SndDoubleBufferHeader structure

#include <Sound.h>

typedef struct **SndDoubleBufferHeader** **{**

Size		Offset	Description
short	dbhNumChannels;	2	0 number of sound channels
short	dbhSampleSize;	2	2 sample size, if uncompressed
short	dbhCompressionID;	2	4 ID of compression algorithm
short	dbhPacketSize;	2	6 number of bits per packet
Fixed	dbhSampleRate;	4	8 sample rate
SndDoubleBufferPtr	dbhBufferPtr[2];	8	12 pointers to SndDoubleBuffer
SndDoubleBackProcPtr	dbhDoubleBack;	4	20 pointer to doubleback procedure

} SndDoubleBufferHeader; 24

typedef SndDoubleBufferHeader ***SndDoubleBufferHeaderPtr**;

Field descriptions

dbhNumChannels — Indicates the number of channels for the sound (1 for monophonic sound, 2 for stereo).

dbhSampleSize — Indicates the sample size for the sound if the sound is not compressed. If the sound is compressed, *dbhSampleSize* should be set to 0. Samples that are 1-8 bits have a *dbhSampleSize* value of 8; samples that are 9-16 bits have a *dbhSampleSize* value of 16. Currently, only 8-bit samples are supported. For further information on sample sizes, refer to the AIFF specification.

dbhCompressionID — Indicates the compression identification number of the compression algorithm, if the sound is compressed. If the sound is not compressed, *dbhCompressionID* should be set to 0.

dbhPacketSize — Indicates the packet size for the compression algorithm specified by *dbhCompressionID*, if the sound is compressed.

dbhSampleRate — Indicates the sample rate for the sound. Note that the sample rate is declared as a Fixed data type, but the most significant bit is not treated as a sign bit; instead, that bit is interpreted as having the value 32,768.

dbhBufferPtr — Indicates an array of two pointers, each of which should point to a valid **SndDoubleBuffer** record.

dbhDoubleBack — Points to the application-defined routine that is called when the double buffers are switched and the exhausted buffer needs to be refilled.

The values for the *dbhCompressionID*, *dbhNumChannels*, and *dbhPacketSize* fields are the same as those for the *compressionID*, *numChannels*, and *packetSize* fields of the compressed sound header, respectively.

The *dbhBufferPtr* array contains pointers to two records of type **SndDoubleBuffer**. These are the two buffers between which the **Sound Manager** switches until all the sound data has been sent into the sound channel. When the call to **SndPlayDoubleBuffer** is made, the two buffers should both already contain a nonzero number of frames of data.