

Audio

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| COLLABORATORS |
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| | <i>TITLE :</i> Audio | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | November 24, 2024 | |

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| REVISION HISTORY |
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| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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Chapter 1

Audio

1.1 Audio

Konstanten

| | | |
|--------------|--------------|---------------|
| allocFailed | allocMaxprec | allocMinprec |
| allocate | audioName | channelStolen |
| finish | free | hardChannels |
| lock | noAllocation | noUnit |
| noWait | perVol | pervol |
| setPrec | syncCycle | waitCycle |
| writeMessage | | |

Typ-Deklarationen

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|---------|------------|
| IOAudio | IOAudioPtr |
|---------|------------|

1.2 TMP:Modula-2/Audio.def

```
DEFINITION MODULE Audio; (*$ Implementation:=FALSE *)
(* 10-Mar-1992/cn *)

FROM SYSTEM IMPORT ADDRESS;
FROM ExecD IMPORT nonstd, IOFlagSet , IORequest , Message ;

CONST
  audioName="audio.device";

  hardChannels=4;

  allocMinprec=-128;
  allocMaxprec=127;

  free=nonstd+0;
  setPrec=nonstd+1;
  finish=nonstd+2;
  perVol=nonstd+3;
  lock=nonstd+4;
```

```
waitCycle=nonstd+5;

noUnit=32;
allocate=noUnit+0;

pervol= IOFlagSet {4};
syncCycle= IOFlagSet {5};
noWait= IOFlagSet {6};
writeMessage= IOFlagSet {7};

noAllocation=-10;
allocFailed=-11;
channelStolen=-12;

TYPE
  IOAudio =RECORD
    request: IORequest ;
    allocKey:INTEGER;
    data:ADDRESS;
    length:LONGCARD;
    period:CARDINAL;
    volume:CARDINAL;
    cycles:CARDINAL;
    writeMsg: Message ;
  END;
  IOAudioPtr =POINTER TO  IOAudio ;

END Audio.noimp
```
