

sound.h

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/*
 * sound.h
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 */

void sound_run(); // Sends data to the sound card
void sound_init_AC_97(); // Inits the sound card
void sound_init_tank(); // Play the tank fire sound
void sound_init_explosion(); // Play the tank explode sound
void sound_init_alienIn(); // Play the alien sound 1
void sound_init_alienOut(); // Play the alien sound 2
void sound_init_alienKill(); // Play the alien death sound
void sound_init_motherShipHigh(); // Not currently used
void sound_init_motherShipLow(); // Play the mother ship sound
void sound_vol_up(); // Makes the volume go up
void sound_vol_down(); // Makes the volume go down
void sound_shoot(); // Play the sound when the tank shoots
void sound_motherShipStop(); // Stop playing the mothership sound
```