

AudioSelection structure

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

```
typedef struct AudioSelection { Size Offset Description  
    long    unitType;           4    0    type of time unit  
    Fixed    selStart;          4    4    starting point of selection  
    Fixed    selEnd;            4    8    ending point of selection  
  
} AudioSelection;              12
```

```
typedef AudioSelection *AudioSelectionPtr;
```

Field descriptions

unitType The type of unit of time used in the start and end fields. You should set this to seconds by specifying the constant unitTypeSeconds.

selStart The starting point in seconds of the sound to play.

selEnd The ending point in seconds of the sound to play.

Use a constant to specify the unit type.

<u>unitTypeSeconds</u>	seconds
<u>unitTypeNoSelection</u>	no selection