

**MarkerChunk**                      structure

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

```
typedef struct MarkerChunk{              Size Offset  
    ID                      ckID;              4              0  
    long                    ckSize;            4              4  
    unsigned short        numMarkers;        2              8  
    Marker                Markers[1];    262           10  
} MarkerChunk;                            272
```

```
typedef MarkerChunk *MarkerChunkPtr;
```