
Synchronizing Sound Channels

Getting channels to work together

You can synchronize several different sound channels by issuing syncCmd commands. The *param1* field of the sound command contains a count, and the *param2* field contains an arbitrary identifier. Every syncCmd command is held in the channel, suspending any further processing until its count equals 0. The **Sound Manager** first decrements the count and then waits for another syncCmd command having the same identifier to be received on another channel.

For example, to synchronize four wave-table channels, send a syncCmd command to the first channel with a count equal to 4, to the second channel with a count equal to 3, and so on, giving each command the same identifier. The **Sound Manager** decrements the count for each channel having a given identifier each time it receives a syncCmd command. As a result, after you send the fourth channel a count equal to 1, all four channels will have their count set to 0 and will resume processing their queued commands.

Note: The syncCmd command is intended to make it easy to synchronize channels linked either to the wave-table synthesizer or to the square-wave synthesizer. Applications needing to synchronize and control the execution of multiple channels of sampled sound should probably use the **Time Manager**.