

SFX-ARexx

COLLABORATORS

	<i>TITLE :</i> SFX-AR _{exx}		
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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

SFX-ARexx

1.1 3.1 Introduction

3.1 Introduction

Since version 2.88 SoundFX has an ARexx-port. This one is called "REXX_SFX". Through this you can "remote-control" SFX through ARexx-Scripts. This way you can use SFX for processing samples for other programs FROM that other program(e.g. a Music program).

Datatransfer between two programs is handled by

```
PutSample  
and  
GetSample
```

With use of

```
PutSampleValue  
and  
GetSampleValue  
you could write your own
```

operators in ARexx.

Furthermore all operators can be controlled with Arexx.

1.2 3.2 Functions

3.2 Functions

```
ActivateSFX  
  
ExitSFX  
  
GetActiveBuffer  
  
GetSample
```

GetSampleChannels
GetSampleLength
GetSampleRate
GetSampleValue
LoadSample
NewBuffer
PutSample
PutSampleValue
RenameActiveBuffer
Removebuffer
SaveSample
SelLoader
SelPlayer
SelSaver
SetActiveBuffer

1.3 3.3 FX-Calls

3.3 FX-Calls

SetFXParam

Effects are called with FX_<fx-name>. For each parameter you want to change, a ↔

SetFXParam must be called. SourceIDs are provided directly. The result is the ID of the new buffer.

1.4 ActivateSFX

ActivateSFX

Call :
 ActivateSFX

Function :

Brings the SoundFX screen to the front

1.5 ExitSFX

ExitSFX

Call :

ExitSFX

Function :

Exits SoundFX without confirm

1.6 GetActiveBuffer

GetActiveBuffer

Call :

GetActiveBuffer
bufid = RESULT

Function :

Returns the ID of the selected buffer.

Result :

bufid ID of the samplebuffer

1.7 GetSample

GetSample

Call :

GetSample 'address type'

Function :

Loads a sample from SFX to a memoryarea. SFX transfers the sampledata into a programm.

Parameters :

address Memory area in which the sample is to be loaded.
Please be sure to have allocated this memory , as SFX
won't check for this.
type not supported yet . Please enter '0'.

1.8 GetSampleChannels

GetSampleChannels

Call :

```
GetSampleChannels bufID
cha = RESULT
```

Function :

Returns the number of channels of a buffer.

Parameters :

bufid samplebufer ID

Result :

channel number of channels (0-3)

1.9 GetSampleLength

GetSampleLength

Call :

```
GetSampleLength bufID
slen = RESULT
```

Function :

Returns the length of a buffer.

Parameters :

bufid samplebufer ID

Result :

slen bufferlength

1.10 GetSampleRate

GetSampleRate

Call :

```
GetSampleRate bufID
srat = RESULT
```

Function :

Returns the samplerate of a buffer.

Parameters :

bufid samplebufer ID

Result :

```
srat samplerate
```

1.11 GetSampleValue

```
GetSampleValue
```

```
-----
```

Call :

```
GetSampleValue 'bufID channel pos'
val = RESULT
```

Function :

Reads out a samplevalue from a buffer.

Parameters :

```
bufID samplebuffer ID
channel channel (0-3)
pos which samplevalue (0-samplelength)
```

Result :

```
val 16-bit samplevalue (-32768...32767)
```

1.12 LoadSample

```
LoadSample
```

```
-----
```

Call :

```
LoadSample 'fname'
bufid = RESULT
```

Function :

Loads a sample with the current Loader module, which can be any one chosen with

```
SelLoader
```

```
.
```

Parameters :

```
fname Filename including full path.
```

Result :

```
bufid samplebuffer ID
```

1.13 NewBuffer

```
NewBuffer
```

```
-----
```

Call :

```
NewBuffer slen srat cha
```



```
bufid = RESULT
```

Function :

Generates a new (empty) buffer

Parameters :

```
slen  length of buffer
srat  samplerate
cha   number of channels
```

Result :

```
bufid samplebuffer ID
```

1.14 PutSample

PutSample

Call :

```
PutSample 'address length name type'
bufid = RESULT
```

Function :

Loads a sample from a buffer into SFX. A program can load a sample into SFX with this.

Parameters :

```
address Memory area in which the sample is to be loaded.
  Please be sure to have allocated this memory , as Sfx
  won't check for this.
length  length of the sample that's being loaded
name    name by which Sfx will keep track of it.
type    not supported yet . Please enter '0'.
```

Result :

```
bufid samplebuffer ID
```

1.15 PutSampleValue

PutSampleValue

Call :

```
PutSampleValue 'bufID channel pos val'
```

Function :

Writes a value into a buffer.

Parameters :

```
bufID samplebuffer ID
channel channel (0-3)
pos    which samplevalue (0-samplelength)
```

```
val 16-bit samplevalue (-32768...32767)
```

1.16 RenameActiveBuffer

RenameActiveBuffer

Call :

```
RenameActiveBuffer 'nname'
```

Function :

Change the name of a buffer

Parameters :

nname new name

1.17 RemoveBuffer

RemoveBuffer

Call :

```
RemoveBuffer 'bufid'
```

Function :

removes, deletes, kill, expunges chosen buffer

Parameters :

bufid samplebuffer ID

1.18 SaveSample

SaveSample

Call :

```
SaveSample 'fname'
```

Function :

Saves the sample in the current buffer with the current Saver module, which can be any one selected with

SelSaver

Parameters :

fname filename including full path

1.19 SelLoader

SelLoader

Call :

SelLoader 'lname'

Function :

Selects a Loader module

Parameters :

lname Loader-module name

1.20 SelPlayer

SelPlayer

Call :

SelPlayer 'pname'

Function :

Selects a Player module

Parameters :

pname Player-module name

1.21 SelSaver

SelSaver

Call :

SelSaver 'sname'

Function :

Selects a Saver module

Parameters :

sname Saver-module name

1.22 SetActiveBuffer

SetActiveBuffer

Call :

SetActiveBuffer 'bufid'

Function :

Selects a buffer to be the 'current' buffer

Parameters :

bufid samplebuffer ID

1.23 SetFXParam

SetFXParam

Call :

SetFXParam 'FX_<name>' '<parameter>' '<value1>' ['<value2>']

Function :

Sets parameter for selected operator

Parameters :

FX_<name> Operator name

<parameter> Which parameter is to be changed. The name of the parameter can be found in the operators description.

<value1> Value for selected parameter. If more than one value can be entered then THIS is the INDEX number of WHICH value in the parameter is to be changed.

<value2> Only if <value1> exists, set value of parameter no.<value1> .

Examples :

SetFXParam 'FX_ADSR_Envelope' 'Mode' '1'

Sets the parameter Mode to '1' (Envelope) for ADSR_Envelope.

SetFXParam 'FX_ADSR_Envelope' 'Pos' '1' '100'

Sets the parameter Position of the first Envelope box to '100'.

SetFXParam 'FX_ADSR_Envelope' 'Pos' '3' '100' would do the same for the "Position" of the THIRD Envelope box.
