

**AIFFLoop**                      structure

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

|                                  |             |               |
|----------------------------------|-------------|---------------|
| typedef struct <b>AIFFLoop</b> { | <u>Size</u> | <u>Offset</u> |
| <u>short</u> playMode;           | 2           | 0             |
| <u>MarkerIdType</u> beginLoop;   | 2           | 2             |
| <u>MarkerIdType</u> endLoop;     | 2           | 4             |
| } <b>AIFFLoop</b> ;              | 6           |               |