

ItlcRecord structure#include <Script.h>

typedef struct ItlcRecord {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> itlcSystem;	2	0	default system script
<u>short</u> itlcReserved;	2	2	reserved
<u>char</u> itlcFontForce;	1	4	default font force flag
<u>char</u> itlcIntlForce;	1	5	default intl force flag
<u>char</u> itlcOldKybd;	1	6	old keyboard
<u>char</u> tlcFlags;	1	7	general flags
<u>short</u> itlcIconOffset;	2	8	script icon offset
<u>char</u> itlcIconSide;	1	10	con side
<u>char</u> itlcIconRsvd;	1	11	rsvd for other icon info
<u>short</u> itlcRegionCode;	2	12	preferred verXxx code
<u>char</u> itlcReserved3[34];	34	14	for future use
} ItlcRecord;	48		

If you do not have access to the Rez file SysTypes.r, which contains the Rez type definition of the 'itlc' resource, consult with Macintosh Developer Technical Support for details.