

**ChunkHeader** structure

```
#include <AIFF.h>
```

```
typedef struct ChunkHeader {
    ID      ckID;           Size  Offset  Description
    long    ckSize;        4      0      chunk type ID
                                4      4      number of bytes of data
} ChunkHeader;           8
```

The ckID field specifies the chunk type. An ID is a 32-bit concatenation of any four printable ASCII characters in the range ' ' (space character, ASCII value 0x20) through '~' (ASCII value 0x7E). Spaces cannot precede printing characters, but trailing spaces are allowed. Control characters are not allowed. You can specify values for the other types of chunks by using these constants:

<u>ApplicationSpecificID</u>	chunk ID for <u>ApplicationSpecificChunk</u>
<u>AudioRecordingID</u>	chunk ID for <u>AudioRecordingChunk</u>
<u>CommentID</u>	chunk ID for <u>CommentsChunk</u>
<u>FORMID</u>	chunk ID for <u>ContainerChunk</u>
<u>FormatVersionID</u>	chunk ID for <u>FormatVersionChunk</u>
<u>CommonID</u>	chunk ID for <u>CommonChunk</u> and <u>ExtCommonChunk</u>
<u>InstrumentID</u>	chunk ID for <u>InstrumentChunk</u>
<u>MarkerID</u>	chunk ID for <u>MarkerChunk</u>
<u>MIDIDataID</u>	chunk ID for <u>MIDIDataChunk</u>
<u>SoundDataID</u>	chunk ID for <u>SoundDataChunk</u>
<u>NameID</u>	chunk ID's for <u>TextChunk</u>
<u>AuthorID</u>	
<u>CopyrightID</u>	
<u>AnnotationID</u>	

The ckSize field specifies the size of the data portion of a chunk and does not include the length of the chunk header information.