Contents

VERSION HISTORY

Version	Date	Description
V1.0.0	2015/04/23	First Version

Introduction

This document describes how to use the static library, libAudio32Decoder.so and libAudio32Encoder.so, to build a Audio32 16K encode/decode app based on android developer sample code.

How to use the library?

Below is just a rough call flow to show how components work, please refer to the sample code for detail usage.

- Import Library

Add library into your project (/lib/armeabi)

- Import library API

Add Audio32Decoder.java and Audio32Encoder.java to package com.android.AudioCodec

Reference

com.android.AudioCodec.Audio32Decoder.init()

Prototype: void int(short sample_rate, short bit_rate, short in_size, short out_size)

Parameters:

short sample_rate : Audio sample rate
short bit_rate : Audio bit rate
short in_size : Retention, The default input 0
short out_size : Retention, The default input 0

Returned Value:

none

Description:

To initial audio32 decoder lib.

Notes:

Example:

```
short sample_rate = 16000;
short bit_rate = 16000;
short in_size = 0;
short out_size = 0;
com.android.AudioCodec.Audio32Decoder.init(sample_rate, bit_rate, in_size, out_size);
…
```

com.android.AudioCodec.Audio32Decoder. decode()

Prototype: short[] decode(short[] input);

Parameters:

short[] input : input data

Returned Value:

Return audio32 decode data

Description:

Audio32 decode.

Notes:

input buffer size is 20 (short).

output buffer size is 320 (short).

Example:

```
// Audio32 16K Decode
short[] output = new short[320];
output = com.android.AudioCodec.Audio32Decoder.decode(input);
// input buffer size is 20 (short).
```

com.android.AudioCodec.Audio32Encoder.init ()

Prototype: void int(short sample_rate, short bit_rate, short in_size, short out_size)

Parameters:

short sample_rate : Audio sample rate
short bit_rate : Audio bit rate
short in_size : Retention, The default input 0
short out_size : Retention, The default input 0

Returned Value:

none

Description:

To initial audio32 encoder lib.

Notes:

Example:

```
short sample_rate = 16000;
short bit_rate = 16000;
short in_size = 0;
short out_size = 0;
com.android.AudioCodec.Audio32Encoder.init(sample_rate, bit_rate, in_size, out_size);
```

com.android.AudioCodec.Audio32Encoder.encode()

Prototype: short[] encode(short[] input);

Parameters:

short[] input : input data

Returned Value:

Return audio32 encode data

Description:

Audio32 encode.

Notes:

input buffer size is 320 (short).

output buffer size is 20 (short).

Example:

```
// Audio32 16K Encode
short[] output = new short[20];
output = com.android.AudioCodec.Audio32Encoder.encode(input);
// input buffer size is 320 (short).
```