

sound_dtc

COLLABORATORS

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

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Chapter 1

sound_dtc

1.1 sound_dtc.doc

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sound.datatype()
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1.2 sound.datatype/sound.datatype

NAME

sound.datatype -- root data type for sounds.

FUNCTION

The sound.datatype is the super-class for any sound related classes.

METHODS

OM_NEW -- Create a new sound object.

OM_GET -- Obtain the value of an attribute.

OM_SET -- Set the values of multiple attributes.

OM_UPDATE -- Update the values of multiple attributes.

OM_DISPOSE -- Dispose of a sound object.

GM_LAYOUT -- Layout the object and notify the application of the title and size.

GM_HITTEST -- Determine if the object has been hit with the mouse.

GM_GOACTIVE -- Tell the object to go active. On SELECTDOWN, the sound will start playing.

GM_HANDLEINPUT -- Handle input. Currently input (other than SELECTDOWN) doesn't affect the sound.

GM_RENDER -- Cause the graphic to render. Currently the graphic

for the sound is just a static icon.

DTM_TRIGGER -- Cause an event to occur. Currently the only trigger event is STM_PLAY, which will cause the sound to start playing.

DTM_COPY -- Copy the entire sound to the clipboard as 8SVX.

DTM_WRITE -- Write the entire sound to a file as 8SVX.

TAGS

SDTA_VoiceHeader (struct VoiceHeader *) -- Set and get the base information for the sound. VoiceHeader is defined in <datatypes/soundclass.h>.

Applicability is (ISG).

SDTA_Sample (UWORD *) -- Set and get the sound data. Starting V40 the sample data does not need to be in CHIP memory.

Applicability is (ISG).

SDTA_SampleLength (ULONG) -- Length of the sound data.

Applicability is (ISG).

SDTA_Period (UWORD) -- Set and get the period of the sound. This attribute can be used to affect a playing sound.

Default for this tag is 394. Applicability is (ISG).

SDTA_Volume (UWORD) -- Set and get the volume of the sound. This attribute can be used to affect a playing sound.

Valid range is from 0 to 64. Default for this tag is 64. Applicability is (ISG).

SDTA_Cycles (UWORD) -- Set and get the number of cycles the sound will be played.

Default for this tag is 1. Applicability is (ISG).

The following tags are new for V40.

SDTA_SignalTask (struct Task *) -- Task to signal when the is complete, or if SDTA_Continuous is TRUE, when the next buffer is needed.

SDTA_SignalBit (BYTE) -- Signal bit to use with SDTA_SignalTask or -1 to disable.

SDTA_Continuous (BOOL) -- Used to indicate that the sound datatype will be fed a continuous stream of data. Defaults to FALSE.

BUGS

Still doesn't support stereo or channel selection.