ContainerChunk   structure

#include <AIFF.h>

```
typedef struct ContainerChunk {   Size    Offset    Description
    ID        ckID;                 4        0         chunk type ID
    long      ckSize;               4        4         number of bytes of data
    ID        formType;             4        8         type of file
} ContainerChunk;                   12
```

The fields of this chunk have the following meanings:

Field descriptions

ckID   The ID of this chunk. For a Form Chunk, this ID is
                     'FORM'.

ckSize   The size of the data portion of this chunk. Note that the
                     data portion of a Form Chunk is divided into two parts,
                     formType and the chunks that follow the *formType* field.
                     These chunks are called *local chunks* because their chunk
                     IDs are local to the Form Chunk.

formType   The type of audio file. For AIFF files, *formType* is 'AIFF'.
                     For AIFF-C files, formType is 'AIFC'.

The local chunks can occur in any order in a sound file. As a result, your
application should be designed to get a local chunk, identify it, and then process
it without making any assumptions about what kind of chunk it is based on its
order in the Form Chunk.