

AUDIO	Audio					
g-shift						
f-shift						VOL ₁₁
unshifted	BEEP	TONE	BUZZ	PLAY	VOL _{↑11}	VOL _{↓11}
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Level	Label	Type	FullName	Extended description	Category	Flag	Catalog	Default
Menu p1	AUDIO	MENU	Audio	Audio commands	Input-Output		AUDIO	
F1	BEEP	Command	Beep	Play beep sound (4 tones)	Input-Output		BEEP	
F2	TONE	Command	Tone	Tone (range 0-9) ; TAM : TONE _ TamNonReg menu	Input-Output		TONE	
F3	BUZZ	Command (HW)	Buzzer	Play sound with frequency Y in Hz (0 = silent) and duration X in ms (max 2000) ; hardware only ; Info : Error 126 -- Not available on the simulator -- is raised when this command is performed on the simulator	Input-Output		BUZZ	
F4	PLAY	Command (HW)	Play (BUZZ) sounds	Play (BUZZ) sounds using input from n×3 or n×2 matrix variable having rows : [frequency, duration, volume] (Hz, ms, volume element is optional) ; hardware only ; TAM : PLAY __ TamLabel menu ; Info : Error 126 -- Not available on the simulator -- is raised when this command is performed on the simulator	Input-Output		PLAY	
F5	VOL↑ ₁₁	Setting (pgm, HW)	Volume up	Set audio volume up (0-11) ; hardware only (DMCP setting) ; Info : Error 126 -- Not available on the simulator -- is raised when this setting is performed on the simulator	Input-Output		VOL↑ ₁₁	11
F6	VOL↓ ₁₁	Setting (pgm, HW)	Volume down	Set audio volume down (0-11) ; hardware only (DMCP setting) ; Info : Error 126 -- Not available on the simulator -- is raised when this setting is performed on the simulator	Input-Output		VOL↓ ₁₁	11
fF1								
fF2								
fF3								
fF4								
fF5								
fF6	VOL ₁₁	Setting (pgm, HW)	Set volume	Set volume (0-11) ; hardware only (DMCP setting) ; TAM : VOL __ TamNonReg menu ; Info : Error 126 -- Not available on the simulator -- is raised when this setting is performed on the simulator	Input-Output		VOL ₁₁	11
gF1								
gF2								
gF3								
gF4								
gF5								
gF6								