

LeftOverBlock structure

```
#include <Sound.h>
```

	<u>Size</u>	<u>Offset</u>
typedef struct LeftOverBlock {		
<u>unsigned long</u> count;	4	0
<u>char</u> sampleArea[<u>leftOverBlockSize</u>];	32	4
} LeftOverBlock ;	36	

```
typedef LeftOverBlock *LeftOverBlockPtr;
```