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Subject: Thinking about the big picture of sound on the IIGS

Posted by [mcpderez](#) on Thu, 18 Sep 2014 21:16:58 GMT

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This question is probably one I could spend some time looking up an answer to, but perhaps it is easier to just ask someone experienced.

I did not have a IIGS until recently and am not very knowledgeable about how its sound works.

To try to get a conceptual framework, in the context of writing code that includes sound, I am wondering if you can load a sample into the sound hardware and then let it manage the playback, or do you have to process sound in the same time you are trying to update graphics as the frames are drawn? I am thinking more along the lines of background music as it seems like any event driven sound effects would be initiated along with collision detection for instance.

If the answer is yes, the sound hardware can take a clip and run with it, what format do those sounds take, usually?

If the answer is no, is there a customary place in the code where it makes sense to do the sound?

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