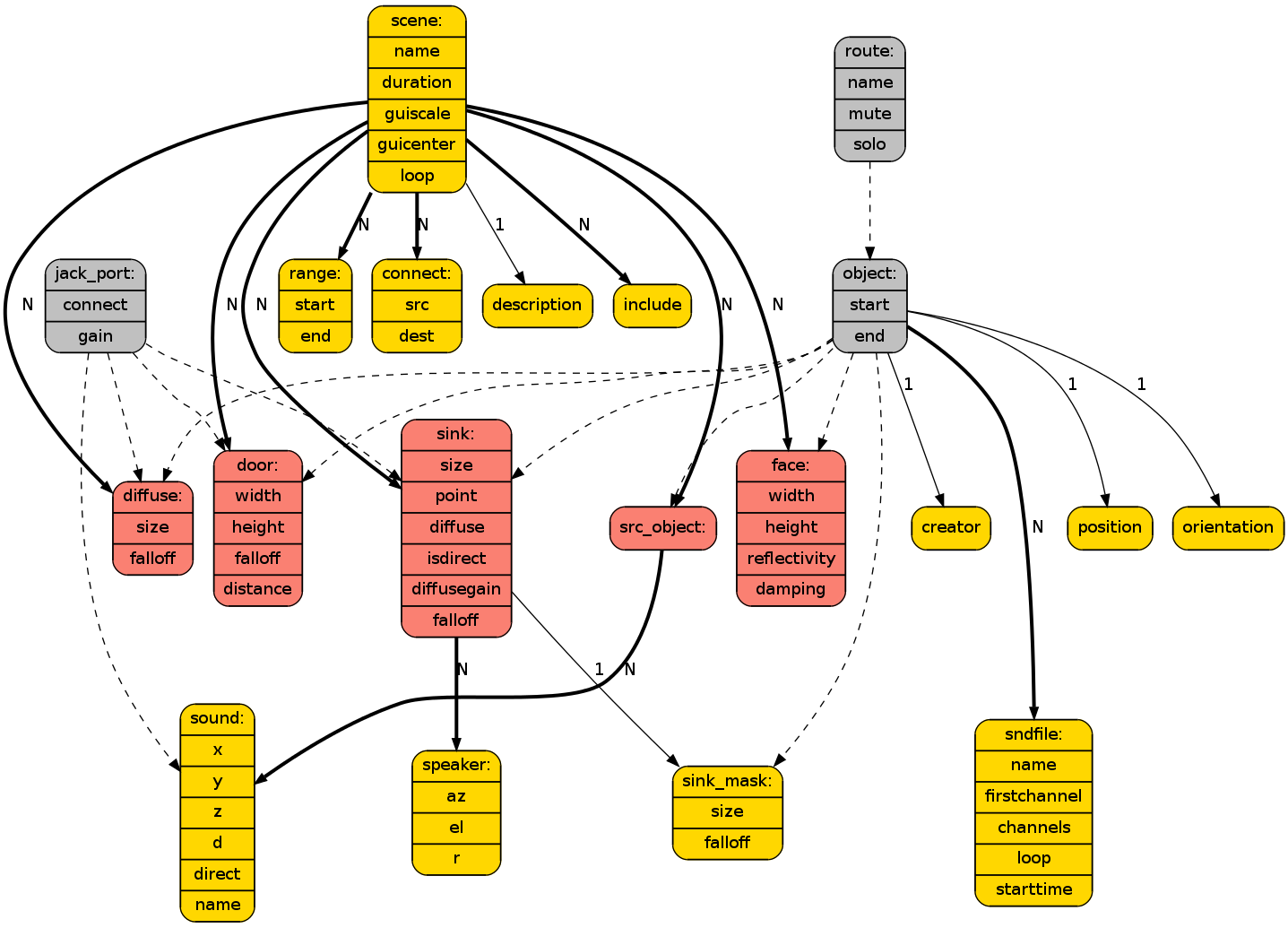
# Specification of TASCAR file format

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