Basic Tracker

0.1

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

BasicTracker
The main namespace for Basic Tracker. All code should be in this namespace 7

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

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Chapter 4

Namespace Documentation

4.1 BasicTracker Namespace Reference

The main namespace for Basic Tracker. All code should be in this namespace.

Classes

- class AudioSubsystem
- class Channel
- class Consolex

  Gui handling code and rudimentary API.
- struct effectParameter
- class G

  Global constants.
- class MainWindow
- class Note
- class Pattern
- class Program

  Main program class.
- class Song
- struct volumeParameter

4.1.1 Detailed Description

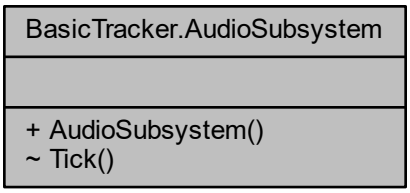
The main namespace for Basic Tracker. All code should be in this namespace.

Chapter 5

Class Documentation

5.1 BasicTracker.AudioSubsystem Class Reference

Collaboration diagram for BasicTracker.AudioSubsystem:



Public Member Functions

- AudioSubsystem ()

Static Package Functions

- static void Tick ()

5.1.1 Constructor & Destructor Documentation

5.1.1.1 AudioSubsystem()

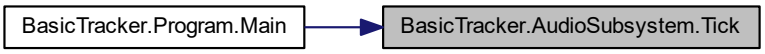
```
BasicTracker.AudioSubsystem.AudioSubsystem ( )
```

5.1.2 Member Function Documentation

5.1.2.1 Tick()

```
static void BasicTracker.AudioSubsystem.Tick ( )  [static], [package]
```

Here is the caller graph for this function:

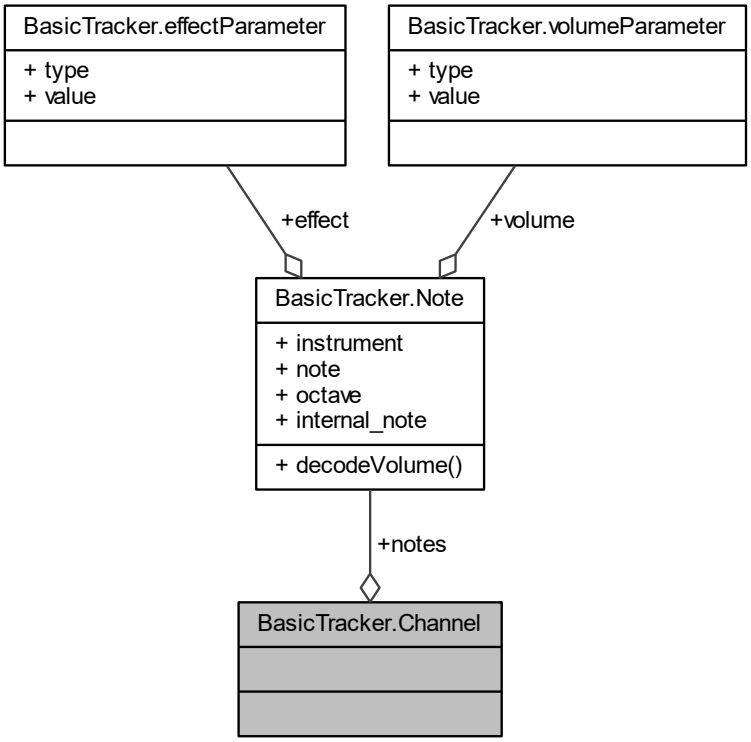


The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/AudioSubsystem.cs

5.2 BasicTracker.Channel Class Reference

Collaboration diagram for BasicTracker.Channel:



Public Attributes

- Note[ ] notes = new Note[G.depth]

5.2.1 Member Data Documentation

5.2.1.1 notes

```
Note [] BasicTracker.Channel.notes = new Note[G.depth]
```

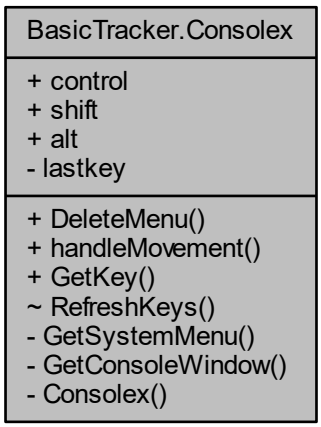
The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.3 BasicTracker.Consolex Class Reference

Gui handling code and rudimentary API.

Collaboration diagram for BasicTracker.Consolex:



Public Member Functions

- static int DeleteMenu (IntPtr hMenu, int nPosition, int wFlags)

  For removing abilities.

Static Public Member Functions

- static void handleMovement ()

  Handles the cursor movement.
- static ? ConsoleKey GetKey ()

  returns the last key from the user

Static Package Functions

- static void RefreshKeys ()

  Gets a key from the user and set lastkey to it.

Properties

- static bool control `[get, private set]`

  Cached bool for if the Control key is pressed. The setter is private.
- static bool shift `[get, private set]`

  Cached bool for if the Shift key is pressed. The setter is private.
- static bool alt `[get, private set]`

  Cached bool for if the Alt key is pressed. The setter is private.

Private Member Functions

- static IntPtr GetSystemMenu (IntPtr hWnd, bool bRevert)

  For getting handles.
- static IntPtr GetConsoleWindow ()

  For getting handles.

Static Private Member Functions

- static Consolex ()

  Empty static console constructor.

Static Private Attributes

- static ? ConsoleKey lastkey

  Cached value for last key pressed. It's private, but there's a public GetKey that returns it.

5.3.1 Detailed Description

Gui handling code and rudimentary API.

It helps the MainWindow create the GUI for the program. It might not be totally needed but it helps organise the code. I think. It was originally meant to handle a lot of the GUI code for multiple windows, like clipping and spawning and such. As there is only one window this is redundant to an extent.

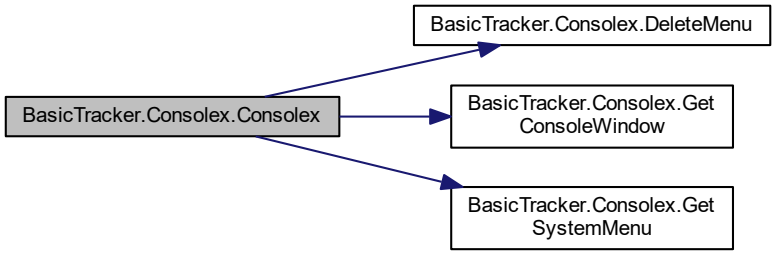
5.3.2 Constructor & Destructor Documentation

5.3.2.1 Consolex()

```
static BasicTracker.Consolex.Consolex ( )  [static], [private]
```

Empty static console constructor.

init run automatically before anything else. Contains code to set up the screen for the first time, such as resising and removing the ability to maximise. It also writes out the default starting screen. Here is the call graph for this function:



5.3.3 Member Function Documentation

5.3.3.1 DeleteMenu()

```
static int BasicTracker.Consolex.DeleteMenu (
            IntPtr hMenu,
            int nPosition,
            int wFlags )
```

For removing abilities.

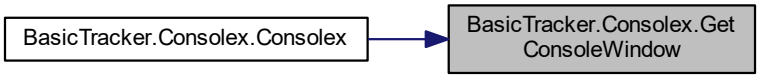
Here is the caller graph for this function:

5.3.3.2 GetConsoleWindow()

```
static IntPtr BasicTracker.Consolex.GetConsoleWindow ( )  [private]
```

For getting handles.

Here is the caller graph for this function:



5.3.3.3 GetKey()

```
static ?  ConsoleKey BasicTracker.Consolex.GetKey ( )  [static]
```

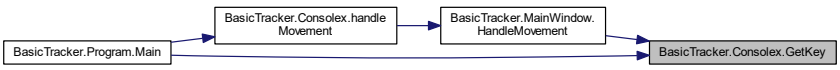
returns the last key from the user

It's written this way so that for each loop of the mainloop the same key is given to everything. Otherwise some keys are missed or are read by the wrong function.

Returns

Either the ConsoleKey of the latest key pressed, or null from lastkey.

Here is the caller graph for this function:

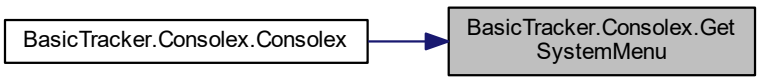


5.3.3.4 GetSystemMenu()

```
static IntPtr BasicTracker.Consolex.GetSystemMenu (
            IntPtr hWnd,
            bool bRevert )  [private]
```

For getting handles.

Here is the caller graph for this function:

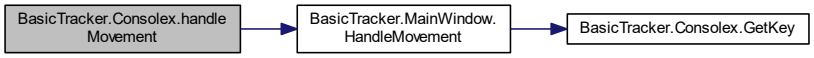


5.3.3.5 handleMovement()

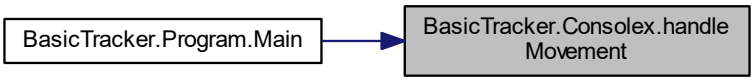
```
static void BasicTracker.Consolex.handleMovement ( )  [static]
```

Handles the cursor movement.

It calls the handle movement code on the frontmost window - but there's only one window after the hybrid restructure. It's now redundant in this case. Here is the call graph for this function:



Here is the caller graph for this function:

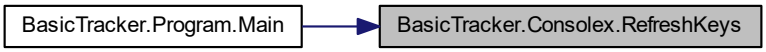


5.3.3.6 RefreshKeys()

```
static void BasicTracker.Consolex.RefreshKeys ( )  [static], [package]
```

Gets a key from the user and set lastkey to it.

Here is the caller graph for this function:



5.3.4 Member Data Documentation

5.3.4.1 lastkey

```
?  ConsoleKey BasicTracker.Consolex.lastkey  [static], [private]
```

Cached value for last key pressed. It's private, but there's a public GetKey that returns it.

5.3.5 Property Documentation

5.3.5.1 alt

```
bool BasicTracker.Consolex.alt  [static], [get], [private set]
```

Cached bool for if the Alt key is pressed. The setter is private.

5.3.5.2 control

```
bool BasicTracker.Consolex.control  [static], [get], [private set]
```

Cached bool for if the Control key is pressed. The setter is private.

5.3.5.3 shift

```
bool BasicTracker.Consolex.shift  [static], [get], [private set]
```

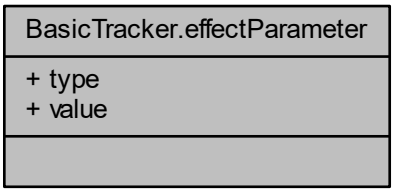
Cached bool for if the Shift key is pressed. The setter is private.

The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.4 BasicTracker.effectParameter Struct Reference

Collaboration diagram for BasicTracker.effectParameter:



Public Types

- enum Type {
  Type.A, Type.B, Type.C, Type.D,
  Type.E, Type.F, Type.G, Type.H,
  Type.I, Type.J, Type.K, Type.L,
  Type.M, Type.N, Type.O, Type.P,
  Type.Q, Type.R, Type.S, Type.T,
  Type.U, Type.V, Type.W, Type.X,
  Type.Y, Type.Z, Type._0 }

Public Attributes

- Type type
- byte value

5.4.1 Member Enumeration Documentation

5.4.1.1 Type

```
enum BasicTracker.effectParameter.Type  [strong]
```

Enumerator

A	Set Speed.
B	Position Jump.
C	Pattern Break.
D	Volume Slide.
E	Portamento Down.
F	Portamento Up.
G	Tone Portamento.
H	Vibrato.
I	Tremor.
J	Arpeggio.
K	Volume Slide + Vibrato.
L	Volume Slide + Tone Portamento.
M	Set Channel Volume.
N	Channel Volume Slide.
O	
P	Panning Slide.
Q	Retrigger.
R	Tremolo.
S	Special.
T	Tempo.
U	Fine Vibrato.
V	Set Global Volume.
W	Global Volume Slide.
X	Set Panning.
Y	Panbrello.
Z	Filter coefficients.
↩ _↩ 0	Parameter Extension.

5.4.2 Member Data Documentation

5.4.2.1 type

```
Type BasicTracker.effectParameter.type
```

5.4.2.2 value

```
byte BasicTracker.effectParameter.value
```

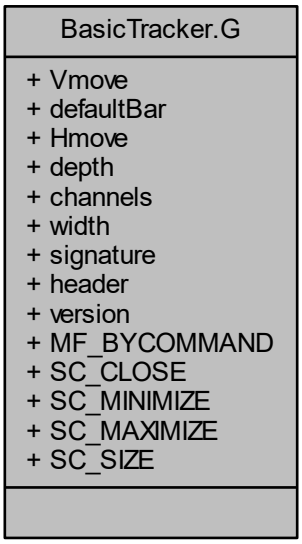
The documentation for this struct was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.5 BasicTracker.G Class Reference

Global constants.

Collaboration diagram for BasicTracker.G:



Static Public Attributes

- const int Vmove = 1

  Lines that are moved when the up or down arrows are pressed whilst holding CTRL.
- const string defaultBar = "|-_- -- --- ---"

  The starting value for each note.
- const int Hmove = 15

  Lines that are moved when the left or right arrows are pressed whilst holding CTRL. Is defaultBar.Length.
- const int depth = 32

  How many rows are in a pattern.
- const int channels = 8

  How many channels there are, duh.
- const int width = 15 * 8

  *defaultBar.Length * channels, the columns needed for the screen*
- static readonly char[ ] signature = { 'B', 'S', 'C', 'M' }
- const string header

  A ridiculous string which contains the starting state of the header for the GUI. It's really long because it if it reaches the end of a line it automatically goes to the next line and so I can't put a new line there. So it's just a really long line. It's a mess really, don't look at it.
- static readonly Version version = typeof(Program).Assembly.GetName().Version

  Gets the autoincrementing version of the app. Used in checking the file formats.
- const int MF_BYCOMMAND = 0x00000000

Command for something, can't remember.

- const int SC_CLOSE = 0xF060

  Code to remove the ability to close the app >:)

- const int SC_MINIMIZE = 0xF020

  Code to remove the ability to minimize the app. Unused.

- const int SC_MAXIMIZE = 0xF030

  Code to remove the ability to maximise the app.

- const int SC_SIZE = 0xF000

  Code to remove the ability to resize the app.

5.5.1 Detailed Description

Global constants.

The G class includes a pile of constants and readonly values which can be accessed from anywhere in the document. It allows for easy editing of constants for the entire document.

5.5.2 Member Data Documentation

5.5.2.1 channels

```
const int BasicTracker.G.channels = 8  [static]
```

How many channels there are, duh.

5.5.2.2 defaultBar

```
const string BasicTracker.G.defaultBar = "|-_- -- --- ---"  [static]
```

The starting value for each note.

5.5.2.3 depth

```
const int BasicTracker.G.depth = 32  [static]
```

How many rows are in a pattern.

5.5.2.4 header

```
const string BasicTracker.G.header  [static]
```

Initial value:

```
=
@"  +---------------+---------------+------------------------------+   +-----------------+---------------+

  | BASIC TRACKER | Version: 0.01 | Made by John ""Molive"" Hunter |   | EDITING PATTERN | 00001 / 00002 |
       PRESS F1 FOR HELP
  +---------------+---------------+------------------------------+   +-----------------+---------------+
  Song: _____________________________ Author: _____________________________ Octave: 4 Tempo: 00 Speed: 00
       Length: 00m 00s
+-----------------------------+---+---+---
```

5.5.2.9 SC_MINIMIZE

```
const int BasicTracker.G.SC_MINIMIZE = 0xF020  [static]
```

Code to remove the ability to minimize the app. Unused.

5.5.2.10 SC_SIZE

```
const int BasicTracker.G.SC_SIZE = 0xF000  [static]
```

Code to remove the ability to resize the app.

5.5.2.11 signature

```
readonly char [] BasicTracker.G.signature = { 'B', 'S', 'C', 'M' }  [static]
```

The four characters at the very start of the file format. Used for file recognition, so that you can quickly see if a file is a Basic Tracker file.

5.5.2.12 version

```
readonly Version BasicTracker.G.version = typeof(Program).Assembly.GetName().Version  [static]
```

Gets the autoincrementing version of the app. Used in checking the file formats.

5.5.2.13 Vmove

```
const int BasicTracker.G.Vmove = 1  [static]
```

Lines that are moved when the up or down arrows are pressed whilst holding CTRL.

5.5.2.14 width

```
const int BasicTracker.G.width = 15 * 8  [static]
```

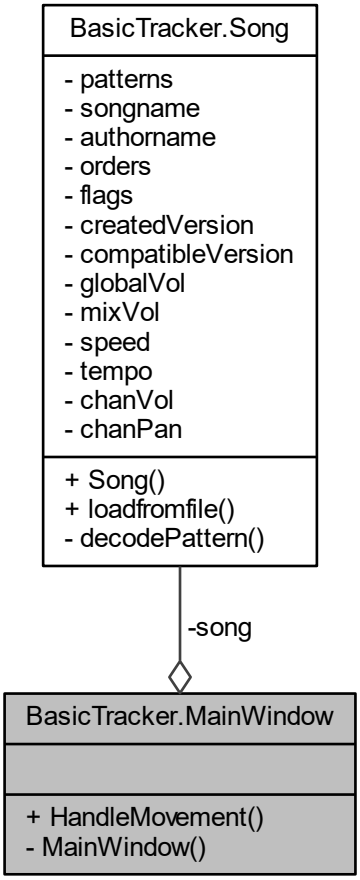
defaultBar.Length $*$ channels, the columns needed for the screen

The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.6 BasicTracker.MainWindow Class Reference

Collaboration diagram for BasicTracker.MainWindow:



Static Public Member Functions

- static void HandleMovement ()

Static Private Member Functions

- static MainWindow ()

Static Private Attributes

- static Song song

5.6.1 Constructor & Destructor Documentation

5.6.1.1 MainWindow()

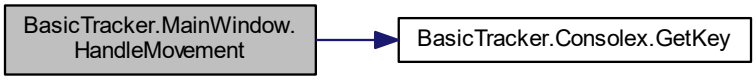
```
static BasicTracker.MainWindow.MainWindow ( )  [static], [private]
```

5.6.2 Member Function Documentation

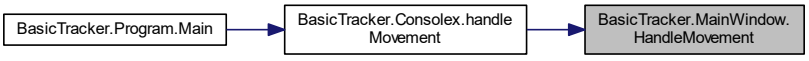
5.6.2.1 HandleMovement()

```
static void BasicTracker.MainWindow.HandleMovement ( )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



5.6.3 Member Data Documentation

5.6.3.1 song

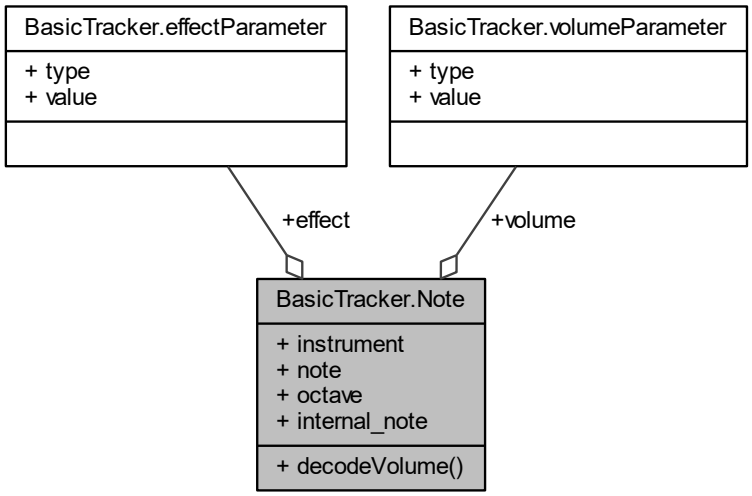
```
Song BasicTracker.MainWindow.song  [static], [private]
```

The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Class1.cs

5.7 BasicTracker.Note Class Reference

Collaboration diagram for BasicTracker.Note:



Public Types

- enum N {
  N.C_, N.Db, N.D_, N.Eb,
  N.E_, N.F_, N.Gb, N.G_,
  N.Ab, N.A_, N.Bb, N.B_,
  N.END = 254, N.EMPTY = 255 }

Public Member Functions

- volumeParameter decodeVolume (byte vol)

Public Attributes

- byte instrument
- volumeParameter volume
- effectParameter effect

Properties

- N note `[get, private set]`
- int octave `[get, private set]`
- byte internal_note `[set, private get]`

5.7.1 Member Enumeration Documentation

5.7.1.1 N

```
enum BasicTracker.Note.N  [strong]
```

Enumerator

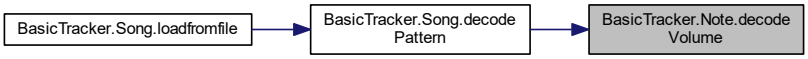
C_	
Db	
D_	
Eb	
E_	
F_	
Gb	
G_	
Ab	
A_	
Bb	
B_	
END	end note, stop channel (===)
EMPTY	undefined, yet to be input (-_-)

5.7.2 Member Function Documentation

5.7.2.1 decodeVolume()

```
volumeParameter BasicTracker.Note.decodeVolume (
            byte vol )
```

Here is the caller graph for this function:



5.7.3 Member Data Documentation

5.7.3.1 effect

```
effectParameter BasicTracker.Note.effect
```

5.7.3.2 instrument

```
byte BasicTracker.Note.instrument
```

5.7.3.3 volume

```
volumeParameter BasicTracker.Note.volume
```

5.7.4 Property Documentation

5.7.4.1 internal_note

```
byte BasicTracker.Note.internal_note  [set], [private get]
```

5.7.4.2 note

```
N BasicTracker.Note.note  [get], [private set]
```

5.7.4.3 octave

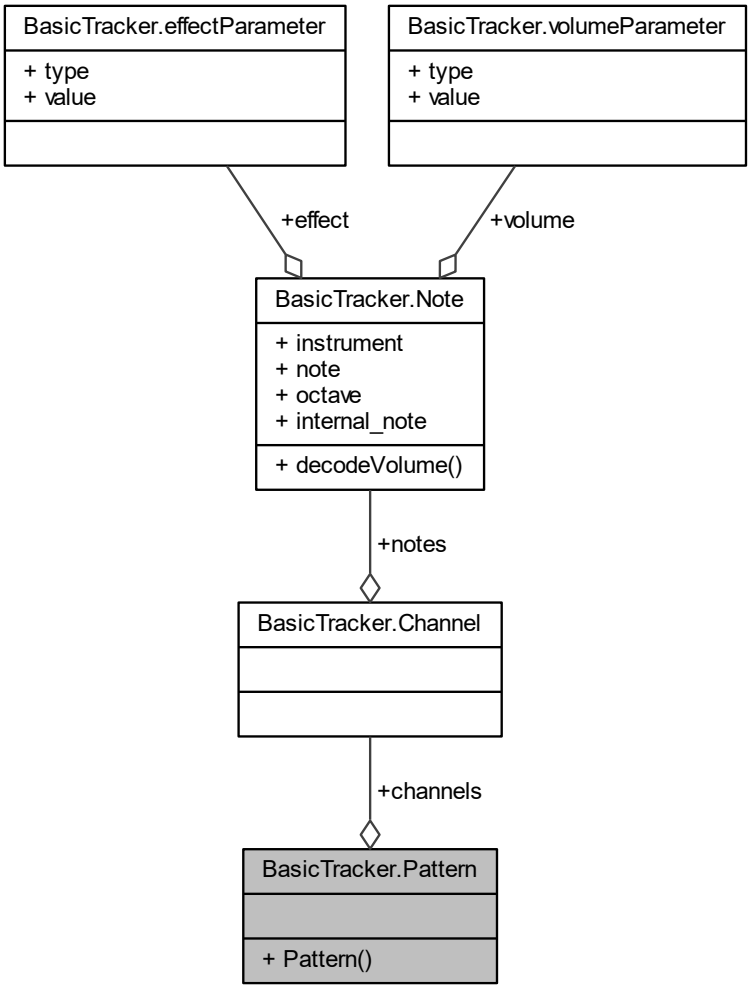
```
int BasicTracker.Note.octave  [get], [private set]
```

The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.8 BasicTracker.Pattern Class Reference

Collaboration diagram for BasicTracker.Pattern:



Public Member Functions

- Pattern ()

Public Attributes

- Channel[ ] channels = new Channel[G.channels]

5.8.1 Constructor & Destructor Documentation

5.8.1.1 Pattern()

```
BasicTracker.Pattern.Pattern ( )
```

5.8.2 Member Data Documentation

5.8.2.1 channels

```
Channel [] BasicTracker.Pattern.channels = new Channel[G.channels]
```

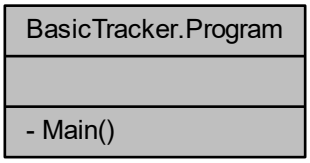
The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.9 BasicTracker.Program Class Reference

Main program class.

Collaboration diagram for BasicTracker.Program:



Static Private Member Functions

- static void Main (string[] args)
  The main function.

5.9.1 Detailed Description

Main program class.

It doesn't do much.

5.9.2 Member Function Documentation

5.9.2.1 Main()

```
static void BasicTracker.Program.Main (
            string[] args )  [static], [private]
```

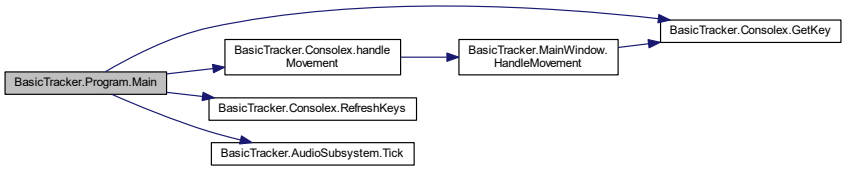
The main function.

Contains the main loop for the program. It's inside a "while not escape" so if you press escape the program should just exit

Parameters

args	Command line arguments

Here is the call graph for this function:

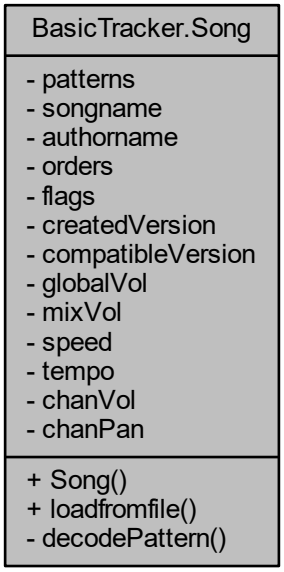


The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.10 BasicTracker.Song Class Reference

Collaboration diagram for BasicTracker.Song:



Public Member Functions

- Song ()
- void loadfromfile (BinaryReader br)

Private Member Functions

- Pattern decodePattern (ushort patlen, ushort rowlen, byte[ ] data)

Private Attributes

- List< Pattern > patterns
- string songname
- string authorname
- List< ushort > orders
- ushort flags
- Version createdVersion
- Version compatibleVersion
- byte globalVol
- byte mixVol
- byte speed
- byte tempo
- byte[ ] chanVol
- byte[ ] chanPan

5.10.1 Constructor & Destructor Documentation

5.10.1.1 Song()

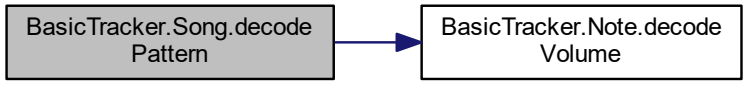
```
BasicTracker.Song.Song ( )
```

5.10.2 Member Function Documentation

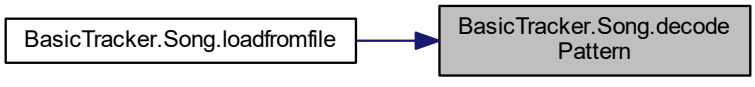
5.10.2.1 decodePattern()

```
Pattern BasicTracker.Song.decodePattern (
            ushort patlen,
            ushort rowlen,
            byte[] data )  [private]
```

Here is the call graph for this function:



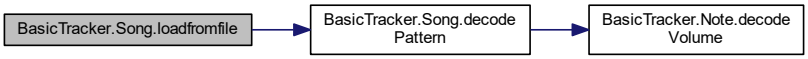
Here is the caller graph for this function:



5.10.2.2 loadfromfile()

```
void BasicTracker.Song.loadfromfile (
            BinaryReader br )
```

Here is the call graph for this function:



5.10.3 Member Data Documentation

5.10.3.1 authorname

```
string BasicTracker.Song.authorname  [private]
```

5.10.3.2 chanPan

```
byte [] BasicTracker.Song.chanPan  [private]
```

5.10.3.3 chanVol

```
byte [] BasicTracker.Song.chanVol  [private]
```

5.10.3.4 compatibleVersion

```
Version BasicTracker.Song.compatibleVersion  [private]
```

5.10.3.5 createdVersion

```
Version BasicTracker.Song.createdVersion  [private]
```

5.10.3.6 flags

```
ushort BasicTracker.Song.flags  [private]
```

5.10.3.7 globalVol

```
byte BasicTracker.Song.globalVol  [private]
```

5.10.3.8 mixVol

```
byte BasicTracker.Song.mixVol  [private]
```

5.10.3.9 orders

```
List<ushort> BasicTracker.Song.orders  [private]
```

5.10.3.10 patterns

```
List<Pattern> BasicTracker.Song.patterns  [private]
```

5.10.3.11 songname

```
string BasicTracker.Song.songname  [private]
```

5.10.3.12 speed

```
byte BasicTracker.Song.speed  [private]
```

5.10.3.13 tempo

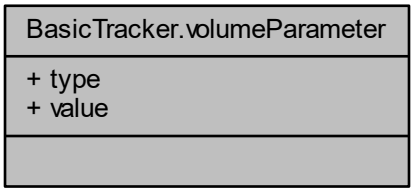
```
byte BasicTracker.Song.tempo  [private]
```

The documentation for this class was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

5.11 BasicTracker.volumeParameter Struct Reference

Collaboration diagram for BasicTracker.volumeParameter:



Public Types

- enum Type {
  Type.A, Type.B, Type.C, Type.D,
  Type.E, Type.F, Type.G, Type.H,
  Type.P, Type.V }

Public Attributes

- Type type
- byte value

5.11.1 Member Enumeration Documentation

5.11.1.1 Type

```
enum BasicTracker.volumeParameter.Type  [strong]
```

Enumerator

A	Fine Volume Slide Up.
B	Fine Volume Slide Down.
C	Volume Slide Up.
D	Volume Slide Down.
E	Portamento Down.
F	Portamento Up.
G	Tone Portamento.
H	Vibrato Depth.
P	Set Panning.
V	Set Volume.

5.11.2 Member Data Documentation

5.11.2.1 type

```
Type BasicTracker.volumeParameter.type
```

5.11.2.2 value

```
byte BasicTracker.volumeParameter.value
```

The documentation for this struct was generated from the following file:

- C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs

Chapter 6

File Documentation

6.1 C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/AudioSubsystem.cs File Reference

Classes

- class BasicTracker.AudioSubsystem

Namespaces

- namespace BasicTracker

  The main namespace for Basic Tracker. All code should be in this namespace.

6.2 C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Class1.cs File Reference

Classes

- class BasicTracker.MainWindow

Namespaces

- namespace BasicTracker

  The main namespace for Basic Tracker. All code should be in this namespace.

6.3 C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/obj/Debug/TemporaryGeneratedFile_036C0B5B-1481-4323-8D20-8F5ADCB23D92.cs File Reference

6.4 C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/obj/Debug/TemporaryGeneratedFile_5937a670-0e60-4077-877b-f7221da3dda1.cs File Reference

6.5 C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/obj/Debug/TemporaryGeneratedFile_E7A71F73-0F8D-4B9B-B56E-8E70B10BC5D3.cs File Reference

6.6 C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Program.cs File Reference

Classes

- class BasicTracker.G
  Global constants.
- class BasicTracker.Program
  Main program class.
- class BasicTracker.Consolex
  Gui handling code and rudimentary API.
- class BasicTracker.Song
- class BasicTracker.Pattern
- class BasicTracker.Channel
- class BasicTracker.Note
- struct BasicTracker.volumeParameter
- struct BasicTracker.effectParameter

Namespaces

- namespace BasicTracker
  The main namespace for Basic Tracker. All code should be in this namespace.

6.7 C:/Users/moliv/OneDrive/source/repos/BasicTracker/BasicTracker/Properties/AssemblyInfo.cs File Reference

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