

SoundInStartChart

Windows: SoundInSet attempts to adjust the master gain of the sound input device but not all sound cards have a master gain. If V_SoundInGain from the SoundInStatus command returns -1, you will have to use your sound card software to adjust the input gain for the particular input source you are using. On some cards there are separate line-in and microphone-in sources.

Flags

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

Details

SoundInSet requires a computer with sound inputs. Several sample experiments using sound inputs are in your Igor Pro Folder in the Examples folder.

See Also

The **SoundInRecord**, **SoundInStartChart**, and **SoundInStatus** operations.

SoundInStartChart

SoundInStartChart [/Z] *bufferSize* , *destFIFOname*

The SoundInStartChart operation starts audio data acquisition into the given FIFO.

Parameters

bufferSize is the number of bytes to allocate for the interrupt time buffer which then feeds into the given Igor named FIFO *destFIFOname*. The FIFO must be set up with the correct number of channels and number type - use **SoundInStatus** to find legal values. The sample rate is read from the FIFO also, so that also needs to be correct.

Flags

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

Details

SoundInStartChart requires a computer with sound inputs. Several sample experiments using sound inputs are in your Igor Pro Folder in the Examples folder.

On systems where 32-bit floating point data is supported, you can use NewFIFOChan with no flags and a range of -1 to 1.

See Also

The **SoundInRecord**, **SoundInSet**, **SoundInStatus** and **SoundInStopChart** operations, and **FIFOs and Charts** on page IV-313.

SoundInStatus

SoundInStatus [format={*intOrFloat*,*channels*,*bits*,*frequency*}]

The SoundInStatus operation creates and sets a set of variables and strings with information about the current sound input device.

Keywords

format={*intOrFloat*, *channels*, *bits*, *frequency*}