

StyleTable structure

```
#include <Fonts.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct StyleTable {				
<u>short</u>	fontClass;	2	0	font class
<u>long</u>	offset;	4	2	offset within class
<u>long</u>	reserved;	4	6	reserved for Font Manager
<u>char</u>	indexes[48];	48	8	48 table indices
} StyleTable ;		58		