Function:

```c
void beginCrescendo(double ramp);
void endCrescendo(void);
```

These functions are always used in pairs; in between the calls, the songlib output steadily increases or decreases in volume depending on the value of `ramp`. Values greater than one cause an increase in volume; `ramp` values less than one cause a decrease in volume. A ramp value of 2 eventually doubles the amplitude values over the span; a ramp value of 0.5 eventually halves the amplitude values over the span. Note: due to the non-linear nature of perceived volume, doubling (halving) amplitude values does not double (halve) the perceived volume.