

Track and Med musics modules

You can play music and sound effects inside your AOZ programs, using the old MOD and XM file formats.

The main advantage of this type of file is its small size. You can store music on several voices as well as sound effects. The AOZ instructions allow you to load and play your files.

AOZ uses the BassoonTracker Javascript library from Steffest, available under the MIT license.

Github: <https://github.com/steffest/BassoonTracker>

Track Loop On

Enable the loop playing

Track Loop Off

Disable the loop playing

Track Load FILENAME, BANK

Load a module music file into a bank

Parameters:

FILENAME: The filename of the module to load

BANK: The bank to store the module loaded

Track Play BANK, PATTERN

Play a music module loaded with Track Load instruction

Parameters:

BANK: The bank number containing the loaded module

PATTERN: The starting pattern

Track Stop

Stop the current playing of the music module after a call of Track Play instruction

Track Pause

Pause the current playing of the music module after a call of Track Play instruction

Track Resume

Continue the current playing of the music module after a call of Track Stop instruction

Track Title

Return the title of the current music module.

Value returned:

:

Track Signature

Return the name of the format of the current music module (Protracker or FastTracker).

Value returned:

:

Track Length

Return the length of the current music module in number of patterns.

Value returned:

:

Track Channels

Return the number of channels of the current music module.

Value returned:

:

Track Position

Return the number of the pattern in playing of the current music module.

Value returned:

:

Track Position

Return the position into the pattern in playing of the current music module.

Value returned:

:

Track Volume VOLUME

Set the global volume of the current music module.

Parameters:

VOLUME: Integer value between 0 and 100

Track Pattern PATTERN

Jump to a pattern of the current music module.

Parameters:

PATTERN: Number of pattern

Track Sam Init BANK

Initialize the samples from a bank number. Note: This instruction replace the current music module by one loaded into the bank.

Parameters:

BANK: The bank number containing the loaded module

Track Sam Play SAMPLE

Play a sample stored into the current module.

Parameters:

SAMPLE: The number of sample to play

Track Sam Play SAMPLE, RATE

Play a sample stored into the current module.

Parameters:

SAMPLE: The number of sample to play

RATE: The sample rate to play

Track Sam Play SAMPLE, RATE, VOLUME

Play a sample stored into the current module.

Parameters:

SAMPLE: The number of sample to play

RATE: The sample rate to play

VOLUME: Integer value between 0 and 100

Med Load FILENAME, BANK

Load a module music file into a bank

Parameters:

FILENAME: The filename of the module to load

BANK: The bank to store the module loaded

Med Play BANK

Play a music module loaded with Med Load instruction

Parameters:

BANK: The bank number containing the loaded module

Med Play BANK, MUSIC

Play a music module loaded with Med Load instruction

Parameters:

BANK: The bank number containing the loaded module

MUSIC: The starting music

Med Stop

Stop the current playing of the music module after a call of Med Play instruction

Med Cont

Continue the current playing of the music module after a call of Med Stop instruction

Midi On

This instruction is not implemented. It's just for the compatibility with AMOS

Track Volume VOLUME

Set the global volume of the current music module.

Parameters:

VOLUME: Integer value between 0 and 100