

Audio

COLLABORATORS

	<i>TITLE :</i> Audio		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 22, 2024	

REVISION HISTORY

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

IOAudio	IOAudioPtr
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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
```
