

















































Sced
 add_track(): int  start(): int  stop(): int
 play(): int  play_t: unsigned long  eval_track(int): int  tracks: Track*  track_count: unsigned long  g_query_tracks(): void  (...)  g_playhead(): void

Track.h
 typedef (*proc_t)(int, const char**): T  typedef (*msg_t)(int, const char**): int  typedef (*spawn_t)(int, const char**): int  typedef (*kill_t)(int, const char**): int

<T>Track
 add_event(unsigned long): void  eval(unsigned long): void  output(unsigned long): T
 event_count: unsigned long  begin: Event*  end: Event*  last: Event*  sofile: void*  proc: proc_t  msg: msg_t  spawn: spawn_t  kill: kill_t  mem_t: unsigned long  mem_outp[256]: T  mem_i: unsigned char  intern_t: unsigned char  scheduler: Sced*  inputs: Track*  inp_count: unsigned long  tracks: Track*  update_graph(): int

Event
 add(Event*, int): void  operator<(Event*): bool  operator>(Event*): bool  get_t0(): unsigned long  do_func(unsigned long): void
 next: Event*  prev: Event*  t0, tT: unsigned long  append(Event*): void  prepend(Event*): void  event_argv: const char***  event_argc: unsigned long