Module: sk_dsp_comm.pyaudio_helper.py	
Class: DSP_io_stream	**Inputs/Outputs**
Constructor( ):	(0) stream_callback (1) in_idx = 1 (2) out_idx = 4 (3) frame_length = 1024 (4) fs = 44100 Hz (5) Tcapture = 0 (6) sleep_time = 0.1 s
interactive_stream( ): (provides buttons)	(0) Tsec = 2 (1) numChan = 1
returns:	none, but ipywidget start/stop buttons
DSP_callback_tic( ):	None, but updates a time stamp attribute
returns:	none
DSP_callback_toc( ):	None, but updates a time stamp attribute
returns:	none
stream_stats( ):	None
returns:	Prints callback statistics
DSP_capture_add_ samples( ):	(0) Append a new frame of float signal samples to the attribute data_capture
returns:	none
cb_active_plot( ):	(0) Start time in ms (1) Stop time in ms (2) Line color (default 'b')
returns:	Timing plot showing time in callback
DSP_capture_add_ samples_stereo( ):	(0) Append a new frame of left float signal samples to the attribute data_capture_left (1) Append a new frame of right float signal samples to the attribute data_capture_right
returns:	none
get_LR( ):	(0) Packed float32 input frame
returns:	(0) Unpacked float32 left channel (1) Unpacked float32 right channel
pack_LR( ):	(0) Left output float32 frame (1) Right output float32 frame
returns:	(0) Packed float32 frame
Class: loop_audio	**Inputs/Outputs**
Constructor( ):	(0) Audio sample array to be looped (1) Offset into array (default 0)
get_samples( ):	(0) frame_length
Functions:	**Inputs/Outputs**
available_devices( ):	None
returns:	Prints available input and output audio devices along with their port indices