

File Browser

bergel	.emacs.d	Squeak	Squeak 3.8.12beta1U.ap
Shared	.go	.DS_Store	Squeak3.9a-7022
.localized	.ssh	.localized	Squeak3.9a-7025
	.Trash	alexandre.rar	Squeak3.9a-7029
	aspectj1.5	apr06.pdf	Squeak3.9a-7032
	bin	AutomataViaMacros.pdf	.DS_Store
	CodeDeLaRoute	Backpack	.sources
	Desktop	backup.txt	CBJ.zip
	Documents	CS-98-34.ps.Z.ps	Scheme.cs
	iTunes	DAPD49.fdf	SqueakV3.sources
	Library	Desktop	

First 1000 characters:

'From Squeak3.0 of 4 February 2001 [latest update: #3414] on 4 February 2001 at 1:28:53 am'

SoundCodec subclass: #ADPCMCodec

```
instanceVariableNames: 'predicted index deltaSignMask deltaValueMask deltaValueHighBit
frameSizeMask currentByte bitPosition byteIndex encodedBytes samples rightSamples sampleIndex
bitsPerSample stepSizeTable indexTable '
```

```
classVariableNames: ''
```

```
poolDictionaries: ''
```

```
category: 'Sound-Synthesis'!
```

```
!ADPCMCodec commentStamp: '<historical>' prior: 0!
```

This is a simple ADPCM (adapative delta pulse code modulation) codec. This is a general audio codec that compresses speech, music, or sound effects equally well, and works at any sampling rate (i.e., it contains no frequency-sensitive filters). It compresses 16-bit sample data down to 5, 4, 3, or 2 bits per sample, with lower fidelity and increased noise at the lowest bit rates.

Although it does not deliver state-of-the-art compressions, the alorithm is small, simple, and