

Sound

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COLLABORATORS

	<i>TITLE :</i> Sound		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Sound

1.1 Module: Sound

MODULE DOCUMENTATION

Name:

SOUND

Version: 1.0

Number: MOD_SOUND

Date: March 1998

Author: Paul Manias

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CHANGES VERSION 1.0

Deleted: StopSound()

CHANGES VERSION 0.9B

Deleted: CheckChannel()

StopChannel()

Added: StopAudio()

StopSound()

Edited: AllocSoundMem()

FreeSoundMem()

1.2 Sound Module

OBJECTS

Sound

FUNCTIONS

AllocSoundMem()

CheckSound()

FreeSoundMem()

SetVolume()

StopAudio()

1.3 Sound: AllocSoundMem()

FUNCTION

Name: AllocSoundMem()

Short: Allocate memory for sample playback.

Synopsis: APTR AllocSoundMem(LONG Size [d0], LONG Flags [d1])

DESCRIPTION

This function allocates a block of memory suitable for playing sound samples. It is unlikely that the average developer will need to use this function, as the Sound object will handle audio memory when loading in sample data.

All audio memory is formatted with 0's when allocated.

INPUTS

Size - The Size of the memory to allocate.

Flags - Standard memory flags as outlined in AllocMemBlock().

RESULT

Returns a pointer to the allocated memory. This function returns NULL if an error occurs.

SEE ALSO

Kernel: AllocMemBlock()

FreeMemBlock()

Sound:

FreeSoundMem()

1.4 Sound: CheckSound()

FUNCTION

Name: CheckSound()

Short: Check to see if a Sound object is currently playing.

Synopsis: LONG CheckSound(*Sound [a0])

DESCRIPTION

This function will check a Sound object to see if it is currently playing through the audio hardware.

RESULT

If the Sound is not playing, this function returns FALSE (NULL). Otherwise it returns TRUE (1).

1.5 Sound: FreeSoundMem()

FUNCTION

Name: FreeSoundMem()
Short: Frees a block of sound memory.
Synopsis: void FreeSoundMem(APTR MemBlock [d0])

DESCRIPTION

This function frees a block of sound memory. For more details on memory handling, see the kernel documentation on this subject.

INPUT

MemBlock

Pointer to a MEM_SOUND memory block that was allocated from AllocSoundMem() or AllocMemBlock()

SEE ALSO

Kernel: AllocMemBlock()
FreeMemBlock()

Sound:

AllocSoundMem()

1.6 Sound: SetVolume()

FUNCTION

Name: SetVolume()
Short: Set the volume for a Sound.
Synopsis: LONG SetVolume(*Sound [a0], WORD Volume [d0])

DESCRIPTION

This function will set the volume for a Sound object. If the Sound is currently playing, then the volume will be altered as the sound plays.

The Sound->Volume field will be updated to reflect the new volume.

RESULT

Returns the sound volume that was active before your new setting.

1.7 Sound: StopAudio()

FUNCTION

Name: StopAudio()
Short: Stop all audio channels that are currently playing.
Synopsis: void StopAudio(void)

DESCRIPTION

This function will put an immediate stop to all audio channels that are currently playing sound data. Note that if a Music object is playing, then it will be stopped completely (you can restart it with Activate()).
