

**SCStatus** structure

#include &lt;Sound.h&gt;

typedef struct	<b>SCStatus</b> {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>Fixed</u>	scStartTime;	4	0	starting time for play from disk
<u>Fixed</u>	scEndTime;	4	4	ending time for play from disk
<u>Fixed</u>	scCurrentTime;	4	8	current time for play from disk
<u>Boolean</u>	scChannelBusy;	2	12	TRUE if channel is making sound
<u>Boolean</u>	scChannelDisposed;	2	14	reserved
<u>Boolean</u>	scChannelPaused;	2	16	TRUE if channel is paused
<u>Boolean</u>	scUnused;	2	18	unused
<u>unsigned long</u>	scChannelAttributes;	4	20	attributes of this channel
<u>long</u>	scCPULoad;	4	24	CPU load for this channel
}	<b>SCStatus</b> ;	28		

typedef SCStatus \***SCStatusPtr**;**Field descriptions**

scStartTime	If <i>scChannelBusy</i> is TRUE, then <i>scStartTime</i> is the starting time in seconds for a play from disk on the specified channel. If <i>scChannelBusy</i> is FALSE, then <i>scStartTime</i> is 0.
scEndTime	If <i>scChannelBusy</i> is TRUE, then <i>scEndTime</i> is the ending time in seconds for a play from disk on the specified channel. If <i>scChannelBusy</i> is FALSE, then <i>scEndTime</i> is 0.
scCurrentTime	If <i>scChannelBusy</i> is TRUE, then <i>scCurrentTime</i> is the current time in seconds for a play from disk on the specified channel. If <i>scChannelBusy</i> is FALSE, then <i>scCurrentTime</i> is 0.
scChannelBusy	If the specified channel is currently making sound, then <i>scChannelBusy</i> is TRUE; otherwise, <i>scChannelBusy</i> is FALSE.
scChannelDisposed	Reserved for use by Apple.
scChannelPaused	If the specified channel is paused, then <i>scChannelPaused</i> is TRUE; otherwise, <i>scChannelPaused</i> is FALSE.
scUnused	Reserved for use by Apple.
scChannelAttributes	The current attributes of the specified channel. These attributes are in the channel initialization parameters format.
scCPULoad	The CPU load for the specified channel.

You can mask out certain values in the *scChannelAttributes* field to how a channel has been initialized.

<u>initPanMask</u>	mask for right/left pan values
<u>initSRateMask</u>	mask for sample rate values

<u>initStereoMask</u>	mask for mono/stereo values
<u>initCompMask</u>	mask for compression IDs

The Listing in **Obtaining Information About Sound Features** illustrates the use of the **SndChannelStatus** function. It defines a function that takes a sound-channel pointer as a parameter and determines whether a disk-based playback on that channel is paused.