NBreakTable   structure

#include <Script.h>

typedef struct **NBreakTable** {   Size   Offset

type	field	Size	Offset
signed char	flags1;	1	0
signed char	flags2;	1	1
short	version;	2	2
short	classTableOff;	2	4
short	auxCTableOff;	2	6
short	backwdTableOff;	2	8
short	forwdTableOff;	2	10
short	doBackup;	2	12
char	charTypes[256];	256	14
short	tables[1];	2	270
}NBreakTable;		272	

typedef NBreakTable ***NBreakTablePtr**;