SndDoubleBuffer   structure

#include <Sound.h>

```
typedef struct SndDoubleBuffer{   Size Offset    Description
  long        dbNumFrames;        4     0         number of frames in buffer
  long        dbFlags;            4     4         buffer status flags
  long        dbUserInfo[2];      8     8         for application's use
  char        dbSoundData[1];     1     16        array of data
} SndDoubleBuffer;                18
```

typedef SndDoubleBuffer ***SndDoubleBufferPtr**;

Field descriptions

dbNumFrames   The number of frames in the *dbSoundData* array.

dbFlags   Buffer status flags.

dbUserInfo   Two long words into which you can place information that you need to access in your doubleback procedure.

dbSoundData   A variable-length array. You write samples into this array, and the synthesizer reads samples out of this array.

The buffer status flags field for each of the two buffers may contain either of these values:

> dbBufferReady
> dbLastBuffer

All other bits in the *dbFlags* field are reserved by Apple, and your application should not modify them.