

## Overview

The AP2 seqplay() function allows multiple signal segments to be played in order. You can create independent sequences for each channel, and each signal segment can be played multiple times within the sequence. The added functions of APOS 2.0 allow you to pause and monitor sequenced plays functions. This TechNote discusses some other features of sequenced play.

waits alternately for the continuous, then interrupting buffers to play. When they have finished playing, the program replaces the buffer number with the continuous buffer number to continue normal play.

## Interrupting with Another Signal

In some types of experiments, it is desirable to play one stimulus continuously, but to “interrupt” at arbitrary intervals with another (e.g. play (“do do do dah do do do dah do...”, playing the “dahs” every time a key is pressed). Sequenced play works well for this application.

The technique to achieve this effect is to replace the “continuous” presentation buffer number with that of the “interrupter” while the signal is playing. When the interrupter has finished playing, replace the buffer number with the original, continuous buffer number to resume steady play.

TN0149.C provides an example for this application. In the example, play buffers are configured as for normal sequenced play. However, two buffers of the “continuous” type are declared in the sequence. This allows one of them to be replaced in the sequence while the other is playing.

When it is time to play the interrupter, the program inserts the buffer number of the interrupter into the play sequence. It then