initOnDevice:
Activating and playing activate
                                        playBuffer:size:tag:
Gain and peak detection setGainLeft:right:
                                        getGainLeft:right:
                                        getPeakLeft:right:

(NXSoundDeviceError)activate

Activates the NXPlayStream so it can be used to play sounds. This augments the superclass implementation by setting playback-specific attributes. Returns an error code.

See also: activate (NXSoundStream)

getGainLeft:(float *)leftScale right:(float *)rightScale

Returns, by reference in the arguments, the general scaling factors that are applied to the left and right channels of this NXPlayStream. By default, the gain in both channels is 1.0 (the sound is unmodified). Returns self.

See also: setGainLeft:right:

(NXSoundDeviceError)getPeakLeft:(float *)leftAmp right:(float *)rightAmp

Returns, by reference in the arguments, the most recently detected peak amplitudes for this NXPlayStream. The peak values are normalized to fall within (0.0, 1.0), where 0.0 is no amplitude and 1.0 is maximum amplitude. You typically set up a timed entry to invoke this method while sound is playing.

tag:(int)aTag

Enqueues a buffer for playback. The arguments are as follows:

(NXSoundDeviceError)setGainLeft:(float)leftAmp right:(float)rightAmp

Set the NXPlayStream's general gain. These gains are multiplied by the individual buffer gains (a
playBuffer:size:tag:) to get the final amplitude gain for a particular buffer on this NXPlayStream.

See also: getGainLeft:right:

soundStreamDidUnderrun:sender

Invoked when the sound driver ªunderruns,º or can't transfer data to the sound hardware quickly e
occurs if you're playing too many sounds at the same time, if the DMA transfer buffers are too sm
overall system load is too high. It results in a gap in playback.