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**CommentsChunk**                      structure

#include <AIFF.h>

		<u>Size</u>	<u>Offset</u>
typedef struct <b>CommentsChunk</b> {			
<u>ID</u>	ckID;	4	0
<u>long</u>	ckSize;	4	4
<u>unsigned short</u>	numComments;	2	8
<u>Comment</u>	comments[1];	32	10
} <b>CommentsChunk</b> ;		42	

typedef CommentsChunk \***CommentsChunkPtr**;