

AlertTemplate structure

```
#include <Dialogs.h>
```

		<u>Size</u>	<u>Offset</u>
typedef struct AlertTemplate {			
<u>Rect</u>	boundsRect;	8	0
<u>short</u>	itemsID;	2	8
<u>StageList</u>	stages;	2	10
} AlertTemplate;		12	

```
typedef AlertTemplate *AlertTPtr;
```

```
typedef AlertTemplate **AlertTHandle;
```