
Installing Voices Into Channels

Using the waveTableCmd command

You can play frequencies through any of the three available playback synthesizers. By playing a frequency through the wave-table synthesizer or sampled sound synthesizer, you can achieve a different sound than by playing that same frequency through the square-wave synthesizer. To do that, however, you need to install a voice into the sound channel to which you want to send freqDurationCmd commands.

You can install a wave table into a channel as a voice by issuing the waveTableCmd command. The *param1* field of the sound command specifies the length of the wave table and the *param2* field is a pointer to the wave-table data itself. Note that the **Sound Manager** will resample the wave table so that it is exactly 512 bytes long.

You can install a sampled sound into a channel as a voice by issuing the soundCmd command. You can either issue this command from your application or put it into an 'snd ' resource. If your application sends this command, *param2* is a pointer to the sampled sound locked in memory. If soundCmd is contained within an 'snd ' resource, the high bit of the command must be set. To use a sampled sound 'snd ' as a voice, first obtain a pointer to the sampled sound header locked in memory. Then pass this pointer in *param2* of a soundCmd command. After using the sound, your application is expected to unlock this resource and allow it to be purged.