

Callback functions in Pyaudio

In the callback method, we do not call `stream.read()` or `stream.write()`. See the *stream_callback* in the Pyaudio documentation:

<http://people.csail.mit.edu/hubert/pyaudio/docs/>

stream_callback

Specifies a callback function for non-blocking (callback) operation. If no callback function is specified, then blocking operation is used (i.e., `stream.read()` and `stream.write()` for reading input and writing output to/from audio stream).

To use non-blocking operation, specify a callback function as follows:

```
callback(in_data,      # recorded data if input=True; else None
         frame_count,  # number of frames
         time_info,    # dictionary
         status_flags) # PaCallbackFlags
```

The callback function must return a tuple: (out_data, flag)

Demo programs

```
demo_01_play_wavefile.py
demo_02_simple_wire.py
demo_03_simple_wire_gain.py
demo_04_record_wavefile.py
demo_05_record_and_play.py
demo_06_record_and_play_ver2.py
demo_07_record_and_play_vibrato.py
```