

**NTElement**                      structure

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

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>NTElement</b> {				
<u>AddrBlock</u>	netAddress;	4	0	network address of entity
<u>char</u>	filler;	1	4	
<u>char</u>	entityData[99];	99	5	Object, Type & Zone
} <b>NTElement</b> ;		104		