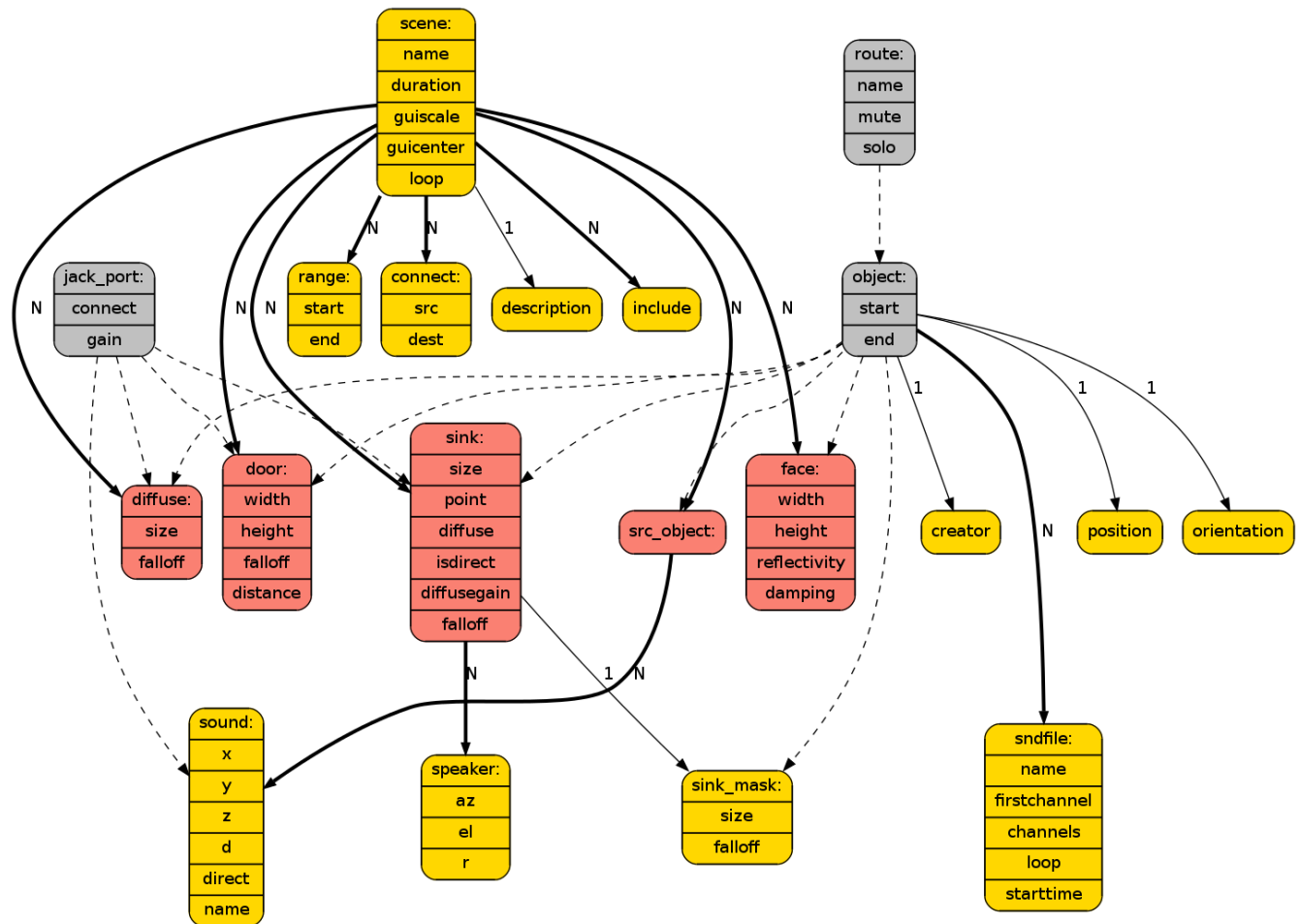


Specification of TASCAR file format

TASCAR is a toolbox for acoustic scene creation and rendering. Acoustic scenes are stored in a scene definition file in XML format together with a list of sound files. Scenes can be defined either manually or with the help of scene creation tools (e.g., GPS track manipulation and conversion tools, blender 3D authoring tool).



yellow nodes: XML nodes

gray nodes: parent nodes; attributes available in all derived nodes

scene

Attributes:

name	Name of scene
duration	Duration of scene in seconds
guiscale	Display scaling in meter
guicenter	Display center (x, y, z) in meter
loop	Loop scene (true false)

src_object

Attributes:

name	Name of a source object
mute	Mute object (true false)
solo	Solo object (true false)
start	Render activity start time in seconds
end	Render activity end time in seconds

sink

Attributes:

name, mute, solo, start, end	(see above)
connect	Connection to jack port
gain	Gain of jack port in dB
size	Size of box in which no distance-rule is applied (x,y,z in m)
point	Render point sources (true false)
diffuse	Render diffuse sources (true false)
isdirect	Render direct sources (true false)
diffusegain	Gain applied to diffuse sources in dB
falloff	Length of Hanning ramp in m, or -1 for normal distance model

diffuse

name, mute, solo, start, end	(see above)
connect	Jack connection of port
gain	Gain of jack port in dB
size	Size of box in which the diffuse source is audible
falloff	Length of Hanning ramp outside of box in m

face

name, mute, solo, start, end	(see above)
width	Width of rectangular reflector in m
height	Height of rectangular reflector in m
reflectivity	
damping	

door

name, mute, solo, start, end	(see above)
connect	Jack connection of port
gain	Gain of jack port in dB
width	Width in m
height	Height in m
falloff	Length of Hanning ramp when passing the door
distance	Distance of virtual summed source in m

sound

connect	Jack connection
gain	Gain of jack port in dB
x,y,z	Relative position to object
d	Distance from object along motion path
direct	treat sound as direct sound (true) or mirrored sound (false)
name	Name of sound

sndfile

name	Sound file name (can be any libsndfile supported file type)
firstchannel	First channel in sound file to be used
channels	Number of channels to be used
loop	Loop count, or 0 to loop infinitely
starttime	