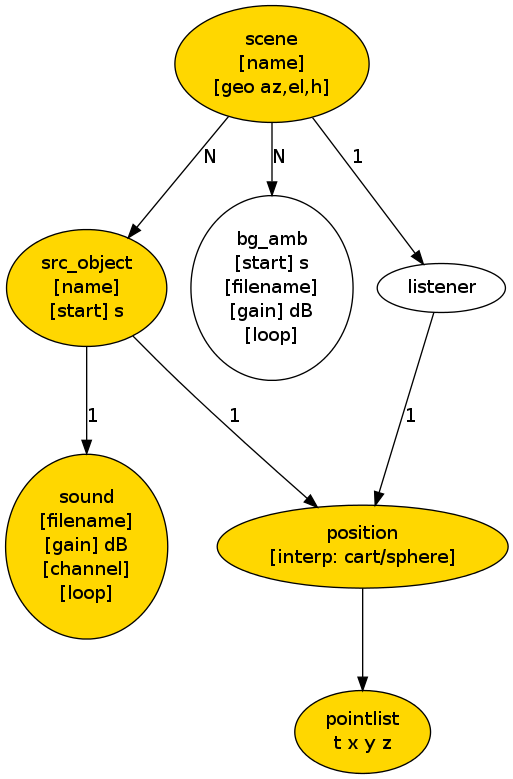
# Specification of TASCAR file format



yellow nodes: core definition (available in all clients)

white nodes: renderer specific or optional

## List of elements:

Given attribute values are default values.

<scene name=”” lat=”53.155473” lon=”8.167249” elev=”10”>...</scene>

Defines a scene.

Attributes:

* name: provide a scene name
* lat: latitude of scene center
* lon: longitude of scene center
* elev: elevation above sea level in meter

Allowed sub-nodes:

* src\_object
* bg\_amb
* listener

<src\_object name=”” start=”0”>...</pointsource>

Define a point source. Multiple point sources are allowed.

Attributes:

* name: name of point source
* start: start time in seconds of audio/position data

Allowed sub-nodes:

* sound
* position

<sound filename=”” gain=”0” channel=”0” loop=”1”/>

Use a sound file as input for a parent point source.

Attributes:

* filename: name of sound file.
* gain: amplification in dB
* channel: file channel number (zero-based)
* loop: loop count, zero = infinitely (beginning at start time)

<position interp=”cart”>...</position>

Defines the position of a parent point source. Start time of point source is added to position sample time. Between two samples linear interpolation (either cartesian or spherical; spherical interpolation is relative to scene center) is applied. No extrapolation is applied.

Attributes:

* interp: interpolation type; “cart” means cartesian interpolation of the position between two samples, “sphere” means spherical interpolation. Interpolation is linear.

Content of the position tag is a space separated list of coordinates, one sample per line (pointlist).

<bg\_amb start=”0” filename=”” gain=”0” loop=”1”/>

Background sound in first order Ambisonics format

Attributes:

* start: start time of sound file
* filename: name of sound file
* gain: amplification in dB
* loop: loop count, zero = infinitely (beginning at start time)

<listener>...</listener>

Listener position. Default position is the scene origin. The orientation is tangential to the listener track, or parallel to the x-axis if only a single position sample is provided (i.e., src\_objects with x > 0, y=0, z=0 are exactly in front of the listener).

Sub-nodes is a position (see above).