

SndChannel structure

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

typedef struct SndChannel {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
struct SndChannel	*nextChan;	4	0	
<u>Ptr</u>	firstMod;	4	4	reserved for the Sound Manager
<u>SndCallbackProcPtr</u>	callBack;	4	8	pointer to callback proc
<u>long</u>	userInfo;	4	12	free for application's use

The following field is defined as a long only if you are using THINK C. It is of type Time if you are using another development system.

<u>long</u>	wait;	4	16	The following is for internal Sound Manager use only.
<u>SndCommand</u>	cmdInProgress;	8	20	
<u>short</u>	flags;	2	28	
<u>short</u>	qLength;	2	30	
<u>short</u>	qHead;	2	32	next spot to read or -1 if empty
<u>short</u>	qTail;	2	34	next spot to write = qHead if full
<u>SndCommand</u>	queue[stdQLength];	1024	36	
SndChannel;		1060		

```
typedef SndChannel *SndChannelPtr;
```

Most applications do not need to worry about creating or disposing of sound channels because the high-level **Sound Manager** routines take care of these automatically. If you are using low-level **Sound Manager** routines, you can create your own sound channels (with the **SndNewChannel** function).