

---

**SMStatus** structure

```
#include <Sound.h>
```

```
typedef struct SMStatus{  
    short    smMaxCPULoad;    Size Offset Description  
    short    smNumChannels;    2    2    number of allocated channels  
    short    smCurCPULoad;    2    4    current load on all channels  
} SMStatus;  
                                     6
```

```
typedef SMStatus *SMStatusPtr;
```

### Field descriptions

smMaxCPULoad	The maximum load that the <b>Sound Manager</b> will not exceed when allocating channels. The <i>smMaxCPULoad</i> field is set to a default value of 100 when the system starts up.
smNumChannels	The number of sound channels that are currently allocated by all applications. This does not mean that the channels allocated are being used, only that they have been allocated and that CPU loading is being reserved for these channels.
smCurCPULoad	The CPU load that is being taken up by currently allocated channels.

The code in **Obtaining Information About Sound Features** illustrates the use of **SndManagerStatus**. It defines a function that returns the number of sound channels currently allocated by all applications.