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**SoundDataChunk** structure

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

```
typedef struct SoundDataChunk { Size Offset Description  
  ID          ckID;           4      0      'SSND'  
  long        ckSize;         4      4      size of chunk data  
  long        offset;         4      8      offset to sound data  
  long        blockSize;      4      12     nsize of alignment blocks  
} SoundDataChunk;           16
```

```
typedef SoundDataChunk *SoundDataChunkPtr;
```

The fields in a Sound Data Chunk have the following meanings:

**Field descriptions**

ckID	The ID of this chunk. For a <b>SoundDataChunk</b> , this ID is 'SSND'.
ckSize	The size of the data portion of this chunk. This size does not include the 8 bytes occupied by the values in the <i>ckID</i> and the <i>ckSize</i> fields. If the data following the <i>blockSize</i> field contains an odd number of bytes, a pad byte with a value of 0 is added at the end to preserve an even length for this chunk. If there is a pad byte, it is not included in the <i>ckSize</i> field.
offset	An offset (in bytes) to the beginning of the first sample frame in the chunk data. Most applications do not need to use the offset field and should set it to 0.
blockSize	The size (in bytes) of the blocks to which the sound data is aligned. This field is used in conjunction with the offset field for aligning sound data to blocks. As with the offset field, most applications do not need to use the <i>blockSize</i> field and should set it to 0.