ConversionBlock structure

#include <Sound.h>

typedef struct **ConversionBlock**{		Size	Offset
short	destination;	2	0
short	unused;	2	2
CmpSoundHeaderPtr	inputPtr;	4	4
CmpSoundHeaderPtr	outputPtr;	4	8
} **ConversionBlock**;		12	

typedef ConversionBlock ***ConversionBlockPtr**;