InstrumentChunk   structure

#include <AIFF.h>

typedef struct **InstrumentChunk**{		Size	Offset
ID	ckID;	4	0
long	ckSize;	4	4
char	baseFrequency;	1	8
char	detune;	1	9
char	lowFrequency;	1	10
char	highFrequency;	1	11
char	lowVelocity;	1	12
char	highVelocity;	1	13
short	gain;	2	14
AIFFLoop	sustainLoop;	6	16
AIFFLoop	releaseLoop;	6	22
} InstrumentChunk;		28	

typedef InstrumentChunk ***InstrumentChunkPtr**;