

EntityName structure

```
#include <AppleTalk.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct EntityName {				
<u>Str32</u>	objStr;	32	0	Object
<u>Str32</u>	typeStr;	32	32	Type
<u>Str32</u>	zoneStr;	32	64	Zone
} EntityName ;		96		

```
typedef EntityName * EntityPtr;
```

Notes: Real definition of **EntityName** is 3 PACKED strings of any length (32 is just an example). No offsets for Asm since each String address must be calculated by adding length byte to last string ptr. In Pascal, String(32) will be 34 bytes long since fields never start on an odd byte unless they are only a byte long. So this will generate correct looking interfaces for Pascal and C, but they will not be the same, which is OK since they are not used.