Data Chunks

```
/* Data chunks */
typedef struct _nandfs_chunk {
        uint32 id;
        uint32 page;
        uint32 version;
        uint32 offset;
        uint8 * data;
} nandfs_chunk;
```

See Spare Mapping, Logical Pages, Versions

While scanning, we keep all data chunks on a linked list. After scanning, where all files are in the hashtable, we try to add chunks to their files.

This structure is used to transmit chunk informations between functions, not to store them.