

SndCommand structure

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

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct SndCommand {				
<u>unsigned short</u>	cmd;	2	0	command number
<u>short</u>	param1;	2	2	first parameter
<u>long</u>	param2;	4	4	second parameter
} SndCommand ;		8		