

```
#ifndef _object_
#define _object_

#include "entry.h"

typedef struct instance_header
{
    int instance_id;
    int width, height;
    struct entree *entree;
    struct instance_header *next;
}
INSTANCE_HEADER;

#define InstanceId(i)          ((i)->instance_id)
#define InstanceWidth(i)      ((i)->width)
#define InstanceHeight(i)     ((i)->height)
#define InstanceEntry(i)      ((i)->entree)
#define NextInstance(i)       ((i)->next)

INSTANCE_HEADER *CreateInstanceHeader ();

#endif
```