

Marker structure

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

```
typedef struct Marker {  
    MarkerIDType id;  
    unsigned long position;  
    Str255 markerName;  
}Marker;
```

	<u>Size</u>	<u>Offset</u>
id;	2	0
position;	4	2
markerName;	256	6
	262	