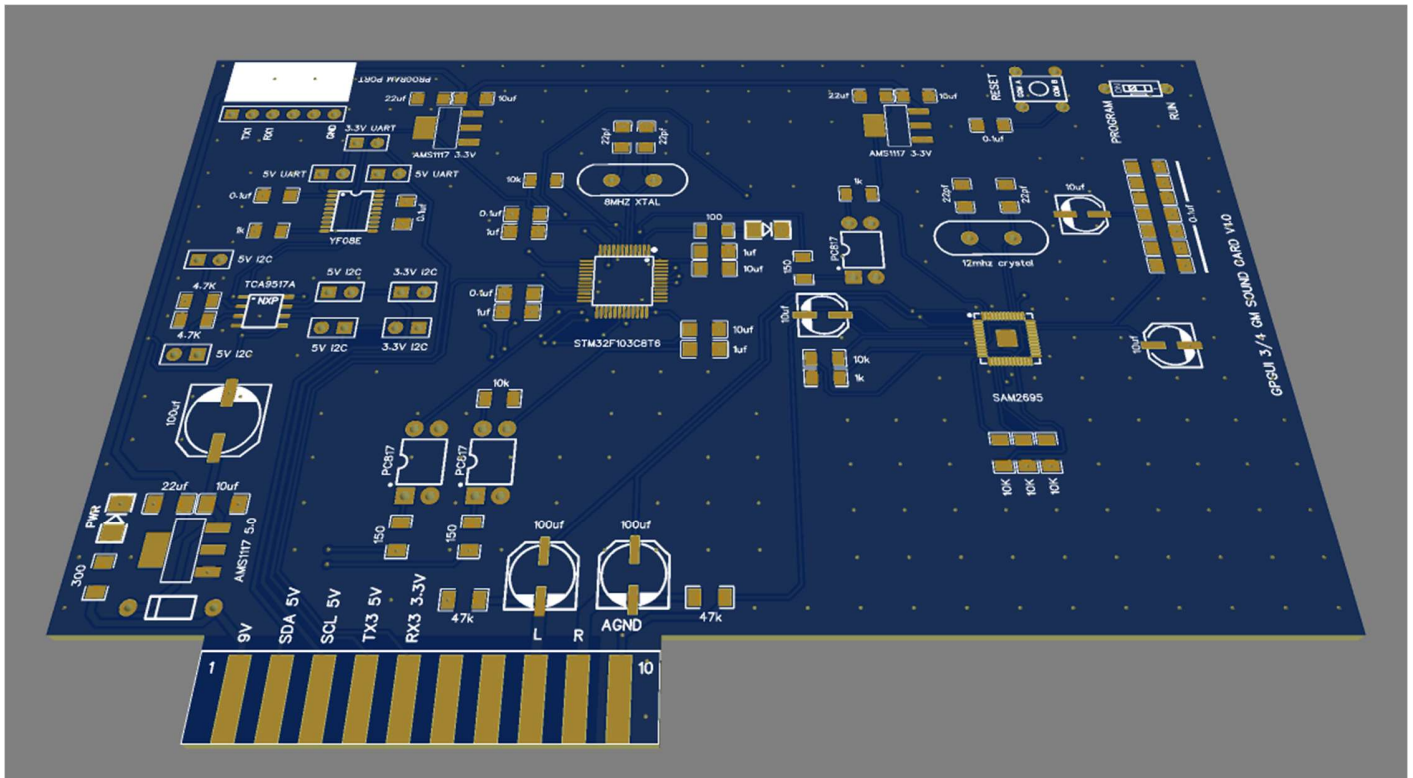# GPGUI 3 SYSTEM SOUNDS

- **System sounds are produced using either the general MIDI sound card, or the pc buzzer through system A CPU.**
- **Midi channel 16 is reserved for system sounds.**
- **All CC messages on channel 16 read from the midi in port will be ignored.**

Contents

Values saved in memory for the GPGUI Midi Soundcard.

System Sounds Settings	Memory Address	Value
System Sounds To Midi Soundcard Or System A CPU.		0 - 1
System Sounds Enabled/Disabled.	9999	0 – 1
System Sounds Window Open/Close Tone Enable/Disable.		0 – 1
System Sounds Buttons Tone Enable/Disable.		0 – 1
System Sounds Slider Tones Tone Enable/Disable.		0 – 1
System Instrument.		0 – 19
System Sounds Volume.		0 – 127
System Sounds Velocity.		0 – 127
System Sounds Reverb Level		0 – 127
System Sounds Chorus Flanger Level.		0 – 127
System Sounds Modulation Level.		0 – 127
Button Enter Note.		0 – 127
Button Back Note		0 – 127
Button On Note.		0 – 127
Button Off Note.		0 – 127
Slider On Note		0 – 127
Slider Off Note.		0 – 127
Slider Up Note.		0 – 127
Slider Down Note.		0 – 127
Slider Click To Value Note.		0 – 127
Window Open Note.		0 – 127
Window Close Note.		0 – 127
System Start Up Tune.		0 – 127

Values saved in memory for Buzzer.

System Sounds Buzzer Settings	Memory Address MSB	LSB	Value
Button Enter Pitch.	9999	9999	0 – 5000
Button Back Pitch.			0 – 5000
Button On Pitch.			0 – 5000
Button Off Pitch.			0 – 5000
Slider On Pitch.			0 – 5000
Slider Off Pitch.			0 – 5000
Slider Click To Value Pitch.			0 – 5000
Window Open Pitch.			0 – 5000
Window Close Pitch.			0 – 5000
System Start Up Pitch.			0 – 5000
Tone duration.			0 - 255

System Sounds Instruments.

System Sounds Instrument Name	Value 0 - 19	Patch 0 - 127
Clavinet	0	7
Celesta	1	8
Glockenspiel	2	9
Music Box	3	10
Vibraphone	4	11
Marimba	5	12
Xylophone	6	13
Tubular Bells	7	14
Orchestral Harp	8	46
Timpani	9	47
Banjo	10	105
Shamisen	11	106
Koto	12	107
Kalimba	13	108
Tinkle Bell	14	112
Agogo	15	113
Steel Drums	16	114
Woodblock	17	115
Nylon Acoustic Guitar	18	24
Electric Piano 1	19	4

OS functions.

Functions that update settings (Midi)

- set_System_Sounds_To_Midi();
- enable_System_Sounds();
- disable_System_Sounds();
- enable_Window_Open_Tone();
- disable_Window_Open_Tone();
- enable_Button_Tones();
- disable_Button_Tones();
- enable_Slider_Tones();
- disable_Slider_Tones();
- set_System_Instrument(char inst);
- set_System_Sounds_Volume(char vol);
- set_System_Sounds_Velocity(char vel);
- set_System_Sounds_Reverb_Level(char level);
- set_System_Sounds_Chours_Flanger_Level(char level);
- set_System_Sounds_Modulation_Level(char level);
- set_System_Start_Up_Tune(char tune);
- set_Button_Enter_Note(char note);
- set_Button_Back_Note(char note);
- set_Button_On_Note(char note);
- set_Button_Off_Note(char note);
- set_Slide_On_Note(char note);
- set_Slide_Off_Note(char note);
- set_Slide_Click_To_Value_Note(char note);
- set_Window_Open_Note(char note);
- set_Window_Close_Note(char note);

Functions that update settings (Buzzer)

- set_System_Sounds_To_Buzzer();
- set_System_Sounds_Buzzer_Duration(char length);
- set_System_Start_Up_Pitch_Buzzer(int pitch);
- set_Button_Enter_Pitch_Buzzer (int pitch);
- set_Button_Back_Pitch_Buzzer (int pitch);
- set_Button_On_Pitch_Buzzer (int pitch);
- set_Button_Offr_Pitch_Buzzer (int pitch);
- set_Slider_Click_To_Value_Buzzer_Pitch(int pitch);
- set_Open_Window_Pitch_Buzzer (int pitch);
- set_Close_Window_Pitch_Buzzer (int pitch);

Functions that play sounds

Note: these functions use either the buzzer or the Midi card if enabled(Both can be enabled).

- play_Button_Enter_Tune();
- play_Button_Back_Tune();
- play_Button_On_Tune();
- play_Button_Off_Tune();
- play_Slide_On_Tune();
- play_Slide_Off_Tune();
- play_Slide_Up_Tune();
- play_Slide__Down();
- play_Slide_Click_To_Value_Tune();
- play_Window_Open_Tune();
- play_Window_Close_Tune();
- play_Power_Up_Tune();