

boolValueForParameter:

floatValueForParameter:  
intValueForParameter:

Setting parameter values setParameter:toBool:

setParameter:toFloat:  
setParameter:toInt:

Querying parameters getParameters:count:

getValues:count:forParameter:  
isParameterPresent:  
removeParameter:

Returns the value of the parameter represented by tag as a float, converting the value if necessary.

```
(void)getParameters:(const NXSoundParameterTag **)tagList  
count:(unsigned int *)tagCount
```

Returns, in tagList, an array of the parameter keys that are present in the NXSoundParameters object. The number of elements in the list is returned in count. Note that if the receiver is a newly-initialized NXSoundDevice object, the keys in the list represent the hardware parameters that are supported by the hardware.

```
(void)getValues:(const NXSoundParameterTag **)valueTagList  
count:(unsigned int *)numValues  
forParameter:(NXSoundParameterTag)tag
```

Returns, in valueTagList, a list of the parameter values tags that are accepted by the parameter key. If the parameter key doesn't accept parameter value tags, then the list will be empty.

```
(int)intValueForParameter:(NXSoundParameterTag)ptag
```

Returns the value of the parameter represented by tag as an int, converting the value if necessary.

```
(BOOL)isParameterPresent:(NXSoundParameterTag)tag
```

Returns YES if the parameter represented by tag is present (has been set) in the object.

```
(void)removeParameter:(NXSoundParameterTag)tag
```

Removes the parameter represented by tag from the object.

```
(void)setParameter:(NXSoundParameterTag)tag toBool:(BOOL)flag
```

Sets the parameter represented by tag to the boolean value given by flag.

```
(void)setParameter:(NXSoundParameterTag)ptag toFloat:(float)aFloat
```

Sets the parameter represented by tag to the floating-point value given by aFloat.

```
(void)setParameter:(NXSoundParameterTag)tag toInt:(int)anInt
```

