1 Commands of the Extension

The prefix for all commands in the extension is "**soundx:**"
In the documentation of the commands is always in the form Command
<Parameter0..n>. Where in a program its noted as soundx:Command Parameter0 Parameter1 etc. The commands are not(!) case-sensitive.

1.1 Soundx-Command
Below you will find audio command implemented in the
extension. The entry is in the form "command <parameter 0> <parameter 1> ... <parameter n>".

PLAY-SOUNDFILE <audio filename> <gain> <pan>

<Gain>

A positive gain amplifies (boosts) the signal's volume, and **a negative gain attenuates** (cuts) it. The gain setting defaults to a value of 0.0 dB(must be specified), meaning the signal's loudness is unaffected.

Note: Soundx extension limits gain to 6.0dB max, any value bigger than 6 will be considered as 6.0

*Note that gain measures dB

<Pan>

Represents a control for the relative pan (**left-right positioning**) of the signal. The signal may be mono; the pan setting affects how it is distributed by the mixer in a stereo mix. The valid range of values is -1.0 (left channel only) to 1.0 (right channel only). The default is 0.0 (centered - must be specified).

Note: Values bigger\lower than 1.0\-1.0 will be considered as 1.0\-1.0

example:
soundx:play-soundfile "/user/audio-files/play-me.wav" 3 0

*The "play-soundfile" command can be run multiple times concurrently(multithreading)

1.2 Soundx-Reporters

CURRENT-DIR

Reports current model working directory full path(as string)

GET-AUDIO-LENGTH <audio filename>

Reports audio file length in ms