Checks if a specific sound input format is supported. This is useful because it is often the case that more sound input formats are supported than are reported via the V_SoundInSampSize and W_SoundInRates outputs.

V_Flag is set to 0 if the specified format is supported by the input device or to a non-zero error code otherwise.

The format keyword was added in Igor Pro 9.00.

intOrFloat is a keyword (unquoted), either int or float.

channels is 1 for mono, 2 for stereo. Additional channels may also work with some sound hardware.

bits may be any value between 8 and 64, though 8, 16, 24, and 32 are most likely to be supported by the operating system. CD audio samples use 16 bits.

frequency is the sampling rate in Hertz, with a minimum of 4800. CD audio is sampled at 44100 Hz. A practical upper limit is 192000.

Outputs

V_Flag	Set to 0 if the device is available or to a non-zero error code.
	Also, if you use the format keyword and the specified format is not supported then V_Flag is set to a non-zero error code.
	If V_Flag is non-zero then none of the following outputs are valid.
S_SoundInName	String with name of device.
V_SoundInAGC	Automatic gain control on or off (1 or 0). This is an optional item and if the current device does not support AGC then V_SoundInAGC will be set to -1.
V_SoundInChansAv	Available number of channels (e.g., 1 for mono, 2 for stereo).
V_SoundInGain	Current input gain. Ranges from 0 (lowest) to 1. This is an optional item and if the current device does not support gain then V_SoundInGain will be set to -1.
V_SoundInSampSize	Bits set depending on number of bits available in a sample.
	Bit 0: Set if 8-bit integer is supported.
	Bit 1: Set if 16-bit integer is supported.
	Bit 2: Set if 32-bit integer is supported.
	Bit 3: Set if 32-bit floating point is supported (range is -1 to 1).
	Bit 4: Set if 64-bit floating point is supported (range is -1 to 1).
W_SoundInRates	Wave containing sample rate information: If point 0 contains 0 then points 1 and 2 contain the lower and upper limits of a continuous range; otherwise point 0 contains the number of discrete rates which follow in the wave. The usual rates are 44100 Hz and 4800 Hz.

See Also
SoundInSet, **SoundInRecord**, **SoundInStartChart**

SoundInStopChart

SoundInStopChart [**/Z**]

The SoundInStopChart operation stops audio data acquisition started by SoundInStartChart.

Flags

/Z	Errors are not fatal. V_flag is set to zero if no error, else nonzero if error.

Details

SoundInStopChart requires a computer equipped with sound input hardware.