

GMSFXR

A GML port of SFXR

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Usage

Basic Example

```
sfxr_init();  
sfxr_preset_laserpickup();  
bufferID = sfxr_create_buffer();  
soundID = sfxr_create_audio(bufferID);  
audio_play_sound(soundID);  
sfxr_free_audio(soundID);  
sfxr_free_buffer(bufferID);
```

- 1) Initialize SFXR
- 2) Set parameters to desired values.
- 3) Create a buffer with the current parameters.
- 4) Create an audio buffer. This is the actual sound.
- 5) Play the sound.
- 6) Free the audio from memory when you don't need it.
- 7) Free the original buffer from memory.

Reference

Common

<code>sfxr_init</code>	This starts up SFXR.
<code>sfxr_reset</code>	This resets all the parameters to their default values.
<code>sfxr_create_buffer</code>	This creates a buffer with sound data calculated using the current params.
<code>sfxr_free_buffer</code>	This frees a buffer from memory. <i>buffer_delete</i> is fine to use as well.
<code>sfxr_create_audio</code>	This creates the actual sound from the buffer created with <i>sfxr_create_buffer</i> .
<code>sfxr_free_audio</code>	This frees the sound from memory. <i>audio_free_buffer_sound</i> works too.

Presets

<code>sfxr_preset_coinpickup</code>
<code>sfxr_preset_lasershoot</code>
<code>sfxr_preset_explosion</code>
<code>sfxr_preset_powerup</code>
<code>sfxr_preset_hithurt</code>
<code>sfxr_preset_jump</code>
<code>sfxr_preset_blipselect</code>
<code>sfxr_preset_mutate</code>
<code>sfxr_preset_randomize</code>

Main Settings

<code>sfxr_set_wave_type</code>	Sets the current wave type using ESfxWave enum.
<code>sfxr_get_wave_type</code>	Returns the current wave type.
<code>sfxr_set_master_volume</code>	Sets the master volume of the sound.
<code>sfxr_get_master_volume</code>	Returns the master volume.

Signal Envelope Settings

sfxr_set_env_attack_time	
sfxr_set_env_sustain_time	
sfxr_set_env_sustain_punch	
sfxr_set_env_decay_time	
sfxr_get_env_attack_time	
sfxr_get_env_sustain_time	
sfxr_get_env_sustain_punch	
sfxr_get_env_decay_time	

Frequency Settings

sfxr_set_freq_start	
sfxr_set_freq_min	
sfxr_set_freq_slide	
sfxr_set_freq_delta_slide	
sfxr_get_freq_start	
sfxr_get_freq_min	
sfxr_get_freq_slide	
sfxr_get_freq_delta_slide	

Vibrato Settings

sfxr_set_vibrato_depth	
sfxr_set_vibrato_speed	
sfxr_set_vibrato_delay	
sfxr_get_vibrato_depth	
sfxr_get_vibrato_speed	
sfxr_get_vibrato_delay	

Note Change Settings

sfxr_set_change_amount	
sfxr_get_change_amount	
sfxr_set_change_speed	
sfxr_get_change_speed	

Square Wave Settings

sfxr_set_square_duty	
sfxr_get_square_duty	
sfxr_set_square_sweep	
sfxr_get_square_sweep	

Repeat Settings

sfxr_set_repeat_speed	
sfxr_get_repeat_speed	

Phaser Settings

sfxr_set Phaser_offset	
sfxr_get Phaser_offset	
sfxr_set Phaser_sweep	
sfxr_get Phaser_sweep	

Low Pass Filter Settings

sfxr_set_filter_lowpass_cutoff	
sfxr_set_filter_lowpass_sweep	
sfxr_set_filter_lowpass_resonance	
sfxr_get_filter_lowpass_cutoff	
sfxr_get_filter_lowpass_sweep	
sfxr_get_filter_lowpass_resonance	

High Pass Filter Settings

sfxr_set_filter_hipass_cutoff	
sfxr_set_filter_hipass_sweep	
sfxr_get_filter_hipass_cutoff	
sfxr_get_filter_hipass_sweep	