**SndListResource**            structure

#include <Sound.h>

| typedef struct **SndListResource** { | | Size | Offset | Description |
|---|---|---|---|---|
| short | format; | 2 | 0 | |
| short | numModifiers; | 2 | 2 | |
| ModRef | modifierParts[1]; | 6 | 4 | This is a variable length array |
| short | numCommands; | 2 | 10 | |
| SndCommand | commandPart[1]; | 8 | 12 | This is a variable length array |
| char | datatPart[1]; | 1 | 20 | This is a variable length array |
| } **SndListResource**; | | 22 | | |

typedef SndListResource **\*SndListPtr**;