

boolValueForParameter:

floatValueForParameter:  
getParameters:count:  
getValues:count:forParameter:  
intValueForParameter:  
isParameterPresent:  
removeParameter:  
setParameter:toBool:  
setParameter:toFloat:  
setParameter:toInt:

init

initFromSound:  
initFromSoundStruct:  
free

Broadcasting information configureSoundStruct:

Querying parameters+ localizedNameForParameter:

(void)configureSoundStruct:(SNDSoundStruct \*)soundStruct

Sets the sound format of the SNDSoundStruct argument by copying the values of the appropriate parameters from the NXSoundParameters object. If a candidate parameter hasn't been set in the object, the sound structure maintains its current value for the analogous attribute. In other words, a non-existent parameter won't overwrite a value in the structure.

free

Frees the object and its table of parameters.

init

Initializes and returns an NXSoundParameters object. The object's parameter table is empty immediately after initialization.

initFromSound:, initFromSoundStruct:

initFromSound:aSound

Initializes and returns an NXSoundParameters object that contains parameters that take their values from the given Sound object. The values that are applied to the parameters are taken from the Sound object's SNDSoundStruct. The correspondences between structure fields and parameters is given in the initFromSoundStruct: method.

init, initFromSoundStruct:

initFromSoundStruct:(SNDSoundStruct \*)soundStruct

Initializes and returns an NXSoundParameters object that contains parameters that take their values from the given SNDSoundStruct, as noted below: