Playing Music Modules

A complete range of facilities is provided for playing music composed with the AOZ system, as well as modules created with the popular Tracker and Med systems.

Playing AOZ music

Any pieces of AOZ music that are to be used with your programs must be held in the Music Bank, which is normally Bank 3. These musical pieces can be played without affecting tiny other part of the main program.

If sound effects are triggered on a channel that is currently playing music, the tune will be suspended while the sound effect is performed, and will start again from its last position once the effect is over.

Several musical arrangements can be stored in the same bank, provided that there is enough memory, and to identify melodies, each piece of music must be given its own number.

MUSIC

instruction: play a piece of AOZ music

```
Music number
```

The MUSIC command is used to start playing the specified melody. Up to three different melodies can be started at the same time, but each new MUSIC instruction will halt the current melody and hold its status in a stack. When the new song has ended, the original music will start again exactly where it left off. Here is a ready-made melody to load and play:

```
Load "AOZ_Examples:Music/Music.Abk"
Music 1
```

If you do not want your music to play through to the end, it can be halted in either of the two following ways.

MUSIC STOP

instruction: stop a single passage of music

```
Music Stop
```

This instruction brings the current single passage of music to a halt. If there is any other active music held in the stack and waiting to be played, that music will begin to play at once.

MUSIC OFF

instruction: turn off all music

```
Music Off
```

The MUSIC OFF command is used to turn off all AOZ music in your program completely. After this command has been called, the sound track can only be re-started by executing a MUSIC command all over again.

MVOLUME

instruction: set the volume of a piece of music

```
Mvolume level
```

To set the volume of a piece of music, or to change its current volume, this command is followed by a number ranging from zero for complete silence, up to 63 for as loud as possible.

Obviously, by setting up a simple loop, you can fade your music up or down.

TEMPO

instruction: change the speed of a piece of music

```
Tempo speed
```

Changing the volume or speed of music and sound effects can enhance the mood of most programs. The TEMPO command is used to modify the speed of the current melody, and must be followed by a number ranging from 1 for as slow as possible, up to 100 for incredibly fast. Here is an example of music mood changing:

```
Load "AOZ_Examples:Music/Music.Abk"
Music 1
Do
    For X=0 To 63
        Tempo X: Mvolume X
        Wait 10
    Next X
Loop
```

Please note that music created using the Tracker and MED systems may include their own tempo and volume labels, and these will override the settings specified by AOZ.

Playing Tracker modules

If you are unable or unwilling to write your own musical masterpieces, there is no need to worry. AOZ lets you take other composers' soundtracks and add them to your original games and utilities. There are thousands of public domain soundtracks written with various systems, and to make life easy, you are provided with a
range of commands that will play the latest Soundtracker modules.

A Tracker module can only be played while all other AOZ music is stopped. The following TRACKER instructions should only be used for Tracker modules and not for normal AOZ music, otherwise some bizarre noises are likely to be generated. The AOZ VOLUME and TEMPO commands will have no effect on Tracker modules, which have their own built-in controls.

TRACK LOAD

instruction: load a Tracker module

```
Track Load "modulename",bank number
```

Use this command to load a specified Tracker module into the memory bank number of your choice. Any existing data in this bank will be erased before the module is loaded, and the new bank will be called "Tracker".

TRACK PLAY

instruction: play a Tracker module

```
Track Play
Track Play bank number,pattern number
```

To start your Tracker module playing, give this command followed by the appropriate bank number. If the bank number is omitted, bank number 6 will be used as a default. Most electronic composers use sets of patterns to make up a tune, and these can be repeated in any suitable order. A Tracker sequence can be started from any one of these patterns, providing that you know which pattern number refers to which particular part of the sequence. An optional pattern number can be added after the bank number parameter. Here are some example settings:

```
Track Play : Rem Use default Tracker bank
Track Play ,5 : Rem Play pattern 5 from default Tracker bank
Track Play 9,5: Rem Play pattern 5 from bank 9
```

TRACK LOOP ON

TRACK LOOP OFF

instructions: toggle a Tracker loop

```
Track Loop On
Track Loop Off
```

Use these commands to make Tracker modules loop over and over again, or to stop a particular loop after it has commenced. Try this example:

```
Track Load "AOZ_Examples:Music/Mod.Tracker"
Track Play
Track Loop On
```

TRACK STOP

instruction: stop all Tracker music

```
Track Stop
```

This command is used to halt all Tracker modules playing.

Playing Med modules

Not necessary in AOZ, these instructions have no effect.

MED LOAD

MED PLAY

MED STOP

MED CONT

MED CONT

MED MIDI ON