

**SFX-ARexx**

**COLLABORATORS**

	<i>TITLE :</i> SFX-AR <sub>exx</sub>		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## SFX-ARexx

### 1.1 3.1 Introduction

#### 3.1 Introduction

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Since version 2.88 SoundFX has an ARexx-port. This one is called "REXX\_SFX". Through this you can "remote-control" SFX through ARexx-Scripts. This way you can use SFX for processing samples for other programs FROM that other program(e.g. a Music program).

Datatransfer between two programs is handled by

```
PutSample
and
GetSample
```

With use of

```
PutSampleValue
and
GetSampleValue
you could write your own
```

operators in ARexx.

Furthermore all operators can be controlled with Arexx.

### 1.2 3.2 Functions

#### 3.2 Functions

---

```
ActivateSFX
```

```
ExitSFX
```

```
GetActiveBuffer
```

```
GetSample
```

---

GetSampleChannels  
GetSampleLength  
GetSampleRate  
GetSampleValue  
LoadSample  
NewBuffer  
PutSample  
PutSampleValue  
RenameActiveBuffer  
Removebuffer  
SaveSample  
SelLoader  
SelPlayer  
SelSaver  
SetActiveBuffer

## 1.3 3.3 FX-Calls

### 3.3 FX-Calls

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SetFXParam

Effects are called with FX\_<fx-name>. For each parameter you want to change, a ↔

SetFXParam must be called. SourceIDs are provided directly. The result is the ID of the new buffer.

## 1.4 ActivateSFX

ActivateSFX  
-----

Call :  
    ActivateSFX

Function :

---

Brings the SoundFX screen to the front

## 1.5 ExitSFX

ExitSFX

-----

Call :

ExitSFX

Function :

Exits SoundFX without confirm

## 1.6 GetActiveBuffer

GetActiveBuffer

-----

Call :

GetActiveBuffer

bufid = RESULT

Function :

Returns the ID of the selected buffer.

Result :

bufid ID of the samplebuffer

## 1.7 GetSample

GetSample

-----

Call :

GetSample 'address type'

Function :

Loads a sample from SFX to a memoryarea. SFX transfers the sampledata into a programm.

Parameters :

address Memory area in which the sample is to be loaded.

Please be sure to have allocated this memory , as SFX won't check for this.

type not supported yet . Please enter '0'.

---

## 1.8 GetSampleChannels

GetSampleChannels  
-----

Call :

```
GetSampleChannels bufID
cha = RESULT
```

Function :

Returns the number of channels of a buffer.

Parameters :

bufid samplebufer ID

Result :

channel number of channels (0-3)

## 1.9 GetSampleLength

GetSampleLength  
-----

Call :

```
GetSampleLength bufID
slen = RESULT
```

Function :

Returns the length of a buffer.

Parameters :

bufid samplebufer ID

Result :

slen bufferlength

## 1.10 GetSampleRate

GetSampleRate  
-----

Call :

```
GetSampleRate bufID
srat = RESULT
```

Function :

Returns the samplerate of a buffer.

Parameters :

bufid samplebufer ID

Result :

---

srat samplerate

## 1.11 GetSampleValue

GetSampleValue  
-----

Call :

```
GetSampleValue 'bufID channel pos'  
val = RESULT
```

Function :

Reads out a samplevalue from a buffer.

Parameters :

```
bufID samplebuffer ID  
channel channel (0-3)  
pos which samplevalue (0-samplelength)
```

Result :

```
val 16-bit samplevalue (-32768...32767)
```

## 1.12 LoadSample

LoadSample  
-----

Call :

```
LoadSample 'fname'  
bufid = RESULT
```

Function :

Loads a sample with the current Loader module, which can be any one chosen with

```
SelLoader  
.
```

Parameters :

```
fname Filename including full path.
```

Result :

```
bufid samplebuffer ID
```

## 1.13 NewBuffer

NewBuffer  
-----

Call :

```
NewBuffer slen srat cha
```

---



```
bufid = RESULT
```

Function :

Generates a new (empty) buffer

Parameters :

```
slen  length of buffer
srat  samplerate
cha   number of channels
```

Result :

```
bufid samplebuffer ID
```

## 1.14 PutSample

PutSample

-----

Call :

```
PutSample 'address length name type'
bufid = RESULT
```

Function :

Loads a sample from a buffer into SFX. A program can load a sample into SFX with this.

Parameters :

```
address Memory area in which the sample is to be loaded.
  Please be sure to have allocated this memory , as Sfx
  won't check for this.
length  length of the sample that's being loaded
name    name by which Sfx will keep track of it.
type    not supported yet . Please enter '0'.
```

Result :

```
bufid samplebuffer ID
```

## 1.15 PutSampleValue

PutSampleValue

-----

Call :

```
PutSampleValue 'bufID channel pos val'
```

Function :

Writes a value into a buffer.

Parameters :

```
bufID samplebuffer ID
channel channel (0-3)
pos    which samplevalue (0-samplelength)
```

```
val 16-bit samplevalue (-32768...32767)
```

## 1.16 RenameActiveBuffer

RenameActiveBuffer  
-----

Call :

```
RenameActiveBuffer 'nname'
```

Function :

Change the name of a buffer

Parameters :

nname new name

## 1.17 RemoveBuffer

RemoveBuffer  
-----

Call :

```
RemoveBuffer 'bufid'
```

Function :

removes, deletes, kill, expunges chosen buffer

Parameters :

bufid samplebuffer ID

## 1.18 SaveSample

SaveSample  
-----

Call :

```
SaveSample 'fname'
```

Function :

Saves the sample in the current buffer with the current Saver module, which can be any one selected with

SelSaver

Parameters :

fname filename including full path

## 1.19 SelLoader

---

SelLoader

-----

Call :

SelLoader 'lname'

Function :

Selects a Loader module

Parameters :

lname Loader-module name

## 1.20 SelPlayer

SelPlayer

-----

Call :

SelPlayer 'pname'

Function :

Selects a Player module

Parameters :

pname Player-module name

## 1.21 SelSaver

SelSaver

-----

Call :

SelSaver 'sname'

Function :

Selects a Saver module

Parameters :

sname Saver-module name

## 1.22 SetActiveBuffer

SetActiveBuffer

-----

Call :

SetActiveBuffer 'bufid'

Function :

Selects a buffer to be the 'current' buffer

Parameters :

bufid samplebuffer ID

## 1.23 SetFXParam

SetFXParam

-----

Call :

SetFXParam 'FX\_<name>' '<parameter>' '<value1>' ['<value2>']

Function :

Sets parameter for selected operator

Parameters :

FX\_<name> Operator name

<parameter> Which parameter is to be changed. The name of the parameter can be found in the operators description.

<value1> Value for selected parameter. If more than one value can be entered then THIS is the INDEX number of WHICH value in the parameter is to be changed.

<value2> Only if <value1> exists, set value of parameter no.<value1> .

Examples :

SetFXParam 'FX\_ADSR\_Envelope' 'Mode' '1'

Sets the parameter Mode to '1' (Envelope) for ADSR\_Envelope.

SetFXParam 'FX\_ADSR\_Envelope' 'Pos' '1' '100'

Sets the parameter Position of the first Envelope box to '100'.

SetFXParam 'FX\_ADSR\_Envelope' 'Pos' '3' '100' would do the same for the "Position" of the THIRD Envelope box.

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