AudioRecordingChunk   structure

#include <AIFF.h>

typedef struct **AudioRecordingChunk{**	Size	Offset
ID ckID;	4	0
long ckSize;	4	4
unsigned char AEChannelStatus[24];	24	8
} AudioRecordingChunk;	32	

typedef AudioRecordingChunk ***AudioRecordingChunkPtr**;