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Game sound : an introduction to the history, theory, and practice of video game music and sound design / Karen Collins. p. cm. Includes bibliographical references (p. ) and index. ISBN 978-0-262-03378-7 (hardcover : alk.

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Square waves are the characteristic beeps and boops that have become associated with video game music. Triangle waves are a bit more muffled and handle bass tones better than square waves do. The NES could also

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adjust the duty cycle of its square wave, allowing it to produce rough and nasally sounding tones as well.

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By the early 1980s, significant

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improvements to personal computer game music were made possible with the introduction of digital FM synthesis sound. Yamaha began manufacturing FM synth boards for Japanese computers such as the NEC PC-8801 and PC-9801 in the early 1980s, and by the mid-1980s, the PC-8801 and FM-7 had built-in FM sound.

## **Chiptune - Wikipedia**

The sound introduced by Rock-Ola could be defined as an early version of the pinball knocker: a dashpot, much like a solenoid, drives a hammer to strike a plate three times.

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