

Load Sounds Template

B/lsnd

Purpose

To load the Sounds language definition element.

B/lsnd.§1 Data type definitions

§1. Data type definitions.

```
{-lines:type}
SOUND_NAME_TY:
apply-macro:#BASE-KIND
singular:sound name
plural:sound names
instance-of:WORD_VALUE_TY
instance-of:ENUMERATED_VALUE_TY
instance-of:SAYABLE_VALUE_TY
named-values-created-with-assertions:yes
default-value:0
i6-printing-routine:PrintSoundName
has-i6-GPR:yes
apply-template:*UNDERSTOOD-VARIABLE
constant-compilation-method:quantitative
description:the name of a sound effect
documentation-reference:kind_soundname
index-priority:6
index-default-value:<i>a silent non-sound</i>
indexed-grey-if-empty:yes
specification-text:When made with the Glulx setting, an Inform project can include sound effects or
... pieces of music. A sound name is just the name of one of these sounds in the current proj
... ect.
{-endlines}
{-callv:Kinds::Interpreter::batch_done}
```