

simple sound mixing example

This example shows how easy it is to mix two (you can do more) sounds programatically. Ever since 3.0 came out, I've heard people say this was possible, and short of typing `sndplay` twice in a terminal window with two different sounds, I didn't know how to do it. I spent a little time with the sound doc last night (Chapter 16), and have once again at how nicely the folks at NeXT built things. This was painfully easy.

Anyway, hope this saves somebody a little time if they want to do something similar.

With what I learned here, I was able to whip up a really spiff network-based multi-channel sound server that mixes multiple sounds on the fly in about an hour.

I love this machine...

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