

- 000 Last Modified Classes
- 000 Most Viewed Classes
- 000 Work
- ConfigurationOfPharoSound
- Settings-Sound
- ▼ Sound
 - Synthesis
- SoundMorphicExtension
- SoundMorphicUserInterface
- SoundScores
- System-Sound

- AIFFFileReader
- AbstractSound
- FMSound
- BusySignal
- FMBassoonSound
- FMClarinetSound
- UnloadedSound
- LoopedSampledSound
- MixedSound
- PluckedSound
- QueueSound
- RepeatingSound
- RestSound

- all ---
- ◆ initialization
- instruments
- new instruments

fm1

Groups

Hierarchy

- Class side

Comments

FMSound class >>#fm1

```
| snd |  
snd := self new.  
snd addEnvelope: (VolumeEnvelope points: { 0@1 . 300@0 }  
loopStart: 2  
loopEnd: 2).  
snd modulation: 1 ratio: 2.  
^ snd
```

A FMSound class is xxxxxxxxxx.

105