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if (i == (count - 1))

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info[i].dwBlockBytes = blockSize;

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info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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if (i == (count - 1))

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info[i].dwBlockBytes = blockSize;

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info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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if (i == (count - 1))

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info[i].dwBlockBytes = blockSize;

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info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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if (i == (count - 1))

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info[i].dwBlockBytes = blockSize;

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info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

info[i].mapFileH = mapH;

if (i == (count - 1))

{

blockSize = fileSize;

}

info[i].dwBlockBytes = blockSize;

info[i].qwFileOffset = fileOffset;

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