

**MIDIDataChunk**                      structure

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

		<u>Size</u>	<u>Offset</u>
typedef struct <b>MIDIDataChunk</b> {			
<u>ID</u>	ckID;	4	0
<u>long</u>	ckSize;	4	4
<u>unsigned char</u>	MIDIdata[1];	1	8
} <b>MIDIDataChunk</b> ;		10	

```
typedef MIDIDataChunk *MIDIDataChunkPtr;
```