

# 1. 錄音與回放

預設以 **Speex** 做語音的編解碼，以下描述如何操作相關的函式

## 1.1 啟始

於系統開機時執行，做相關功能的初始化

```
AudioRecordInit();
```

## 1.2 結束

於系統關機時執行，用以釋放配置資源

```
AudioRecordExit();
```

## 1.3 開始錄音

將欲儲存的檔案路徑帶入參數，開始錄音

```
#define VOICEMEMO_PATH CFG_TEMP_DRIVE "/voicememo.svm"
char buf[PATH_MAX];
strcpy(buf, VOICEMEMO_PATH);
AudioRecordStartRecord(buf);
```

## 1.4 結束錄音

停止並結束錄音，完成錄音檔案儲存動作

```
AudioRecordStopRecord();
```

## 1.5 開始回放

將欲回放的檔案路徑帶入參數，開始回放錄音

```
#define VOICEMEMO_PATH CFG_TEMP_DRIVE "/voicememo.svm"
char buf[PATH_MAX];
strcpy(buf, VOICEMEMO_PATH);
AudioRecordStartPlay(buf);
```

## 1.6 結束回放

停止並結束回放

```
AudioRecordStopPlay();
```

## 1.7 取得錄音時間長度

將錄音檔案路徑帶入參數，函式會回傳該錄音檔案的時間長度，單位以秒計

```
#define VOICEMEMO_PATH CFG_TEMP_DRIVE "/voicememo.svm"
char buf[PATH_MAX];
int duration;
```

```
strcpy(buf, VOICEMEMO_PATH);  
duration = AudioRecordGetTimeLength(buf);
```