

Audio

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| | <i>TITLE :</i> Audio | | |
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Chapter 1

Audio

1.1 Audio

PureBasic - Audio V1.00

The Audio library is a top level library to manage all audios access from PureBasic. For now, Sound and PTModule libraries use it.

Commands summary:

```
AllocateAudioChannels
FreeAudioChannels
InitAudio
UseAsPTModuleChannels
UseAsSoundChannels
```

Audio Demo

1.2 allocateaudiochannels

SYNTAX

```
Result.w = AllocateAudioChannels(Channels.w)
```

FUNCTION

Use this function to allocate one or more audio channels.

Call UseAsSoundChannels() and/or UseAsPTModuleChannels() to set up the right channel mask for each Lib.

Channels

This mask specify which channel to allocate.

```
1 = try to allocate channel 0
2 = try to allocate channel 1
4 = try to allocate channel 2
8 = try to allocate channel 3
```

When added together:

```
9 = try to allocate channel 0 and 3
15 = try to allocate all channels
```

Result

If TRUE this show which is the allocated channels.

If more than one channel is wanted no less is ever allocated. Lets say if you want all channels (15), the second channel have earlyer been allocated by another program, then the result will be FALSE as not all of the wanted channels could be allocated.

1.3 freeaudiochannels

SYNTAX

```
Result.w = FreeAudioChannels(Channels.w)
```

FUNCTION

Free one or more channels allocated with AllocateAudioChannels().

Call UseAsSoundChannels() and/or UseAsPTModuleChannels() to set up the right channel mask for each Lib.

Channels

This mask is the accually channels to free.

```
1 = free channel 0
2 = free channel 1
4 = free channel 2
8 = free channel 3
```

When added together:

```
9 = free channel 0 and 3
15 = free all channels
```

Result

This show which of the channels are freed.

1.4 initaudio

SYNTAX

```
Result.l = InitAudio()
```

FUNCTION

This is the initroutine that always should be called befor any other routines in Audio Lib and even more; it MUST be called befor InitSound() and InitPTModule()

as it is kind of master lib for Sound Lib and PTModule Lib.

Result

If this is TRUE the Audio environment is correctly initialized but if it's instead FALSE no other Audio function should be called.

1.5 useasptmodulechannels

SYNTAX

UseAsPTModuleChannels(Channels.w)

STATEMENT

Call this statement to set the channel mask for PTModule Lib, that it use when some of that nice tunes is to be played.

Channels

This is the channel mask and it must never specify any channel that aren't properly allocated or is the same as for Sound Lib.

1 = allow PTModule Lib to use channel 0
2 = allow PTModule Lib to use channel 1
4 = allow PTModule Lib to use channel 2
8 = allow PTModule Lib to use channel 3

When added together:

9 = allow PTModule Lib to use channel 0 and 3
15 = allow PTModule Lib to use all channels

1.6 useassoundchannels

SYNTAX

UseAsSoundChannels(Channels.w)

STATEMENT

Call this statement to set the channel mask for Sound Lib, that it use when some fancy sound should be played.

Channels

This is the channel mask and it must never specify any channel that aren't properly allocated or is the same as for PTModule Lib.

1 = allow Sound Lib to use channel 0
2 = allow Sound Lib to use channel 1
4 = allow Sound Lib to use channel 2
8 = allow Sound Lib to use channel 3

When added together:

9 = allow Sound Lib to use channel 0 and 3
15 = allow Sound Lib to use all channels
