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**TokenRec** structure

```
#include <Script.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>TokenRec</b> {				
<u>TokenType</u>	theToken;	2	0	
<u>Ptr</u>	position;	4	2	pointer into original Source
<u>long</u>	length;	4	6	length of text in original source
<u>StringPtr</u>	stringPosition;	4	10	Pascal/C string copy of identifier
} <b>TokenRec</b> ;		14		

```
typedef TokenRec *TokenRecPtr;
```