserved
long resOffset8;	4	46	reserved
} Itl4Rec;	50		

typedef itl4Rec ***Itl4Ptr**;
typedef itl4Rec ****Itl4Handle**;