Samples

Instructions set to play sounds effects.

Boom
BOOM command plays a realistic explosive sound effect.
This does not delay the program at all, so it may be necessary to use WAIT between successive explosions, or to create ricochet and echo effects.

Shoot
Generate percussive sound effect.
The SHOOT command generates a simple sound effect in exactly the same way as Boom.

Bell
Generate pure tone.
Unlike the built-in explosive sound effects, Bell produces a simple pure tone.

Sam Play SAMPLE
Play a sound sample from the sample bank
The Sam Play command is used to play a digital sound sample through your audio system. Simply define the number of the required sample held in the bank. There is no limit to the number of samples that can be stored, other than available memory.
Parameters:
SAMPLE: Index of the sample into the bank to play

Sam Play NAME$
Play a sound sample from the sample bank
The Sam Play command is used to play a digital sound sample through your audio system. Simply define the number of the required sample held in the bank. There is no limit to the number of samples that can be stored, other than available memory.
Parameters:
NAME$: Name of the sample into the bank to play

Sam Play VOICE, SAMPLE, FREQUENCY
Play a sound sample from the sample bank on a voice only, with a frequency
The Sam Play command is used to play a digital sound sample through your audio system. Simply define the number of the required sample held in the bank. There is no limit to the number of samples that can be stored, other than available memory.
Parameters:
VOICE: Index of the voice where the sample will be played.
SAMPLE: Index of the sample into the bank to play
FREQUENCY: Frequency to play the sample. The setting is given in Hertz.

Sam Play VOICE, NAME$, FREQUENCY
Play a sound sample from the sample bank on a voice only, with a frequency
The Sam Play command is used to play a digital sound sample through your audio system. Simply define the number of the required sample held in the bank. There is no limit to the number of samples that can be stored, other than available memory.
Parameters:

VOICE: Index of the voice where the sample will be played.
NAME$: Name of the sample into the bank to play
FREQUENCY: Frequency to play the sample. The setting is given in Hertz.

Sam Stop VOICE
Stop one or more samples playing
This simple command is used to stop all samples playing through your loudspeaker system.
Parameters:
VOICE: Index of the voice.

Volume LEVEL, VOICE
Define the volume of a voice
Parameters:
LEVEL: Value of the volume (0-mute).
VOICE: Index of the voice.

Voice BITMASK
Activate a voice
Parameters:
BITMASK: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.

Play PITCH, DELAY
Play a voice
Parameters:
PITCH: The note to play, from 1 to 96
DELAY: The length of any pause between this PLAY command and then next, in 1/1000th of second in PC mode, and 1/50th of second in Amiga mode

Play BITMASK, PITCH, DELAY
Play a voice
Parameters:
BITMASK: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.
PITCH: The note to play, from 1 to 96
DELAY: The length of any pause between this PLAY command and then next, in 1/1000th of second in PC mode, and 1/50th of second in Amiga mode

Play OFF BITMASK
Stop playing a voice
Parameters:
BITMASK: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.

Set Wave NUMBER, SHAPE$
Define a wave form
Parameters:
NUMBER: The number of the wave to define
SHAPE$: The definition of the shape

Wave ... To ... NUMBER, BITMASK
Assign a wave to sound channel
Parameters:
NUMBER: The number of the wave to define

BITMASK: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.

Noise To BITMASK
Assign noise wave to sound channel
Parameters:
BITMASK: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.

Sample NUMBER, BITMASK
Assign noise wave to sound channel
Parameters:
NUMBER: The number of the wave to define
BITMASK: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.

Del Wave NUMBER
Delete a wave
Parameters:
NUMBER: The number of the wave to delete

Set Envel NUMBER, PHASE, DURATION, VOLUME
Create a volume envelope
Parameters:
NUMBER: The number of the wave to create
PHASE: Refers to one of seven individual sections of the original wave form that is to be defined, ranging from 0 to 6
DURATION: Controls the length of this particular segment (phase number) of the wave form, and is expressed in units of one 1/1000th of a second in PC mode and 1/50th of a second in Amiga mode
VOLUME: Specifies the volume to be reached by the end of this phase

Led ON
Toggle audio filter. Only for Amiga emulation.

Led OFF
Toggle off audio filter. Only for Amiga emulation.

VuMeter VOICE
Return the volume level of a voice
Parameters:
VOICE: The number of the voice
Value returned:
integer: The current audio level of the voice

Sam Bank BANK_NUMBER
Change the current Samples bank
Parameters:
BANK_NUMBER: The index of the new bank

Sam Raw VOICES, ADDRESS, LENGTH, FREQUENCY
TODO! Play a raw sample from memory
Parameters:
VOICES: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.
ADDRESS: The address of the sound samples, must be part of an AOZ memory bank
LENGTH: The number of bytes to read

FREQUENCY: The frequency at which to play, in Herz

Sam Loop ON
TODO! Start repetition of a sample

Sam Loop OFF
TODO! Start repetition of a sample

SLoad ... To ... CHANNEL, ADDRESS, LENGTH
TODO! Load a section of a sample
Parameters:
CHANNEL: The number of the file opened with "Open In" to load from
ADDRESS: The address to write to (must be inside an AOZ memory bank)
LENGTH: The number of byytes to write

SSave ... To ... CHANNEL, START, END
TODO! Load a section of a sample
Parameters:
CHANNEL: The number of the channel of a file open with "Open Out" to save to
START: The address to write to (must be inside an AOZ memory bank)
END: The end of the data zone to save

Sam Swap VOICES, ADDRESS, LENGTH
Activate sample switching. Deprecated, will not have any effect, Amiga legacy.
Parameters:
VOICES: A mask of bit, where bit 0 indicates voice 0, bit 1 voice 1 etc.
ADDRESS: The address of the sound samples, must be part of an AOZ memory bank
LENGTH: The number of bytes

Sam Swap VOICE
Test for successful sample swap. Deprecated, will not have any effect, Amiga legacy.
Parameters:
VOICE: The number of the voicde to test
Value returned:
boolean:

Music NUMBER
Play a piece of AMOS Professional format music. May not be implemented in favor of tracker musics.
Parameters:
NUMBER: The number of the music in the music bank

Music Stop
Stop an AMOS Professional music. May not be implemented in favor of tracker musics.

Music Stop
Turn off all musics. May not be implemented in favor of tracker musics.

MVolume
Set the volume of a piece of music. May not be implemented in favor of tracker musics.

MVolume TEMPO

Change the speed of a piece of music. May not be implemented in favor of tracker musics.

Parameters:

TEMPO: The tempo, from 1 (really slow) to 100 (really fast)