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

Posted by [Dagen](#) on Fri, 19 Sep 2014 20:55:34 GMT

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There are two main ways to access the sound, programming the sound hardware (specifically the Ensoniq DOC) directly or using Toolbox Calls. There are official Apple tools to play single sounds or midi sequence sounds, and there are third-party sound Tool sets to play music files that are like Amiga MODs, the SoundSmith and NoiseTracker tools (219&220).

Basically, either one works like this, 1) you load sounds into the 64k DOC RAM and 2) you trigger something to have the doc play your note(s).

So generally speaking, there is not much, if any overhead to playing many samples at once. NoiseTracker allows you to use more than 64KB of samples by swapping sample data in and out. That's probably going to eat some CPU.

I'm sorry for the general answer. I don't have enough background in sound programming to give detail to the response, but I do know that if you have a sample in DOC RAM, you can get the DOC to play it back and the CPU doesn't incur any load.

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