

**Sound Channels**

Queued sound commands

A **sound channel** is a queue of sound commands that is managed by the **Sound Manager**. The commands placed into the channel might originate from an application or from the **Sound Manager** itself (in response to instructions from a playback synthesizer). The commands in the queue are passed one by one, in a first-in, first-out (FIFO) manner, to the playback synthesizer.

The **Sound Manager** uses the **SndChannel** data type to define a sound channel.

Most applications do not need to worry about creating or disposing of sound channels because the high-level **Sound Manager** routines take care of these automatically. If you are using low-level **Sound Manager** routines, you can create your own sound channels (with the **SndNewChannel** function).