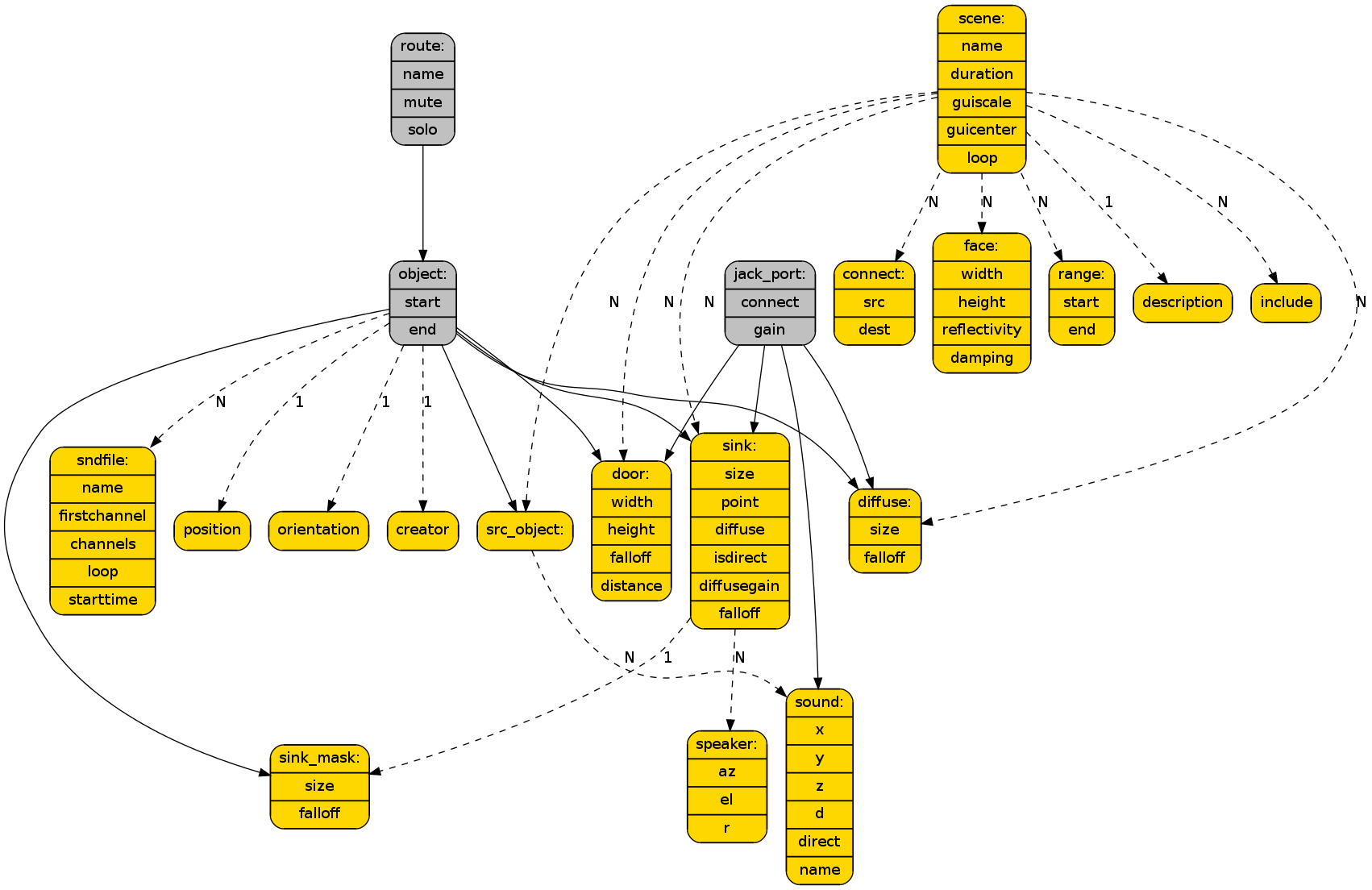
# Specification of TASCAR file format

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 Name of sink

mute Mute sink (true|false)

solo Solo sink (true|false)

start Render activity start time in seconds

end Render activity end time in seconds

size

point

diffuse

isdirect

diffusegain

falloff