

When a signal is being played continuously, there is no AP2 or D/A function that will stop playing that signal when it reaches the end of the buffer.

The STOPPLAY program in the TN0145\ folder illustrates three methods of stopping a signal, the last of which succeeds in its goal:

1. Stop the signal with the DAstop() function.

Can result in a harsh stop and can leave the D/A playing a non-zero value which can affect dc-sensitive systems.

2. Stop the signal playing by changing the number of points that have been played so far.

This technique doesn't work. Possibly use the pc clock to measure how long the signal has been playing, and use that multiple of npts?

3. Fill the beginning of the play buffer with zeroes, once that part of the signal has been played. This gives some time to stop playout once the buffer rolls over.