

Math-c Documentation

Audio functions

`x = audiocapture([frequency numChannels bitsPerChannel], seconds);`

frequency, i.e. 44100, 22050, 8000

numChannels, supports 1 or 2

bitsPerChannel, supports 8 or 16

seconds, number of seconds, (25 sec. max)

returns

x -> an array of audio samples, for 2 channels, the real part is the left channel and the imaginary is the right channel.

`audioplay([frequency numChannels bitsPerChannel], x);`

frequency, i.e. 44100, 22050, 8000

numChannels, supports 1 or 2

bitsPerChannel, supports 8 or 16

x, the array of values(25 sec. max)

`audiosave([frequency numChannels bitsPerChannel],x,"audiofile.wav");`

frequency, i.e. 44100, 22050, 8000

numChannels, supports 1 or 2

bitsPerChannel, supports 8 or 16

x, the array of values(25 sec. max)

"audiofile.wav", filename, supports "wav" and "caf"

`[format x] = audioload("audiofile.wav");`

format, audio format used in the file

x, the array of values(25 sec. max)

"audiofile.wav", filename, supports "wav" and "caf"