
SPB structure

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

```
typedef struct SPB {
    long      inRefNum;
    unsigned long count;
    unsigned long milliseconds;
    unsigned long bufferLength;
    Ptr       buffer;
    ProcPtr   completionRoutine;
    ProcPtr   interruptRoutine;
    long      userLong;
    OSErr     error;
    long      unused1;
} SPB;
```

		Size	Offset	Description
long	inRefNum;	4	0	reference number of input device
unsigned long	count;	4	4	number of bytes to record
unsigned long	milliseconds;	4	8	number of milliseconds to record
unsigned long	bufferLength;	4	12	length of buffer to record into
Ptr	buffer	4	16	pointer to buffer to record into
ProcPtr	completionRoutine;	4	20	pointer to a completion routine
ProcPtr	interruptRoutine;	4	24	pointer to an interrupt routine
long	userLong;	4	28	for application's use
OSErr	error	2	32	error returned after recording
long	unused1	4	34	reserved
		38		

```
typedef SPB *SPBPtr;
```

Field descriptions

inRefNum	The reference number of the sound input device (as received from SPBOpenDevice) from which the recording is to occur.
count	On input, the number of bytes to record. On output, the number of bytes actually recorded. If this field specifies a longer recording time than the milliseconds field, then the milliseconds field is ignored on input.
milliseconds	On input, the number of milliseconds to record. On output, the number of milliseconds actually recorded. If this field specifies a longer recording time than the count field, then the count field is ignored on input.
bufferLength	The length of the buffer into which recorded sound data is placed. The recording time specified by the count or milliseconds field is truncated to fit into this length, if necessary.
bufferPtr	A pointer to the buffer into which recorded data is placed. If this field is NULL, then the count, milliseconds, and bufferLength fields are ignored and the recording will continue indefinitely until SPBStopRecording is called. However, the data is not stored anywhere, so setting this field to NULL is useful only if you want to do something in your interrupt routine but do not want to save the recorded sound.
completionRoutine	A pointer to a completion routine that is called when the recording terminates as a result of your calling SPBStopRecording or when the limit specified by the count or milliseconds field is reached. The

	completion routine executes only if SPBRecord is called asynchronously and therefore is called at interrupt time.
interruptRoutine	A pointer to a routine that is called by asynchronous recording devices when their internal buffers are full.
userLong	A long integer available for the application's own use. You can use this field, for instance, to pass a handle to an application-defined structure to the completion routine or to the interrupt routine.
error	A code describing any errors that occur during the recording. If the recording terminates without an error, this field contains <u>noErr</u> . If any error occurs during the recording, this field contains a value of type <u>OSErr</u> . If the recording is terminated by a call to SPBStopRecording , this field contains the value <u>abortErr</u> . You can poll this field while recording asynchronously to determine if any errors have occurred.
unused1	Reserved for use by Apple. You should always initialize this field to 0.