

**ApplicationSpecificChunk**      structure

#include <AIFF.h>

		<u>Size</u>	<u>Offset</u>
typedef struct <b>ApplicationSpecificChunk</b> {			
<u>ID</u>	ckID;	4	0
<u>long</u>	ckSize;	4	4
<u>OSType</u>	applicationSignature;	2	8
<u>char</u>	data[1];	1	10
} <b>ApplicationSpecificChunk</b> ;		12	

typedef ApplicationSpecificChunk \***ApplicationSpecificChunkPtr**;