

# Jefferson Technical Design

## Chapter 13: Sound

August 18, 1997

### **1. Sound**

#### ***1.1 Direct Sound Manager***

#### ***1.2 Simultaneous Sound Capability***

##### **1.2.1 Channel Assignment (all dynamic?)**

##### **1.2.2 Completion Events/Callbacks**

#### ***1.3 Buffer Management (2 copies?)***

#### ***1.4 Streaming (?)***

#### ***1.5 3D Sound***

#### ***1.6 Laugh Track***