Photon Voice

v2.20

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Chapter 1

Main Page

Photon Voice 2 has three key classes:

- Photon.Voice.Unity.VoiceConnection (extends `Photon.Realtime.LoadBalancingClient`)
- Photon.Voice.Unity.Recorder
- Photon.Voice.Unity.Speaker

If you also use the integration with PUN 2, we added two components for ease-of-use and more convenience:

- Photon.Voice.PUN.PhotonVoiceNetwork
- Photon.Voice.PUN.PhotonVoiceView

Photon Voice 2 also comes with a WebRTC based DSP (Photon.Voice.Unity.WebRtcAudioDsp using Photon.Voice.WebRTCAudioProcessor).

Read more in the official documentation `here`.
You can download Photon Voice 2 `here`.

Chapter 2

Namespace Documentation

2.1 Photon Namespace Reference

2.2 Photon.Voice Namespace Reference

Classes

- class AudioDesc
- class AudioInChangeNotifier
- class AudioInEnumerator

  Enumerates microphones available on device.
- class AudioSyncBuffer
- class AudioUtil

  Collection of Audio Utility functions and classes.
- class BufferReaderPushAdapter

  Simple BufferReaderPushAdapterBase implementation using a single buffer, using synchronous LocalVoice.PushData
- class BufferReaderPushAdapterAsyncPool

  BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync.
- class BufferReaderPushAdapterAsyncPoolCopy

  BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync and data copy.
- class BufferReaderPushAdapterAsyncPoolFloatToShort

  BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync, converting float samples to short.
- class BufferReaderPushAdapterAsyncPoolShortToFloat

  BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync, converting short samples to float.
- class BufferReaderPushAdapterBase

  Adapter base class to move data by reading from IDataReader.Read and pushing to LocalVoice.
- class FactoryPrimitiveArrayPool

  PrimitiveArrayPool<T> as wrapped in object factory interface.
- class FactoryReusableArray

  Array factory returnig the same array instance as long as it requested with the same array length. If length changes, new array instance created.
- class FrameOut
- class Framer

Utility class to re-frame audio packets.

- interface IAudioDesc

  Audio Source interface.
- interface IAudioOut
- interface IAudioPusher

  Audio Pusher interface.
- interface IAudioReader

  Audio Reader interface.
- interface IDataReader

  Interface for pulling data, in case this is more appropriate than pushing it.
- interface IDecoder

  Generic decoder interface.
- interface IDecoderQueuedOutputImageNative
- interface IEncoder

  Generic encoder interface.
- interface IEncoderDirect

  Interface for an encoder which consumes input data via explicit call.
- interface ILocalVoiceAudio

  Interface for an outgoing audio stream.
- interface ILogger
- class ImageBufferInfo
- class ImageBufferNative
- class ImageBufferNativeAlloc
- class ImageBufferNativeGCHandleSinglePlane
- class ImageBufferNativePool
- struct ImageInputBuf
- struct ImageOutputBuf
- interface IProcessor

  Audio Processor interface.
- interface IServiceable

  Interface for classes that want their Service() function to be called regularly in the context of a LocalVoice.
- interface IVoiceTransport
- class LoadBalancingFrontend
- class LoadBalancingTransport

  Extends LoadBalancingClient with audio streaming functionality.
- class LoadBalancingTransport2

  Variant of LoadBalancingTransport. Aims to be non-alloc at the cost of breaking compatibility with older clients.
- class LocalVoice

  Represents outgoing data stream.
- class LocalVoiceAudio

  Outgoing audio stream.
- class LocalVoiceAudioDummy

  Dummy LocalVoiceAudio
- class LocalVoiceAudioFloat

  Specialization of LocalVoiceAudio for float audio
- class LocalVoiceAudioShort

  Specialization of LocalVoiceAudio for short audio
- class LocalVoiceFramed

  Typed re-framing LocalVoice
- class LocalVoiceFramedBase

  Typed re-framing LocalVoice
- interface ObjectFactory

Uniform interface to ObjectPool<TType, TInfo> and single reusable object.

- class ObjectPool

  Generic Pool to re-use objects of a certain type (TType) that optionally match a certain property or set of properties (TInfo).
- class OpusCodec
- class **PhotonTransportProtocol**
- class PrimitiveArrayPool

  Pool of Arrays with components of type T, with ObjectPool info being the array's size.
- class RawCodec
- class **RemoteVoice**
- class RemoteVoiceInfo

  Information about a remote voice (incoming stream).
- struct RemoteVoiceOptions

  Event Actions and other options for a remote voice (incoming stream).
- class **SpacingProfile**
- class UnsupportedCodecException

  Exception thrown if an unsupported codec is encountered.
- class UnsupportedSampleTypeException

  Exception thrown if an unsupported audio sample type is encountered.
- class VoiceClient

  Voice client interact with other clients on network via IVoiceTransport.
- class VoiceEvent
- struct VoiceInfo

  Describes stream properties.
- class WebRTCAudioLib
- class WebRTCAudioProcessor

Enumerations

- enum AudioSampleType

  The type of samples used for audio processing.
- enum **FrameFlags** : byte
- enum Codec

  Enum for Media Codecs supported by PhotonVoice.
- enum **ImageFormat**
- enum **Rotation**
- enum **Flip**

2.2.1 Enumeration Type Documentation

2.2.1.1 AudioSampleType

`enum AudioSampleType [strong]`

The type of samples used for audio processing.

2.2.1.2 Codec

`enum Codec [strong]`

Enum for Media Codecs supported by PhotonVoice.

Transmitted in VoiceInfo. Do not change the values of this Enum!

Enumerator

AudioOpus	OPUS audio

2.3 Photon.Voice.IOS Namespace Reference

Classes

- struct AudioSessionParameters
- class AudioSessionParametersPresets

Enumerations

- enum AudioSessionCategory
- enum AudioSessionMode
- enum AudioSessionCategoryOption

2.3.1 Enumeration Type Documentation

2.3.1.1 AudioSessionCategory

```
enum AudioSessionCategory  [strong]
```

Enumerator

Ambient	Use this category for background sounds such as rain, car engine noise, etc. Mixes with other music. API_AVAILABLE(ios(3.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
SoloAmbient	Use this category for background sounds. Other music will stop playing. API_AVAILABLE(ios(3.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
Playback	Use this category for music tracks. API_AVAILABLE(ios(3.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
Record	Use this category when recording audio. API_AVAILABLE(ios(3.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
PlayAndRecord	Use this category when recording and playing back audio. API_AVAILABLE(ios(3.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
AudioProcessing	Use this category when using a hardware codec or signal processor while not playing or recording audio. API_DEPRECATED("No longer supported", ios(3.0, 10.0)) API_UNAVAILABLE(watchos, tvos) API_UNAVAILABLE(macos);

Enumerator

MultiRoute	Use this category to customize the usage of available audio accessories and built-in audio hardware. For example, this category provides an application with the ability to use an available USB output and headphone output simultaneously for separate, distinct streams of audio data. Use of this category by an application requires a more detailed knowledge of, and interaction with, the capabilities of the available audio routes. May be used for input, output, or both. Note that not all output types and output combinations are eligible for multi-route. Input is limited to the last-in input port. Eligible inputs consist of the following: AVAudioSessionPortUSBAudio, AVAudioSessionPortHeadsetMic, and AVAudioSessionPortBuiltInMic. Eligible outputs consist of the following: AVAudioSessionPortUSBAudio, AVAudioSessionPortLineOut, AVAudioSessionPortHeadphones, AVAudioSessionPortHDMI, and AVAudioSessionPortBuiltInSpeaker. Note that AVAudioSessionPortBuiltInSpeaker is only allowed to be used when there are no other eligible outputs connected. API_AVAILABLE(ios(6.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);

2.3.1.2 AudioSessionCategoryOption

```
enum AudioSessionCategoryOption  [strong]
```

Enumerator

MixWithOthers	This allows an application to set whether or not other active audio apps will be interrupted or mixed with when your app's audio session goes active. The typical cases are: (1) AVAudioSessionCategoryPlayAndRecord or AVAudioSessionCategoryMultiRoute this will default to false, but can be set to true. This would allow other applications to play in the background while an app had both audio input and output enabled (2) AVAudioSessionCategoryPlayback this will default to false, but can be set to true. This would allow other applications to play in the background, but an app will still be able to play regardless of the setting of the ringer switch (3) Other categories this defaults to false and cannot be changed (that is, the mix with others setting of these categories cannot be overridden. An application must be prepared for setting this property to fail as behaviour may change in future releases. If an application changes their category, they should reassert the option (it is not sticky across category changes). MixWithOthers is only valid with AVAudioSessionCategoryPlayAndRecord, AVAudioSessionCategoryPlayback, and AVAudioSessionCategoryMultiRoute
DuckOthers	This allows an application to set whether or not other active audio apps will be ducked when when your app's audio session goes active. An example of this is the Nike app, which provides periodic updates to its user (it reduces the volume of any music currently being played while it provides its status). This defaults to off. Note that the other audio will be ducked for as long as the current session is active. You will need to deactivate your audio session when you want full volume playback of the other audio. If your category is AVAudioSessionCategoryPlayback, AVAudioSessionCategoryPlayAndRecord, or AVAudioSessionCategoryMultiRoute, by default the audio session will be non-mixable and non-ducking. Setting this option will also make your category mixable with others (AVAudioSessionCategoryOptionMixWithOthers will be set). DuckOthers is only valid with AVAudioSessionCategoryAmbient, AVAudioSessionCategoryPlayAndRecord, AVAudioSessionCategoryPlayback, and AVAudioSessionCategoryMultiRoute

Enumerator

AllowBluetooth	This allows an application to change the default behaviour of some audio session categories with regards to showing bluetooth Hands-Free Profile (HFP) devices as available routes. The current category behavior is: (1) AVAudioSessionCategoryPlayAndRecord this will default to false, but can be set to true. This will allow a paired bluetooth HFP device to show up as an available route for input, while playing through the category-appropriate output (2) AVAudioSessionCategoryRecord this will default to false, but can be set to true. This will allow a paired bluetooth HFP device to show up as an available route for input (3) Other categories this defaults to false and cannot be changed (that is, enabling bluetooth for input in these categories is not allowed) An application must be prepared for setting this option to fail as behaviour may change in future releases. If an application changes their category or mode, they should reassert the override (it is not sticky across category and mode changes). AllowBluetooth is only valid with AVAudioSessionCategoryRecord and AVAudioSessionCategoryPlayAndRecord
DefaultToSpeaker	This allows an application to change the default behaviour of some audio session categories with regards to the audio route. The current category behavior is: (1) AVAudioSessionCategoryPlayAndRecord category this will default to false, but can be set to true. this will route to Speaker (instead of Receiver) when no other audio route is connected. (2) Other categories this defaults to false and cannot be changed (that is, the default to speaker setting of these categories cannot be overridden An application must be prepared for setting this property to fail as behaviour may change in future releases. If an application changes their category, they should reassert the override (it is not sticky across category and mode changes). DefaultToSpeaker is only valid with AVAudioSessionCategoryPlayAndRecord

2.3.1.3 AudioSessionMode

```
enum AudioSessionMode  [strong]
```

Enumerator

Default	Modes modify the audio category in order to introduce behavior that is tailored to the specific use of audio within an application. Available in iOS 5.0 and greater. The default mode API_AVAILABLE(ios(5.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
VoiceChat	Only valid with AVAudioSessionCategoryPlayAndRecord. Appropriate for Voice over IP (VoIP) applications. Reduces the number of allowable audio routes to be only those that are appropriate for VoIP applications and may engage appropriate system-supplied signal processing. Has the side effect of setting AVAudioSessionCategoryOptionAllowBluetooth API_AVAILABLE(ios(5.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
VideoRecording	Only valid with AVAudioSessionCategoryPlayAndRecord or AVAudioSessionCategoryRecord. Modifies the audio routing options and may engage appropriate system-supplied signal processing. API_AVAILABLE(ios(5.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
Measurement	Appropriate for applications that wish to minimize the effect of system-supplied signal processing for input and/or output audio signals. API_AVAILABLE(ios(5.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);
MoviePlayback	Engages appropriate output signal processing for movie playback scenarios. Currently only applied during playback over built-in speaker. API_AVAILABLE(ios(6.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);

Enumerator

VideoChat	Only valid with kAudioSessionCategory_PlayAndRecord. Reduces the number of allowable audio routes to be only those that are appropriate for video chat applications. May engage appropriate system-supplied signal processing. Has the side effect of setting AVAudioSessionCategoryOptionAllowBluetooth and AVAudioSessionCategoryOptionDefaultToSpeaker. API_AVAILABLE(ios(7.0), watchos(2.0), tvos(9.0)) API_UNAVAILABLE(macos);

2.4 Photon.Voice.PUN Namespace Reference

Classes

- class PhotonVoiceNetwork

  This class can be used to automatically sync client states between PUN and Voice. It also sets a custom PUN Speaker factory to find the Speaker component for a character's voice. For this to work attach a PhotonVoiceView next to the PhotonView of your player's prefab.
- class PhotonVoiceView

  Component that should be attached to a networked PUN prefab that has PhotonView. It will bind remote Recorder with local Speaker of the same networked prefab. This component makes automatic voice stream routing easy for players' characters/avatars.

2.5 Photon.Voice.Unity Namespace Reference

Classes

- class AudioClipWrapper
- class AudioOutCapture
- interface ILoggable
- interface ILoggableDependent
- class IOSAudioForceToSpeaker
- class Logger
- class MicWrapper
- class MicWrapperPusher
- class NativeAndroidMicrophoneSettings
- class PhotonVoiceCreatedParams
- class Recorder

  Component representing outgoing audio stream in scene.
- class RemoteVoiceLink
- class Speaker

  Component representing remote audio stream in local scene.
- class UnityAndroidAudioInAEC
- class UnityAudioOut
- class UnityMicrophone

  A wrapper around UnityEngine.Microphone to be able to safely use Microphone and compile for WebGL.
- class VoiceComponent
- class VoiceConnection

  Component that represents a client voice connection to Photon Servers.
- class VoiceLogger
- class WebRtcAudioDsp

2.6 Photon.Voice.Unity.UtilityScripts Namespace Reference

Classes

- class ConnectAndJoin
- class MicAmplifier
- class MicAmplifierFloat
- class MicAmplifierShort
- class PhotonVoiceLagSimulationGui
- class PhotonVoiceStatsGui

  Basic GUI to show traffic and health statistics of the connection to Photon, toggled by shift+tab.
- class TestTone
- class ToneAudioReader

2.7 POpusCodec Namespace Reference

Classes

- class OpusDecoder
- class OpusEncoder
- class OpusException
- class OpusLib
- class **Wrapper**

2.8 POpusCodec.Enums Namespace Reference

Enumerations

- enum Bandwidth : int
- enum Channels : int
- enum **Complexity** : int
- enum Delay

  Using a duration of less than 10 ms will prevent the encoder from using the LPC or hybrid modes.
- enum **ForceChannels** : int
- enum OpusApplicationType : int
- enum **OpusStatusCode** : int
- enum **SamplingRate** : int
- enum SignalHint : int

2.8.1 Enumeration Type Documentation

2.8.1.1 Bandwidth

```
enum Bandwidth :  int  [strong]
```

Enumerator

Narrowband	Up to 4Khz
Mediumband	Up to 6Khz
Wideband	Up to 8Khz
SuperWideband	Up to 12Khz
Fullband	Up to 20Khz (High Definition)

2.8.1.2 Channels

```
enum Channels :  int  [strong]
```

Enumerator

Mono	1 Channel
Stereo	2 Channels

2.8.1.3 Delay

```
enum Delay  [strong]
```

Using a duration of less than 10 ms will prevent the encoder from using the LPC or hybrid modes.

Enumerator

Delay2dot5ms	2.5ms
Delay5ms	5ms
Delay10ms	10ms
Delay20ms	20ms
Delay40ms	40ms
Delay60ms	60ms

2.8.1.4 OpusApplicationType

```
enum OpusApplicationType :  int  [strong]
```

Enumerator

Voip	Gives best quality at a given bitrate for voice signals. It enhances the input signal by high-pass filtering and emphasizing formants and harmonics. Optionally it includes in-band forward error correction to protect against packet loss. Use this mode for typical VoIP applications. Because of the enhancement, even at high bitrates the output may sound different from the input.
Audio	Gives best quality at a given bitrate for most non-voice signals like music. Use this mode for music and mixed (music/voice) content, broadcast, and applications requiring less than 15 ms of coding delay.
RestrictedLowDelay	Configures low-delay mode that disables the speech-optimized mode in exchange for slightly reduced delay.

2.8.1.5 SignalHint

```
enum SignalHint : int [strong]
```

Enumerator

Auto	(default)
Voice	Bias thresholds towards choosing LPC or Hybrid modes
Music	Bias thresholds towards choosing MDCT modes.

Chapter 3

Class Documentation

3.1 AudioClipWrapper Class Reference

Inherits IAudioReader< float >.

Public Member Functions

- **AudioClipWrapper** (AudioClip audioClip)
- bool **Read** (float[ ] buffer)
- void **Dispose** ()

Properties

- bool **Loop** `[get, set]`
- int **SamplingRate** `[get]`
- int **Channels** `[get]`
- string **Error** `[get]`

3.2 AudioDesc Class Reference

Inherits IAudioDesc.

Public Member Functions

- **AudioDesc** (int samplingRate, int channels, string error)
- void **Dispose** ()

Properties

- int **SamplingRate** `[get]`
- int **Channels** `[get]`
- string **Error** `[get]`

3.3 AudioInChangeNotifier Class Reference

Inherits IDisposable.

Public Member Functions

- **AudioInChangeNotifier** (Action callback, ILogger logger)
- void **Dispose** ()

Public Attributes

- readonly bool **IsSupported** = false

Properties

- string **Error** `[get]`

3.4 AudioInEnumerator Class Reference

Enumerates microphones available on device.

Inherits IDisposable.

Public Member Functions

- **AudioInEnumerator** (ILogger logger)
- void **Refresh** ()
- string **NameAtIndex** (int i)
- int **IDAtIndex** (int i)
- bool **IDIsValid** (int id)
- void **Dispose** ()

Public Attributes

- readonly bool **IsSupported** = false

Properties

- string **Error** `[get]`
- int **Count** `[get]`

3.4.1 Detailed Description

Enumerates microphones available on device.

3.5 AudioOutCapture Class Reference

Inherits MonoBehaviour.

Events

- Action< float[ ], int > **OnAudioFrame**

3.6 AudioSessionParameters Struct Reference

Public Member Functions

- int **CategoryOptionsToInt** ()
- override string **ToString** ()

Public Attributes

- AudioSessionCategory **Category**
- AudioSessionMode **Mode**
- AudioSessionCategoryOption[ ] **CategoryOptions**

3.7 AudioSessionParametersPresets Class Reference

Static Public Attributes

- static AudioSessionParameters **Game**
- static AudioSessionParameters **VoIP**

3.7.1 Member Data Documentation

3.7.1.1 Game

```
AudioSessionParameters Game  [static]
```

Initial value:

```
= new AudioSessionParameters()
        {
            Category = AudioSessionCategory.PlayAndRecord,
            Mode = AudioSessionMode.Default,
            CategoryOptions = new AudioSessionCategoryOption[] {
       AudioSessionCategoryOption.DefaultToSpeaker, AudioSessionCategoryOption.AllowBluetooth }
        }
```

3.7.1.2 VoIP

```
AudioSessionParameters VoIP  [static]
```

Initial value:

```
= new AudioSessionParameters()
        {
            Category = AudioSessionCategory.PlayAndRecord,
            Mode = AudioSessionMode.VoiceChat,


            CategoryOptions = new AudioSessionCategoryOption[] { AudioSessionCategoryOption.AllowBluetooth }
        }
```

3.8 AudioSyncBuffer< T > Class Template Reference

Inherits IAudioOut< T >.

Public Member Functions

- **AudioSyncBuffer** (ILogger logger, string logPrefix, bool debugInfo)
- void **Start** (int sampleRate, int channels, int frameSamples, int playDelayMs)
- void **Service** ()
- void **Read** (T[ ] outBuf, int outChannels, int outSampleRate)
- void **Push** (T[ ] frame)
- void **Flush** ()
- void **Stop** ()

Static Public Attributes

- const int **FRAME_POOL_CAPACITY** = 50

Properties

- int **Lag** `[get]`
- bool **IsPlaying** `[get]`

3.9 AudioUtil Class Reference

Collection of Audio Utility functions and classes.

Classes

- interface ILevelMeter

  Audio Level Metering interface.
- interface IVoiceDetector

  Voice Activity Detector interface.
- class LevelMeter

  Audio Level Meter.
- class LevelMeterDummy

  Dummy Audio Level Meter that doesn't actually do anything.
- class LevelMeterFloat

  LevelMeter specialization for float audio.
- class LevelMeterShort

  LevelMeter specialization for short audio.
- class Resampler

  Sample-rate conversion Audio Processor.
- class ToneAudioPusher

  IAudioPusher that provides a constant tone signal.
- class ToneAudioReader

  IAudioReader that provides a constant tone signal.
- class VoiceDetector

  Simple voice activity detector triggered by signal level.
- class VoiceDetectorCalibration

  Calibration Utility for Voice Detector
- class VoiceDetectorDummy

  Dummy VoiceDetector that doesn't actually do anything.
- class VoiceDetectorFloat

  VoiceDetector specialization for float audio.
- class VoiceDetectorShort

  VoiceDetector specialization for float audio.
- class VoiceLevelDetectCalibrate

  Utility Audio Processor Voice Detection Calibration.

Static Public Member Functions

- static void Resample< T > (T[ ] src, T[ ] dst, int dstCount, int channels)

  Resample audio data so that the complete src buffer fits into dstCount samples in the dst buffer.
- static void **Resample**< **T** > (T[ ] src, int srcOffset, int srcCount, T[ ] dst, int dstOffset, int dstCount, int channels)
- static void **Resample**< **T** > (T[ ] src, int srcOffset, int srcCount, int srcChannels, T[ ] dst, int dstOffset, int dstCount, int dstChannels)
- static void ResampleAndConvert (short[ ] src, float[ ] dst, int dstCount, int channels)

  Resample audio data so that the complete src buffer fits into dstCount samples in the dst buffer, and convert short to float samples along the way.
- static void ResampleAndConvert (float[ ] src, short[ ] dst, int dstCount, int channels)

  Resample audio data so that the complete src buffer fits into dstCount samples in the dst buffer, and convert float to short samples along the way.
- static void Convert (float[ ] src, short[ ] dst, int dstCount)

  Convert audio buffer from float to short samples.
- static void Convert (short[ ] src, float[ ] dst, int dstCount)

  Convert audio buffer from short to float samples.
- static void ForceToStereo< T > (T[ ] src, T[ ] dst, int srcChannels)

  Convert audio buffer with arbitrary number of channels to stereo.

3.9.1 Detailed Description

Collection of Audio Utility functions and classes.

3.9.2 Member Function Documentation

3.9.2.1 Convert() [1/2]

```
static void Convert (
            float[] src,
            short[] dst,
            int dstCount )  [static]
```

Convert audio buffer from float to short samples.

Parameters

src	Source buffer.
dst	Destination buffer.
dstCount	Size of destination buffer (in total samples), source buffer must be of same length or longer.

3.9.2.2 Convert() [2/2]

```
static void Convert (
            short[] src,
            float[] dst,
            int dstCount )  [static]
```

Convert audio buffer from short to float samples.

Parameters

src	Source buffer.
dst	Destination buffer.
dstCount	Size of destination buffer (in total samples), source buffer must be of same length or longer.

3.9.2.3 ForceToStereo< T >()

```
static void ForceToStereo< T > (
            T[] src,
```

```
            T[] dst,
            int srcChannels )  [static]
```

Convert audio buffer with arbitrary number of channels to stereo.

For mono sources (srcChannels==1), the signal will be copied to both Left and Right stereo channels. For all others, the first two available channels will be used, any other channels will be discarded.

Parameters

src	Source buffer.
dst	Destination buffer.
srcChannels	Number of (interleaved) channels in src.

3.9.2.4 Resample< T >()

```
static void Resample< T > (
            T[] src,
            T[] dst,
            int dstCount,
            int channels )  [static]
```

Resample audio data so that the complete src buffer fits into dstCount samples in the dst buffer.

This implements a primitive nearest-neighbor resampling algorithm for an arbitrary number of channels.

Parameters

src	Source buffer.
dst	Destination buffer.
dstCount	Target size of destination buffer (in samples per channel).
channels	Number of channels in the signal (1=mono, 2=stereo). Must be $>$ 0.

3.9.2.5 ResampleAndConvert() [1/2]

```
static void ResampleAndConvert (
            float[] src,
            short[] dst,
            int dstCount,
            int channels )  [static]
```

Resample audio data so that the complete src buffer fits into dstCount samples in the dst buffer, and convert float to short samples along the way.

This implements a primitive nearest-neighbor resampling algorithm for an arbitrary number of channels.

Parameters

src	Source buffer.
dst	Destination buffer.
dstCount	Target size of destination buffer (in samples per channel).
channels	Number of channels in the signal (1=mono, 2=stereo). Must be > 0.

3.9.2.6 ResampleAndConvert() [2/2]

```
static void ResampleAndConvert (
            short[] src,
            float[] dst,
            int dstCount,
            int channels )  [static]
```

Resample audio data so that the complete src buffer fits into dstCount samples in the dst buffer, and convert short to float samples along the way.

This implements a primitive nearest-neighbor resampling algorithm for an arbitrary number of channels.

Parameters

src	Source buffer.
dst	Destination buffer.
dstCount	Target size of destination buffer (in samples per channel).
channels	Number of channels in the signal (1=mono, 2=stereo). Must be > 0.

3.10 BufferReaderPushAdapter< T > Class Template Reference

Simple BufferReaderPushAdapterBase implementation using a single buffer, using synchronous LocalVoice.PushData

Inherits BufferReaderPushAdapterBase< T >.

Public Member Functions

- BufferReaderPushAdapter (LocalVoice localVoice, IDataReader< T > reader)
  Create a new BufferReaderPushAdapter instance
- override void Service (LocalVoice localVoice)
  Do the actual data read/push.

Protected Attributes

- T[ ] **buffer**

3.10.1 Detailed Description

Simple BufferReaderPushAdapterBase implementation using a single buffer, using synchronous LocalVoice.PushData

3.10.2 Constructor & Destructor Documentation

3.10.2.1 BufferReaderPushAdapter()

```
BufferReaderPushAdapter (
            LocalVoice localVoice,
            IDataReader< T > reader )
```

Create a new BufferReaderPushAdapter instance

Parameters

localVoice	LocalVoice instance to push data to.
reader	DataReader to read from.

3.10.3 Member Function Documentation

3.10.3.1 Service()

```
override void Service (
            LocalVoice localVoice )  [virtual]
```

Do the actual data read/push.

Parameters

localVoice	LocalVoice instance to push data to.

Implements BufferReaderPushAdapterBase< T >.

3.11 BufferReaderPushAdapterAsyncPool< T > Class Template Reference

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync.

Inherits BufferReaderPushAdapterBase< T >.

Public Member Functions

- BufferReaderPushAdapterAsyncPool (LocalVoice localVoice, IDataReader< T > reader)

  Create a new BufferReaderPushAdapter instance
- override void Service (LocalVoice localVoice)

  Do the actual data read/push.

Additional Inherited Members

3.11.1 Detailed Description

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync.

Acquires a buffer from pool before each Read, releases buffer after last Read (brings Acquire/Release overhead).

Expects localVoice to be a LocalVoiceFramed<T> of same T.

3.11.2 Constructor & Destructor Documentation

3.11.2.1 BufferReaderPushAdapterAsyncPool()

```
BufferReaderPushAdapterAsyncPool (
            LocalVoice localVoice,
            IDataReader< T > reader )
```

Create a new BufferReaderPushAdapter instance

Parameters

localVoice	LocalVoice instance to push data to.
reader	DataReader to read from.

3.11.3 Member Function Documentation

3.11.3.1 Service()

```
override void Service (
            LocalVoice localVoice )  [virtual]
```

Do the actual data read/push.

Parameters

localVoice	LocalVoice instance to push data to. Must be a LocalVoiceFramed<T> of same T.

Implements BufferReaderPushAdapterBase< T >.

3.12 BufferReaderPushAdapterAsyncPoolCopy< T > Class Template Reference

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync and data copy.

Inherits BufferReaderPushAdapterBase< T >.

Public Member Functions

- BufferReaderPushAdapterAsyncPoolCopy (LocalVoice localVoice, IDataReader< T > reader)
  Create a new BufferReaderPushAdapter instance
- override void Service (LocalVoice localVoice)
  Do the actual data read/push.

Protected Attributes

- T[ ] **buffer**

3.12.1 Detailed Description

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync and data copy.

Reads data to preallocated buffer, copies it to buffer from pool before pushing. Compared with , this avoids one pool Acquire/Release c

3.12.2 Constructor & Destructor Documentation

3.12.2.1 BufferReaderPushAdapterAsyncPoolCopy()

```
BufferReaderPushAdapterAsyncPoolCopy (
            LocalVoice localVoice,
            IDataReader< T > reader )
```

Create a new BufferReaderPushAdapter instance

Parameters

localVoice	LocalVoice instance to push data to.
reader	DataReader to read from.

3.12.3 Member Function Documentation

3.12.3.1 Service()

```
override void Service (
            LocalVoice localVoice )  [virtual]
```

Do the actual data read/push.

Parameters

localVoice	LocalVoice instance to push data to. Must be a LocalVoiceFramed<T> of same T.

Implements BufferReaderPushAdapterBase< T >.

3.13 BufferReaderPushAdapterAsyncPoolFloatToShort Class Reference

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync, converting float samples to short.

Inherits BufferReaderPushAdapterBase< float >.

Public Member Functions

- BufferReaderPushAdapterAsyncPoolFloatToShort (LocalVoice localVoice, IDataReader< float > reader)
  Create a new BufferReaderPushAdapter instance
- override void Service (LocalVoice localVoice)
  Do the actual data read/push.

Additional Inherited Members

3.13.1 Detailed Description

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync, converting float samples to short.

This adapter works exactly like BufferReaderPushAdapterAsyncPool, but it converts float samples to short. Acquires a buffer from pool before each Read, releases buffer after last Read.

Expects localVoice to be a LocalVoiceFramed<T> of same T.

3.13.2 Constructor & Destructor Documentation

3.13.2.1 BufferReaderPushAdapterAsyncPoolFloatToShort()

```
BufferReaderPushAdapterAsyncPoolFloatToShort (
            LocalVoice localVoice,
            IDataReader< float > reader )
```

Create a new BufferReaderPushAdapter instance

Parameters

localVoice	LocalVoice instance to push data to.
reader	DataReader to read from.

3.13.3 Member Function Documentation

3.13.3.1 Service()

```
override void Service (
            LocalVoice localVoice )  [virtual]
```

Do the actual data read/push.

Parameters

localVoice	LocalVoice instance to push data to. Must be a LocalVoiceFramed<T> of same T.

Implements BufferReaderPushAdapterBase< float >.

3.14 BufferReaderPushAdapterAsyncPoolShortToFloat Class Reference

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync, converting short samples to float.

Inherits BufferReaderPushAdapterBase< short >.

Public Member Functions

- BufferReaderPushAdapterAsyncPoolShortToFloat (LocalVoice localVoice, IDataReader< short > reader)
  Create a new BufferReaderPushAdapter instance
- override void Service (LocalVoice localVoice)
  Do the actual data read/push.

Additional Inherited Members

3.14.1 Detailed Description

BufferReaderPushAdapter implementation using asynchronous LocalVoice.PushDataAsync, converting short samples to float.

This adapter works exactly like BufferReaderPushAdapterAsyncPool, but it converts short samples to float. Acquires a buffer from pool before each Read, releases buffer after last Read.

Expects localVoice to be a LocalVoiceFramed<T> of same T.

3.14.2 Constructor & Destructor Documentation

3.14.2.1 BufferReaderPushAdapterAsyncPoolShortToFloat()

```
BufferReaderPushAdapterAsyncPoolShortToFloat (
            LocalVoice localVoice,
            IDataReader< short > reader )
```

Create a new BufferReaderPushAdapter instance

Parameters

localVoice	LocalVoice instance to push data to.
reader	DataReader to read from.

3.14.3 Member Function Documentation

3.14.3.1 Service()

```
override void Service (
            LocalVoice localVoice )  [virtual]
```

Do the actual data read/push.

Parameters

localVoice	LocalVoice instance to push data to. Must be a LocalVoiceFramed<T> of same T.

Implements BufferReaderPushAdapterBase< short >.

3.15 BufferReaderPushAdapterBase< T > Class Template Reference

Adapter base class to move data by reading from IDataReader.Read and pushing to LocalVoice.

Inherits IServiceable.

Inherited by BufferReaderPushAdapter< T >, BufferReaderPushAdapterAsyncPool< T >, and BufferReaderPushAdapterAsyncPool

Public Member Functions

- abstract void Service (LocalVoice localVoice)

  Do the actual data read/push.
- BufferReaderPushAdapterBase (IDataReader< T > reader)

  Create a new BufferReaderPushAdapterBase instance
- void Dispose ()

  Release resources associated with this instance.

Protected Attributes

- IDataReader< T > **reader**

3.15.1 Detailed Description

Adapter base class to move data by reading from IDataReader.Read and pushing to LocalVoice.

Use this with a LocalVoice of same T type.

3.15.2 Constructor & Destructor Documentation

3.15.2.1 BufferReaderPushAdapterBase()

```
BufferReaderPushAdapterBase (
            IDataReader< T > reader )
```

Create a new BufferReaderPushAdapterBase instance

Parameters

reader	DataReader to read from.

3.15.3 Member Function Documentation

3.15.3.1 Dispose()

```
void Dispose ( )
```

Release resources associated with this instance.

3.15.3.2 Service()

```
abstract void Service (
            LocalVoice localVoice )  [pure virtual]
```

Do the actual data read/push.

Parameters

localVoice	LocalVoice instance to push data to.

Implements IServiceable.

Implemented in BufferReaderPushAdapterAsyncPoolShortToFloat, BufferReaderPushAdapterAsyncPoolFloatToShort, BufferReaderPushAdapterAsyncPoolCopy< T >, BufferReaderPushAdapterAsyncPool< T >, and BufferReaderPushAdapter< T >.

3.16 ConnectAndJoin Class Reference

Inherits MonoBehaviour, IConnectionCallbacks, and IMatchmakingCallbacks.

Public Member Functions

- void **ConnectNow** ()
- void **OnCreatedRoom** ()
- void **OnCreateRoomFailed** (short returnCode, string message)
- void **OnFriendListUpdate** (List< FriendInfo > friendList)
- void **OnJoinedRoom** ()
- void **OnJoinRandomFailed** (short returnCode, string message)
- void **OnJoinRoomFailed** (short returnCode, string message)
- void **OnLeftRoom** ()
- void **OnConnected** ()
- void **OnConnectedToMaster** ()
- void **OnDisconnected** (DisconnectCause cause)
- void **OnRegionListReceived** (RegionHandler regionHandler)
- void **OnCustomAuthenticationResponse** (Dictionary< string, object > data)
- void **OnCustomAuthenticationFailed** (string debugMessage)

Public Attributes

- bool **RandomRoom** = true
- string **RoomName**

Properties

- bool **IsConnected** [get]

3.17 RawCodec.Decoder< T > Class Template Reference

Inherits IDecoder.

Public Member Functions

- **Decoder** (Action< FrameOut< T >> output)
- void Open (VoiceInfo info)

  Open (initialize) the decoder.
- void Input (byte[] buf, FrameFlags flags)

  Consumes the given encoded data.
- void **Dispose** ()

Properties

- string **Error** [get]

3.17.1 Member Function Documentation

3.17.1.1 Input()

```
void Input (
            byte[] buf,
            FrameFlags flags )
```

Consumes the given encoded data.

Implements IDecoder.

3.17.1.2 Open()

```
void Open (
            VoiceInfo info )
```

Open (initialize) the decoder.

Parameters

info	Properties of the data stream to decode.

Implements IDecoder.

3.18 OpusCodec.Decoder< T > Class Template Reference

Inherits IDecoder.

Public Member Functions

- **Decoder** (Action< FrameOut< T >> output, ILogger logger)
- void Open (VoiceInfo i)

  Open (initialize) the decoder.
- void **Dispose** ()
- void Input (byte[ ] buf, FrameFlags flags)

  Consumes the given encoded data.

Protected Attributes

- OpusDecoder< T > **decoder**

Properties

- string **Error** `[get]`
- VoiceInfo **Info** `[get]`

3.18.1 Member Function Documentation

3.18.1.1 Input()

```
void Input (
            byte[] buf,
            FrameFlags flags )
```

Consumes the given encoded data.

Implements IDecoder.

3.18.1.2 Open()

```
void Open (
            VoiceInfo info )
```

Open (initialize) the decoder.

Parameters

info	Properties of the data stream to decode.

Implements IDecoder.

3.19 OpusCodec.DecoderFactory Class Reference

Static Public Member Functions

- static IEncoder **Create**< **T** > (VoiceInfo i, ILogger logger)

3.20 OpusCodec.Encoder< T > Class Template Reference

Inherits IEncoderDirect< T[ ]>.

Public Member Functions

- void **Input** (T[ ] buf)
- void **EndOfStream** ()
- ArraySegment< byte > **DequeueOutput** (out FrameFlags flags)
- void **Dispose** ()

Protected Member Functions

- **Encoder** (VoiceInfo i, ILogger logger)
- abstract ArraySegment< byte > **encodeTyped** (T[ ] buf)

Protected Attributes

- OpusEncoder **encoder**
- bool **disposed**

Properties

- string **Error** `[get]`
- Action< ArraySegment< byte >, FrameFlags > **Output** `[get, set]`
- VoiceInfo **Info** `[get]`

3.21 RawCodec.Encoder< T > Class Template Reference

Inherits IEncoderDirect< T[ ]>.

Public Member Functions

- ArraySegment< byte > **DequeueOutput** (out FrameFlags flags)
- void **EndOfStream** ()
- void **Dispose** ()
- void **Input** (T[ ] buf)

Properties

- string **Error** `[get]`
- Action< ArraySegment< byte >, FrameFlags > **Output** `[get, set]`
- VoiceInfo **Info** `[get]`

3.22 OpusCodec.EncoderFloat Class Reference

Inherits OpusCodec.Encoder< float >.

Protected Member Functions

- override ArraySegment< byte > **encodeTyped** (float[ ] buf)

Additional Inherited Members

3.23 OpusCodec.EncoderShort Class Reference

Inherits OpusCodec.Encoder< short >.

Protected Member Functions

- override ArraySegment< byte > **encodeTyped** (short[ ] buf)

Additional Inherited Members

3.24 OpusCodec.Factory Class Reference

Static Public Member Functions

- static IEncoder **CreateEncoder**< **B** > (VoiceInfo i, ILogger logger)

3.25 FactoryPrimitiveArrayPool< T > Class Template Reference

PrimitiveArrayPool<T> as wrapped in object factory interface.

Inherits ObjectFactory< T[ ], int >.

Public Member Functions

- **FactoryPrimitiveArrayPool** (int capacity, string name)
- **FactoryPrimitiveArrayPool** (int capacity, string name, int info)
- T[ ] **New** ()
- T[ ] **New** (int size)
- void **Free** (T[ ] obj)
- void **Free** (T[ ] obj, int info)
- void **Dispose** ()

Properties

- int **Info** `[get]`

3.25.1 Detailed Description

PrimitiveArrayPool<T> as wrapped in object factory interface.

Template Parameters

T	Array element type.

3.26 FactoryReusableArray< T > Class Template Reference

Array factory returnig the same array instance as long as it requested with the same array length. If length changes, new array instance created.

Inherits ObjectFactory< T[ ], int >.

Public Member Functions

- **FactoryReusableArray** (int size)
- T[ ] **New** ()
- T[ ] **New** (int size)
- void **Free** (T[ ] obj)
- void **Free** (T[ ] obj, int info)
- void **Dispose** ()

Properties

- int **Info** `[get]`

3.26.1 Detailed Description

Array factory returnig the same array instance as long as it requested with the same array length. If length changes, new array instance created.

Template Parameters

T	Array element type.

3.27 FrameOut< T > Class Template Reference

Public Member Functions

- **FrameOut** (T[ ] buf, bool endOfStream)
- FrameOut< T > **Set** (T[ ] buf, bool endOfStream)

Properties

- T[ ] **Buf** `[get]`
- bool **EndOfStream** `[get]`

3.28 Framer< T > Class Template Reference

Utility class to re-frame audio packets.

Public Member Functions

- Framer (int frameSize)

  Create new Framer instance.
- int Count (int bufLen)

  Get the number of frames available after adding bufLen samples.
- IEnumerable< T[ ]> Frame (T[ ] buf)

  Append arbitrary-sized buffer and return available full frames.

3.28.1 Detailed Description

Utility class to re-frame audio packets.

3.28.2 Constructor & Destructor Documentation

3.28.2.1 Framer()

```
Framer (
            int frameSize )
```

Create new Framer instance.

3.28.3 Member Function Documentation

3.28.3.1 Count()

```
int Count (
            int bufLen )
```

Get the number of frames available after adding bufLen samples.

Parameters

bufLen	Number of samples that would be added.

Returns

Number of full frames available when adding bufLen samples.

3.28.3.2 Frame()

```
IEnumerable<T[]> Frame (
            T[] buf )
```

Append arbitrary-sized buffer and return available full frames.

Parameters

buf	Array of samples to add.

Returns

Enumerator of full frames (might be none).

3.29 IAudioDesc Interface Reference

Audio Source interface.

Inherits IDisposable.

Inherited by AudioDesc, IAudioPusher< T >, and IAudioReader< T >.

Properties

- int SamplingRate [get]

  Sampling rate of the audio signal (in Hz).
- int Channels [get]

  Number of channels in the audio signal.
- string Error [get]

  If not null, audio object is in invalid state.

3.29.1 Detailed Description

Audio Source interface.

3.29.2 Property Documentation

3.29.2.1 Channels

```
int Channels [get]
```

Number of channels in the audio signal.

3.29.2.2 Error

```
string Error [get]
```

If not null, audio object is in invalid state.

3.29.2.3 SamplingRate

```
int SamplingRate [get]
```

Sampling rate of the audio signal (in Hz).

3.30 IAudioOut< T > Interface Template Reference

Inherited by AudioSyncBuffer< T >.

Public Member Functions

- void **Start** (int frequency, int channels, int frameSamplesPerChannel, int playDelayMs)
- void **Flush** ()
- void **Stop** ()
- void **Push** (T[] frame)
- void **Service** ()

Properties

- bool **IsPlaying** `[get]`
- int **Lag** `[get]`

3.31 IAudioPusher< T > Interface Template Reference

Audio Pusher interface.

Inherits IAudioDesc.

Inherited by AudioUtil.ToneAudioPusher< T >.

Public Member Functions

- void SetCallback (Action< T[]> callback, ObjectFactory< T[], int > bufferFactory)
  Set the callback function used for pushing data.

Additional Inherited Members

3.31.1 Detailed Description

Audio Pusher interface.

Opposed to an IAudioReader (which will deliver audio data when it is "pulled"), an IAudioPusher will push its audio data whenever it is ready,

3.31.2 Member Function Documentation

3.31.2.1 SetCallback()

```
void SetCallback (
            Action< T[]> callback,
            ObjectFactory< T[], int > bufferFactory )
```

Set the callback function used for pushing data.

Parameters

callback	Callback function to use.
localVoice	Outgoing audio stream, for context.

Implemented in AudioUtil.ToneAudioPusher< T >.

3.32 IAudioReader< T > Interface Template Reference

Audio Reader interface.

Inherits IDataReader< T >, and IAudioDesc.

Inherited by AudioUtil.ToneAudioReader< T >.

Additional Inherited Members

3.32.1 Detailed Description

Audio Reader interface.

Opposed to an IAudioPusher (which will push its audio data whenever it is ready), an IAudioReader will deliver audio data when it is "pulled" (it's Read function is called).

3.33 IDataReader< T > Interface Template Reference

Interface for pulling data, in case this is more appropriate than pushing it.

Inherits IDisposable.

Inherited by IAudioReader< T >.

Public Member Functions

- bool Read (T[] buffer)

  Fill full given frame buffer with source uncompressed data or return false if not enough such data.

3.33.1 Detailed Description

Interface for pulling data, in case this is more appropriate than pushing it.

3.33.2 Member Function Documentation

3.33.2.1 Read()

```
bool Read (
            T[] buffer )
```

Fill full given frame buffer with source uncompressed data or return false if not enough such data.

Parameters

buffer	Buffer to fill.

Returns

True if buffer was filled successfully, false otherwise.

Implemented in AudioUtil.ToneAudioReader< T >.

3.34 IDecoder Interface Reference

Generic decoder interface.

Inherits IDisposable.

Inherited by IDecoderQueuedOutputImageNative, OpusCodec.Decoder< T >, and RawCodec.Decoder< T >.

Public Member Functions

- void Open (VoiceInfo info)
  Open (initialize) the decoder.
- void Input (byte[ ] buf, FrameFlags flags)
  Consumes the given encoded data.

Properties

- string Error `[get]`
  If not null, the object is in invalid state.

3.34.1 Detailed Description

Generic decoder interface.

3.34.2 Member Function Documentation

3.34.2.1 Input()

```
void Input (
            byte[] buf,
            FrameFlags flags )
```

Consumes the given encoded data.

Implemented in OpusCodec.Decoder< T >, and RawCodec.Decoder< T >.

3.34.2.2 Open()

```
void Open (
            VoiceInfo info )
```

Open (initialize) the decoder.

Parameters

info	Properties of the data stream to decode.

Implemented in RawCodec.Decoder< T >, and OpusCodec.Decoder< T >.

3.34.3 Property Documentation

3.34.3.1 Error

```
string Error  [get]
```

If not null, the object is in invalid state.

3.35 IDecoderQueuedOutputImageNative Interface Reference

Inherits IDecoder.

Properties

- ImageFormat **OutputImageFormat** `[get, set]`
- Flip **OutputImageFlip** `[get, set]`
- Func< int, int, IntPtr > **OutputImageBufferGetter** `[get, set]`

Additional Inherited Members

3.36 IEncoder Interface Reference

Generic encoder interface.

Inherits IDisposable.

Inherited by IEncoderDirect< B >.

Public Member Functions

- ArraySegment< byte > DequeueOutput (out FrameFlags flags)

  Returns next encoded data frame (if such output supported).
- void EndOfStream ()

  Forces an encoder to flush and produce frame with EndOfStream flag (in output queue).

Properties

- string Error [get]

  If not null, the object is in invalid state.
- Action< ArraySegment< byte >, FrameFlags > Output [set]

  Set callback encoder calls on each encoded data frame (if such output supported).
- VoiceInfo Info [get]

  Codec may override some settings like video resolution after creation.

3.36.1 Detailed Description

Generic encoder interface.

Depending on implementation, encoder should either call Output on eaach data frame or return next data frame in DequeueOutput() call.

3.36.2 Member Function Documentation

3.36.2.1 DequeueOutput()

```
ArraySegment<byte> DequeueOutput (
            out FrameFlags flags )
```

Returns next encoded data frame (if such output supported).

3.36.2.2 EndOfStream()

```
void EndOfStream ( )
```

Forces an encoder to flush and produce frame with EndOfStream flag (in output queue).

3.36.3 Property Documentation

3.36.3.1 Error

```
string Error  [get]
```

If not null, the object is in invalid state.

3.36.3.2 Info

```
VoiceInfo Info  [get]
```

Codec may override some settings like video resolution after creation.

3.36.3.3 Output

```
Action<ArraySegment<byte>, FrameFlags> Output  [set]
```

Set callback encoder calls on each encoded data frame (if such output supported).

3.37 IEncoderDirect< B > Interface Template Reference

Interface for an encoder which consumes input data via explicit call.

Inherits IEncoder.

Public Member Functions

- void Input (B buf)
  Consumes the given raw data.

Additional Inherited Members

3.37.1 Detailed Description

Interface for an encoder which consumes input data via explicit call.

3.37.2 Member Function Documentation

3.37.2.1 Input()

```
void Input (
            B buf )
```

Consumes the given raw data.

Parameters

buf	Array containing raw data (e.g. audio samples).

3.38 AudioUtil.ILevelMeter Interface Reference

Audio Level Metering interface.

Inherited by AudioUtil.LevelMeter< T >, and AudioUtil.LevelMeterDummy.

Public Member Functions

- void ResetAccumAvgPeakAmp ()

  Reset AccumAvgPeakAmp.

Properties

- float CurrentAvgAmp `[get]`

  Average amplitude value over last half second.
- float CurrentPeakAmp `[get]`

  Maximum amplitude value over last half second sec.
- float AccumAvgPeakAmp `[get]`

  Average of CurrentPeakAmps since last reset.

3.38.1 Detailed Description

Audio Level Metering interface.

3.38.2 Member Function Documentation

3.38.2.1 ResetAccumAvgPeakAmp()

```
void ResetAccumAvgPeakAmp ( )
```

Reset AccumAvgPeakAmp.

Implemented in AudioUtil.LevelMeter< T >, and AudioUtil.LevelMeterDummy.

3.38.3 Property Documentation

3.38.3.1 AccumAvgPeakAmp

```
float AccumAvgPeakAmp [get]
```

Average of CurrentPeakAmps since last reset.

3.38.3.2 CurrentAvgAmp

```
float CurrentAvgAmp [get]
```

Average amplitude value over last half second.

3.38.3.3 CurrentPeakAmp

```
float CurrentPeakAmp [get]
```

Maximum amplitude value over last half second sec.

3.39 ILocalVoiceAudio Interface Reference

Interface for an outgoing audio stream.

Inherited by LocalVoiceAudio< T >, and LocalVoiceAudioDummy.

Public Member Functions

- void VoiceDetectorCalibrate (int durationMs, Action< float > onCalibrated=null)
  Trigger voice detector calibration process.

Properties

- AudioUtil.IVoiceDetector VoiceDetector [get]
  The VoiceDetector in use.
- AudioUtil.ILevelMeter LevelMeter [get]
  The LevelMeter utility in use.
- bool VoiceDetectorCalibrating [get]
  If true, voice detector calibration is in progress.

3.39.1 Detailed Description

Interface for an outgoing audio stream.

A LocalVoice always brings a LevelMeter and a VoiceDetector, which you can access using this interface.

3.39.2 Member Function Documentation

3.39.2.1 VoiceDetectorCalibrate()

```
void VoiceDetectorCalibrate (
            int durationMs,
            Action< float > onCalibrated = null )
```

Trigger voice detector calibration process.

While calibrating, keep silence. Voice detector sets threshold based on measured backgroud noise level.

Parameters

durationMs	Duration of calibration (in milliseconds).
onCalibrated	Called when calibration is complete. Parameter is new threshold value.

Implemented in LocalVoiceAudioDummy, and LocalVoiceAudio< T >.

3.39.3 Property Documentation

3.39.3.1 LevelMeter

```
AudioUtil.ILevelMeter LevelMeter  [get]
```

The LevelMeter utility in use.

3.39.3.2 VoiceDetector

```
AudioUtil.IVoiceDetector VoiceDetector  [get]
```

The VoiceDetector in use.

Use it to enable or disable voice detector and set its parameters.

3.39.3.3 VoiceDetectorCalibrating

```
bool VoiceDetectorCalibrating  [get]
```

If true, voice detector calibration is in progress.

3.40 ILoggable Interface Reference

Inherited by ILoggableDependent, and VoiceConnection.

Properties

- DebugLevel **LogLevel** `[get, set]`
- VoiceLogger **Logger** `[get]`

3.41 ILoggableDependent Interface Reference

Inherits ILoggable.

Inherited by VoiceComponent.

Properties

- bool **IgnoreGlobalLogLevel** `[get, set]`

3.42 ILogger Interface Reference

Inherited by IVoiceTransport, Logger, and VoiceLogger.

Public Member Functions

- void **LogError** (string fmt, params object[ ] args)
- void **LogWarning** (string fmt, params object[ ] args)
- void **LogInfo** (string fmt, params object[ ] args)
- void **LogDebug** (string fmt, params object[ ] args)

3.43 ImageBufferInfo Class Reference

Public Member Functions

- **ImageBufferInfo** (int width, int height, int[ ] stride, ImageFormat format)

Properties

- int **Width** `[get]`
- int **Height** `[get]`
- int[ ] **Stride** `[get]`
- ImageFormat **Format** `[get]`
- Rotation **Rotation** `[get, set]`
- Flip **Flip** `[get, set]`

3.44 ImageBufferNative Class Reference

Inherited by ImageBufferNativeAlloc, and ImageBufferNativeGCHandleSinglePlane.

Public Member Functions

- **ImageBufferNative** (ImageBufferInfo info)
- virtual void **Release** ()
- virtual void **Dispose** ()

Properties

- ImageBufferInfo **Info** `[get, protected set]`
- IntPtr[ ] **Planes** `[get, protected set]`

3.45 ImageBufferNativeAlloc Class Reference

Inherits ImageBufferNative, and IDisposable.

Public Member Functions

- **ImageBufferNativeAlloc** (ImageBufferNativePool< ImageBufferNativeAlloc > pool, ImageBufferInfo info)
- override void **Release** ()
- override void **Dispose** ()

Additional Inherited Members

3.46 ImageBufferNativeGCHandleSinglePlane Class Reference

Inherits ImageBufferNative, and IDisposable.

Public Member Functions

- **ImageBufferNativeGCHandleSinglePlane** (ImageBufferNativePool< ImageBufferNativeGCHandleSinglePlane > pool, ImageBufferInfo info)
- void **PinPlane** (byte[ ] plane)
- override void **Release** ()
- override void **Dispose** ()

Additional Inherited Members

3.47 ImageBufferNativePool< T > Class Template Reference

Inherits ObjectPool< T, ImageBufferInfo >.

Public Member Functions

- delegate T **Factory** (ImageBufferNativePool< T > pool, ImageBufferInfo info)
- **ImageBufferNativePool** (int capacity, Factory factory, string name)
- **ImageBufferNativePool** (int capacity, Factory factory, string name, ImageBufferInfo info)

Protected Member Functions

- override T **createObject** (ImageBufferInfo info)
- override void **destroyObject** (T obj)
- override bool **infosMatch** (ImageBufferInfo i0, ImageBufferInfo i1)

Additional Inherited Members

3.48 ImageInputBuf Struct Reference

Public Attributes

- IntPtr[ ] **Buf**
- int **Width**
- int **Height**
- int[ ] **Stride**
- ImageFormat **ImageFormat**
- Rotation **Rotation**
- Flip **Flip**

3.49 ImageOutputBuf Struct Reference

Public Attributes

- IntPtr **Buf**
- int **Width**
- int **Height**
- int **Stride**

3.50 IOSAudioForceToSpeaker Class Reference

Inherits MonoBehaviour.

3.51 IProcessor< T > Interface Template Reference

Audio Processor interface.

Inherits IDisposable.

Inherited by AudioUtil.LevelMeter< T >, AudioUtil.Resampler< T >, AudioUtil.VoiceDetector< T >, AudioUtil.VoiceDetectorCalibrati
and AudioUtil.VoiceLevelDetectCalibrate< T >.

Public Member Functions

- T[ ] Process (T[ ] buf)

  Process a frame of audio data.

3.51.1 Detailed Description

Audio Processor interface.

3.51.2 Member Function Documentation

3.51.2.1 Process()

```
T [ ] Process (
            T[ ] buf )
```

Process a frame of audio data.

Parameters

buf	Buffer containing input audio data

Returns

Buffer containing output audio data or null if frame has been discarded (VAD)

Implemented in AudioUtil.VoiceLevelDetectCalibrate< T >, AudioUtil.VoiceDetector< T >, AudioUtil.VoiceDetectorCalibration< T >, AudioUtil.LevelMeter< T >, and AudioUtil.Resampler< T >.

3.52 IServiceable Interface Reference

Interface for classes that want their Service() function to be called regularly in the context of a LocalVoice.

Inherited by BufferReaderPushAdapterBase< T >.

Public Member Functions

- void Service (LocalVoice localVoice)

  Service function that should be called regularly.

3.52.1 Detailed Description

Interface for classes that want their Service() function to be called regularly in the context of a LocalVoice.

3.52.2 Member Function Documentation

3.52.2.1 Service()

```
void Service (
            LocalVoice localVoice )
```

Service function that should be called regularly.

Implemented in BufferReaderPushAdapterAsyncPoolCopy< T >, BufferReaderPushAdapterAsyncPool< T >, BufferReaderPushAdapter< T >, and BufferReaderPushAdapterBase< T >.

3.53 AudioUtil.IVoiceDetector Interface Reference

Voice Activity Detector interface.

Inherited by AudioUtil.VoiceDetector< T >, and AudioUtil.VoiceDetectorDummy.

Properties

- bool On `[get, set]`
  If true, voice detection enabled.
- float Threshold `[get, set]`
  Voice detected as soon as signal level exceeds threshold.
- bool Detected `[get]`
  If true, voice detected.
- DateTime DetectedTime `[get]`
  Last time when switched to detected state.
- int ActivityDelayMs `[get, set]`
  Keep detected state during this time after signal level dropped below threshold.

Events

- Action OnDetected
  Called when switched to detected state.

3.53.1 Detailed Description

Voice Activity Detector interface.

3.53.2 Property Documentation

3.53.2.1 ActivityDelayMs

```
int ActivityDelayMs  [get], [set]
```

Keep detected state during this time after signal level dropped below threshold.

3.53.2.2 Detected

```
bool Detected  [get]
```

If true, voice detected.

3.53.2.3 DetectedTime

```
DateTime DetectedTime  [get]
```

Last time when switched to detected state.

3.53.2.4 On

```
bool On  [get], [set]
```

If true, voice detection enabled.

3.53.2.5 Threshold

```
float Threshold  [get], [set]
```

Voice detected as soon as signal level exceeds threshold.

3.53.3 Event Documentation

3.53.3.1 OnDetected

```
Action OnDetected
```

Called when switched to detected state.

3.54 IVoiceTransport Interface Reference

Inherits ILogger.

Inherited by LoadBalancingTransport.

Public Member Functions

- bool **IsChannelJoined** (int channelId)
- void **SendVoicesInfo** (IEnumerable< LocalVoice > voices, int channelId, int targetPlayerId)
- void **SendVoiceRemove** (LocalVoice voice, int channelId, int targetPlayerId)
- void **SendFrame** (ArraySegment< byte > data, FrameFlags flags, byte evNumber, byte voiceId, int channelId, int targetPlayerId, bool reliable, LocalVoice localVoice)
- string **ChannelIdStr** (int channelId)
- string **PlayerIdStr** (int playerId)

3.55 AudioUtil.LevelMeter< T > Class Template Reference

Audio Level Meter.

Inherits IProcessor< T >, and AudioUtil.ILevelMeter.

Public Member Functions

- void ResetAccumAvgPeakAmp ()

  Reset AccumAvgPeakAmp.
- abstract T[ ] Process (T[ ] buf)

  Process a frame of audio data.
- void **Dispose** ()

Protected Attributes

- float **ampSum**
- float **ampPeak**
- int **bufferSize**
- float[ ] **prevValues**
- int **prevValuesHead**
- float **accumAvgPeakAmpSum**
- int **accumAvgPeakAmpCount**
- float **currentPeakAmp**
- float **norm**

Properties

- float **CurrentAvgAmp** `[get]`
- float **CurrentPeakAmp** `[get, protected set]`
- float? **AccumAvgPeakAmp** `[get]`

3.55.1 Detailed Description

Audio Level Meter.

3.55.2 Member Function Documentation

3.55.2.1 Process()

```
abstract T [] Process (
            T[] buf )  [pure virtual]
```

Process a frame of audio data.

Parameters

buf	Buffer containing input audio data

Returns

Buffer containing output audio data or null if frame has been discarded (VAD)

Implements IProcessor< T >.

3.55.2.2 ResetAccumAvgPeakAmp()

```
void ResetAccumAvgPeakAmp ( )
```

Reset AccumAvgPeakAmp.

Implements AudioUtil.ILevelMeter.

3.56 AudioUtil.LevelMeterDummy Class Reference

Dummy Audio Level Meter that doesn't actually do anything.

Inherits AudioUtil.ILevelMeter.

Public Member Functions

- void ResetAccumAvgPeakAmp ()

  Reset AccumAvgPeakAmp.

Properties

- float **CurrentAvgAmp** `[get]`
- float **CurrentPeakAmp** `[get]`
- float **AccumAvgPeakAmp** `[get]`

3.56.1 Detailed Description

Dummy Audio Level Meter that doesn't actually do anything.

3.56.2 Member Function Documentation

3.56.2.1 ResetAccumAvgPeakAmp()

```
void ResetAccumAvgPeakAmp ( )
```

Reset AccumAvgPeakAmp.

Implements AudioUtil.ILevelMeter.

3.57 AudioUtil.LevelMeterFloat Class Reference

LevelMeter specialization for float audio.

Inherits AudioUtil.LevelMeter< float >.

Public Member Functions

- LevelMeterFloat (int samplingRate, int numChannels)
  Create new LevelMeterFloat instance.
- override float[ ] **Process** (float[ ] buf)

Additional Inherited Members

3.57.1 Detailed Description

LevelMeter specialization for float audio.

3.57.2 Constructor & Destructor Documentation

3.57.2.1 LevelMeterFloat()

```
LevelMeterFloat (
            int samplingRate,
            int numChannels )
```

Create new LevelMeterFloat instance.

Parameters

samplingRate	Sampling rate of the audio signal (in Hz).
numChannels	Number of channels in the audio signal.

3.58 AudioUtil.LevelMeterShort Class Reference

LevelMeter specialization for short audio.

Inherits AudioUtil.LevelMeter< short >.

Public Member Functions

- LevelMeterShort (int samplingRate, int numChannels)

  Create new LevelMeterShort instance.
- override short[ ] **Process** (short[ ] buf)

Additional Inherited Members

3.58.1 Detailed Description

LevelMeter specialization for short audio.

3.58.2 Constructor & Destructor Documentation

3.58.2.1 LevelMeterShort()

```
LevelMeterShort (
            int samplingRate,
            int numChannels )
```

Create new LevelMeterShort instance.

Parameters

samplingRate	Sampling rate of the audio signal (in Hz).
numChannels	Number of channels in the audio signal.

3.59 LoadBalancingFrontend Class Reference

Inherits LoadBalancingTransport.

Additional Inherited Members

3.60 LoadBalancingTransport Class Reference

Extends LoadBalancingClient with audio streaming functionality.

Inherits LoadBalancingClient, IVoiceTransport, and IDisposable.

Inherited by LoadBalancingFrontend, and LoadBalancingTransport2.

Public Member Functions

- void **LogError** (string fmt, params object[ ] args)
- void **LogWarning** (string fmt, params object[ ] args)
- void **LogInfo** (string fmt, params object[ ] args)
- void **LogDebug** (string fmt, params object[ ] args)
- bool **IsChannelJoined** (int channelId)
- LoadBalancingTransport (ConnectionProtocol connectionProtocol=ConnectionProtocol.Udp)

  Initializes a new LoadBalancingTransport.
- new void Service ()

  This method dispatches all available incoming commands and then sends this client's outgoing commands. Call this method regularly (2 to 20 times a second).
- virtual bool **ChangeAudioGroups** (byte[ ] groupsToRemove, byte[ ] groupsToAdd)
- void **SendVoicesInfo** (IEnumerable< LocalVoice > voices, int channelId, int targetPlayerId)
- void **SendVoiceRemove** (LocalVoice voice, int channelId, int targetPlayerId)
- virtual void **SendFrame** (ArraySegment< byte > data, FrameFlags flags, byte evNumber, byte voiceId, int channelId, int targetPlayerId, bool reliable, LocalVoice localVoice)
- string **ChannelIdStr** (int channelId)
- string **PlayerIdStr** (int playerId)
- void Dispose ()

  Releases all resources used by the LoadBalancingTransport instance.

Protected Member Functions

- virtual void **onEventActionVoiceClient** (EventData ev)

Protected Attributes

- VoiceClient **voiceClient**

Properties

- VoiceClient VoiceClient [get]

  The VoiceClient implementation associated with this LoadBalancingTransport.
- byte **GlobalAudioGroup** [get, set]
- byte GlobalInterestGroup [get, set]

  Set global audio group for this client. This call sets InterestGroup for existing local voices and for created later to given value. Client set as listening to this group only until LoadBalancingPeer.OpChangeGroups() called. This method can be called any time.

3.60.1 Detailed Description

Extends LoadBalancingClient with audio streaming functionality.

Use your normal LoadBalancing workflow to join a Voice room. All standard LoadBalancing features are available.

To work with audio:

- Create outgoing audio streams with Client.CreateLocalVoice.
- Handle new incoming audio streams info with OnRemoteVoiceInfoAction .
- Handle incoming audio streams data with OnAudioFrameAction .
- Handle closing of incoming audio streams with .

3.60.2 Constructor & Destructor Documentation

3.60.2.1 LoadBalancingTransport()

```
LoadBalancingTransport (
            ConnectionProtocol connectionProtocol = ConnectionProtocol.Udp )
```

Initializes a new LoadBalancingTransport.

Parameters

connectionProtocol	Connection protocol (UDP or TCP). ConnectionProtocol

3.60.3 Member Function Documentation

3.60.3.1 Dispose()

```
void Dispose ( )
```

Releases all resources used by the LoadBalancingTransport instance.

3.60.3.2 Service()

```
new void Service ( )
```

This method dispatches all available incoming commands and then sends this client's outgoing commands. Call this method regularly (2 to 20 times a second).

3.60.4 Property Documentation

3.60.4.1 GlobalInterestGroup

```
byte GlobalInterestGroup  [get], [set]
```

Set global audio group for this client. This call sets InterestGroup for existing local voices and for created later to given value. Client set as listening to this group only until LoadBalancingPeer.OpChangeGroups() called. This method can be called any time.

LocalVoice.InterestGroup LoadBalancingPeer.OpChangeGroups(byte[], byte[])

3.60.4.2 VoiceClient

```
VoiceClient VoiceClient  [get]
```

The VoiceClient implementation associated with this LoadBalancingTransport.

3.61 LoadBalancingTransport2 Class Reference

Variant of LoadBalancingTransport. Aims to be non-alloc at the cost of breaking compatibility with older clients.

Inherits LoadBalancingTransport.

Public Member Functions

- **LoadBalancingTransport2** (ConnectionProtocol connectionProtocol=ConnectionProtocol.Udp)
- override void **SendFrame** (ArraySegment< byte > data, FrameFlags flags, byte evNumber, byte voiceId, int channelId, int targetPlayerId, bool reliable, LocalVoice localVoice)

Protected Member Functions

- override void **onEventActionVoiceClient** (EventData ev)

Additional Inherited Members

3.61.1 Detailed Description

Variant of LoadBalancingTransport. Aims to be non-alloc at the cost of breaking compatibility with older clients.

3.62 LocalVoice Class Reference

Represents outgoing data stream.

Inherits IDisposable.

Inherited by LocalVoiceAudioDummy, and LocalVoiceFramedBase.

Public Member Functions

- virtual IEncoder **CreateDefaultEncoder** (VoiceInfo info)
- void RemoveSelf ()

  Remove this voice from it's VoiceClient (using VoiceClient.RemoveLocalVoice
- virtual void **Dispose** ()

Static Public Attributes

- const int **DATA_POOL_CAPACITY** = 50

Protected Member Functions

- void **resetNoTransmitCnt** ()

Protected Attributes

- VoiceInfo **info**
- IEncoder **encoder**
- VoiceClient **voiceClient**
- ArraySegment< byte > **configFrame**
- volatile bool **disposed**
- object **disposeLock** = new object()

Properties

- byte **Group** `[get, set]`
- byte InterestGroup `[get, set]`

  If InterestGroup != 0, voice's data is sent only to clients listening to this group (if supported by transport).
- VoiceInfo Info `[get]`

  Returns Info structure assigned on local voice cration.
- bool TransmitEnabled `[get, set]`

  If true, stream data broadcasted.
- bool IsCurrentlyTransmitting `[get, protected set]`

  Returns true if stream broadcasts.
- int FramesSent `[get]`

  Sent frames counter.
- int FramesSentBytes `[get]`

  Sent frames bytes counter.
- bool Reliable `[get, set]`

  Send data reliable.
- bool Encrypt `[get, set]`

  Send data encrypted.
- IServiceable LocalUserServiceable `[get, set]`

  Optional user object attached to LocalVoice. its Service() will be called at each VoiceClient.Service() call.
- bool DebugEchoMode `[get, set]`

  If true, outgoing stream routed back to client via server same way as for remote client's streams. Can be swithed any time. OnRemoteVoiceInfoAction and OnRemoteVoiceRemoveAction are triggered if required. This functionality availability depends on transport.

3.62.1 Detailed Description

Represents outgoing data stream.

3.62.2 Member Function Documentation

3.62.2.1 RemoveSelf()

```
void RemoveSelf ( )
```

Remove this voice from it's VoiceClient (using VoiceClient.RemoveLocalVoice

.

3.62.3 Property Documentation

3.62.3.1 DebugEchoMode

```
bool DebugEchoMode  [get], [set]
```

If true, outgoing stream routed back to client via server same way as for remote client's streams. Can be swithed any time. OnRemoteVoiceInfoAction and OnRemoteVoiceRemoveAction are triggered if required. This functionality availability depends on transport.

3.62.3.2 Encrypt

```
bool Encrypt  [get], [set]
```

Send data encrypted.

3.62.3.3 FramesSent

```
int FramesSent  [get]
```

Sent frames counter.

3.62.3.4 FramesSentBytes

```
int FramesSentBytes  [get]
```

Sent frames bytes counter.

3.62.3.5 Info

```
VoiceInfo Info  [get]
```

Returns Info structure assigned on local voice cration.

3.62.3.6 InterestGroup

```
byte InterestGroup  [get], [set]
```

If InterestGroup != 0, voice's data is sent only to clients listening to this group (if supported by transport).

3.62.3.7 IsCurrentlyTransmitting

```
bool IsCurrentlyTransmitting  [get], [protected set]
```

Returns true if stream broadcasts.

3.62.3.8 LocalUserServiceable

```
IServiceable LocalUserServiceable  [get], [set]
```

Optional user object attached to LocalVoice. its Service() will be called at each VoiceClient.Service() call.

3.62.3.9 Reliable

```
bool Reliable  [get], [set]
```

Send data reliable.

3.62.3.10 TransmitEnabled

```
bool TransmitEnabled  [get], [set]
```

If true, stream data broadcasted.

3.63 LocalVoiceAudio< T > Class Template Reference

Outgoing audio stream.

Inherits LocalVoiceFramed< T >, and ILocalVoiceAudio.

Public Member Functions

- override IEncoder **CreateDefaultEncoder** (VoiceInfo info)
- void VoiceDetectorCalibrate (int durationMs, Action< float > onCalibrated=null)

  Trigger voice detector calibration process.

Static Public Member Functions

- static LocalVoiceAudio< T > Create (VoiceClient voiceClient, byte voiceId, IEncoder encoder, VoiceInfo voiceInfo, IAudioDesc audioSourceDesc, int channelId)

  Create a new LocalVoiceAudio<T> instance.

Protected Member Functions

- void **initBuiltinProcessors** ()

Protected Attributes

- AudioUtil.VoiceDetector< T > **voiceDetector**
- AudioUtil.VoiceDetectorCalibration< T > **voiceDetectorCalibration**
- AudioUtil.LevelMeter< T > **levelMeter**
- int **channels**
- bool **resampleSource**

Properties

- virtual AudioUtil.IVoiceDetector **VoiceDetector** `[get]`
- virtual AudioUtil.ILevelMeter **LevelMeter** `[get]`
- bool VoiceDetectorCalibrating `[get]`

  True if the VoiceDetector is currently calibrating.

Additional Inherited Members

3.63.1 Detailed Description

Outgoing audio stream.

3.63.2 Member Function Documentation

3.63.2.1 Create()

```
static LocalVoiceAudio<T> Create (
            VoiceClient voiceClient,
            byte voiceId,
            IEncoder encoder,
            VoiceInfo voiceInfo,
            IAudioDesc audioSourceDesc,
            int channelId )  [static]
```

Create a new LocalVoiceAudio<T> instance.

Parameters

voiceClient	The VoiceClient to use for this outgoing stream.
voiceId	Numeric ID for this voice.
encoder	Encoder to use for this voice.
channelId	Voice transport channel ID to use for this voice.

Returns

The new LocalVoiceAudio<T> instance.

3.63.2.2 VoiceDetectorCalibrate()

```
void VoiceDetectorCalibrate (
            int durationMs,
            Action< float > onCalibrated = null )
```

Trigger voice detector calibration process.

While calibrating, keep silence. Voice detector sets threshold basing on measured backgroud noise level.

Parameters

durationMs	Duration of calibration in milliseconds.
onCalibrated	Called when calibration is complete. Parameter is new threshold value.

Implements ILocalVoiceAudio.

3.63.3 Property Documentation

3.63.3.1 VoiceDetectorCalibrating

```
bool VoiceDetectorCalibrating  [get]
```

True if the VoiceDetector is currently calibrating.

3.64 LocalVoiceAudioDummy Class Reference

Dummy LocalVoiceAudio

Inherits LocalVoice, and ILocalVoiceAudio.

Public Member Functions

- void VoiceDetectorCalibrate (int durationMs, Action< float > onCalibrated=null)

  Trigger voice detector calibration process.

Static Public Attributes

- static LocalVoiceAudioDummy Dummy = new LocalVoiceAudioDummy()

  A Dummy LocalVoiceAudio instance.

Properties

- AudioUtil.IVoiceDetector **VoiceDetector** `[get]`
- AudioUtil.ILevelMeter **LevelMeter** `[get]`
- bool **VoiceDetectorCalibrating** `[get]`

Additional Inherited Members

3.64.1 Detailed Description

Dummy LocalVoiceAudio

For testing, this LocalVoiceAudio implementation features a AudioUtil.VoiceDetectorDummy and a AudioUtil.LevelMeterDummy

3.64.2 Member Function Documentation

3.64.2.1 VoiceDetectorCalibrate()

```
void VoiceDetectorCalibrate (
            int durationMs,
            Action< float > onCalibrated = null )
```

Trigger voice detector calibration process.

While calibrating, keep silence. Voice detector sets threshold based on measured backgroud noise level.

Parameters

durationMs	Duration of calibration (in milliseconds).
onCalibrated	Called when calibration is complete. Parameter is new threshold value.

Implements ILocalVoiceAudio.

3.64.3 Member Data Documentation

3.64.3.1 Dummy

```
LocalVoiceAudioDummy Dummy = new LocalVoiceAudioDummy()  [static]
```

A Dummy LocalVoiceAudio instance.

3.65 LocalVoiceAudioFloat Class Reference

Specialization of LocalVoiceAudio for float audio

Inherits LocalVoiceAudio< float >.

Additional Inherited Members

3.65.1 Detailed Description

Specialization of LocalVoiceAudio for float audio

3.66 LocalVoiceAudioShort Class Reference

Specialization of LocalVoiceAudio for short audio

Inherits LocalVoiceAudio< short >.

Additional Inherited Members

3.66.1 Detailed Description

Specialization of LocalVoiceAudio for short audio

3.67 LocalVoiceFramed< T > Class Template Reference

Typed re-framing LocalVoice

Inherits LocalVoiceFramedBase.

Inherited by LocalVoiceAudio< T >.

Public Member Functions

- void AddPostProcessor (params IProcessor< T >[ ] processors)

  Adds processors after any built-in processors and everything added with AddPreProcessor.
- void AddPreProcessor (params IProcessor< T >[ ] processors)

  Adds processors before built-in processors and everything added with AddPostProcessor.
- void ClearProcessors ()

  Clears all processors in pipeline including built-in resampling. User should add at least resampler processor after call.
- void PushDataAsync (T[ ] buf)

  Asynchronously push data into this stream.
- void PushData (T[ ] buf)

  Synchronously push data into this stream.
- override void Dispose ()

  Releases resources used by the VoiceFramed instance. Buffers used for asynchronous push will be disposed in encoder thread's 'finally'.

Protected Member Functions

- T[ ] **processFrame** (T[ ] buf)

Properties

- FactoryPrimitiveArrayPool< T > **BufferFactory** `[get]`
- bool PushDataAsyncReady `[get]`

  Wether this LocalVoiceFramed has capacity for more data buffers to be pushed asynchronously.

Additional Inherited Members

3.67.1 Detailed Description

Typed re-framing LocalVoice

Consumes data in array buffers of arbitrary length. Repacks them in frames of constant length for further processing and encoding.

Parameters

voiceInfo	Outgoing stream parameters. Set applicable fields to read them by encoder and by receiving client when voice created.
channel↩ Id	Transport channel specific to transport.
encoder	Encoder producing the stream.

Returns

Outgoing stream handler.

3.67.2 Member Function Documentation

3.67.2.1 AddPostProcessor()

```
void AddPostProcessor (
            params IProcessor< T >[] processors )
```

Adds processors after any built-in processors and everything added with AddPreProcessor.

Parameters

processors	

3.67.2.2 AddPreProcessor()

```
void AddPreProcessor (
            params IProcessor< T >[] processors )
```

Adds processors before built-in processors and everything added with AddPostProcessor.

Parameters

processors	

3.67.2.3 ClearProcessors()

```
void ClearProcessors ( )
```

Clears all processors in pipeline including built-in resampling. User should add at least resampler processor after call.

3.67.2.4 Dispose()

```
override void Dispose ( )  [virtual]
```

Releases resources used by the VoiceFramed instance. Buffers used for asynchronous push will be disposed in encoder thread's 'finally'.

Reimplemented from LocalVoice.

3.67.2.5 PushData()

```
void PushData (
            T[] buf )
```

Synchronously push data into this stream.

3.67.2.6 PushDataAsync()

```
void PushDataAsync (
            T[] buf )
```

Asynchronously push data into this stream.

3.67.3 Property Documentation

3.67.3.1 PushDataAsyncReady

```
bool PushDataAsyncReady  [get]
```

Wether this LocalVoiceFramed has capacity for more data buffers to be pushed asynchronously.

3.68 LocalVoiceFramedBase Class Reference

Typed re-framing LocalVoice

Inherits LocalVoice.

Inherited by LocalVoiceFramed< T >.

Properties

- int FrameSize [get]

  Data flow will be repacked to frames of this size. May differ from input voiceInfo.FrameSize. Processors should resample in this case.

Additional Inherited Members

3.68.1 Detailed Description

Typed re-framing LocalVoice

Base class for typed re-framing LocalVoice implementation (LocalVoiceFramedBase<T>)

3.68.2 Property Documentation

3.68.2.1 FrameSize

```
int FrameSize  [get]
```

Data flow will be repacked to frames of this size. May differ from input voiceInfo.FrameSize. Processors should resample in this case.

3.69 Logger Class Reference

Inherits ILogger.

Public Member Functions

- void **LogError** (string fmt, params object[ ] args)
- void **LogWarning** (string fmt, params object[ ] args)
- void **LogInfo** (string fmt, params object[ ] args)
- void **LogDebug** (string fmt, params object[ ] args)

3.70 MicAmplifier Class Reference

Inherits VoiceComponent.

Properties

- float **AmplificationFactor** `[get, set]`
- float **BoostValue** `[get, set]`

Additional Inherited Members

3.71 MicAmplifierFloat Class Reference

Inherits IProcessor< float >.

Public Member Functions

- **MicAmplifierFloat** (float amplificationFactor, float boostValue)
- float[ ] **Process** (float[ ] buf)
- void **Dispose** ()

Properties

- float **AmplificationFactor** `[get, set]`
- float **BoostValue** `[get, set]`
- float **MaxBefore** `[get]`
- float **MaxAfter** `[get]`
- bool **Disabled** `[get, set]`

3.72 MicAmplifierShort Class Reference

Inherits IProcessor< short >.

Public Member Functions

- **MicAmplifierShort** (short amplificationFactor, short boostValue)
- short[ ] **Process** (short[ ] buf)
- void **Dispose** ()

Properties

- short **AmplificationFactor** `[get, set]`
- short **BoostValue** `[get, set]`
- short **MaxBefore** `[get]`
- short **MaxAfter** `[get]`
- bool **Disabled** `[get, set]`

3.73 MicWrapper Class Reference

Inherits IAudioReader< float >.

Public Member Functions

- **MicWrapper** (string device, int suggestedFrequency, ILogger logger)
- void **Dispose** ()
- bool **Read** (float[ ] buffer)

Properties

- int? **SamplingRate** `[get]`
- int? **Channels** `[get]`
- string **Error** `[get]`

3.74 MicWrapperPusher Class Reference

Inherits IAudioPusher< float >.

Public Member Functions

- **MicWrapperPusher** (string device, AudioSource aS, int suggestedFrequency, ILogger lg, bool destroyOn↩ Stop=true)
- **MicWrapperPusher** (string device, GameObject gO, int suggestedFrequency, ILogger lg, bool destroyOn↩ Stop=true)
- **MicWrapperPusher** (string device, Transform parentTransform, int suggestedFrequency, ILogger lg, bool destroyOnStop=true)
- void **SetCallback** (Action< float[ ]> callback, ObjectFactory< float[ ], int > bufferFactory)
- void **Dispose** ()

Properties

- int? **SamplingRate** `[get]`
- int? **Channels** `[get]`
- string **Error** `[get]`

3.75 NativeAndroidMicrophoneSettings Class Reference

Public Attributes

- bool **AcousticEchoCancellation**
- bool **AutomaticGainControl**
- bool **NoiseSuppression**

3.76 ObjectFactory< TType, TInfo > Interface Template Reference

Uniform interface to ObjectPool<TType, TInfo> and single reusable object.

Inherits IDisposable.

Public Member Functions

- TType **New** ()
- TType **New** (TInfo info)
- void **Free** (TType obj)
- void **Free** (TType obj, TInfo info)

Properties

- TInfo **Info** `[get]`

3.76.1 Detailed Description

Uniform interface to ObjectPool<TType, TInfo> and single reusable object.

Template Parameters

TType	Object type.
TInfo	Type of property used to check 2 objects identity (like integral length of array).

3.77 ObjectPool< TType, TInfo > Class Template Reference

Generic Pool to re-use objects of a certain type (TType) that optionally match a certain property or set of properties (TInfo).

Inherits IDisposable.

Public Member Functions

- ObjectPool (int capacity, string name)

  Create a new ObjectPool instance. Does not call Init().
- ObjectPool (int capacity, string name, TInfo info)

  Create a new ObjectPool instance with the given info structure. Calls Init().
- void Init (TInfo info)

  (Re-)Initializes this ObjectPool.
- TType AcquireOrCreate ()

  Acquire an existing object, or create a new one if none are available.
- TType AcquireOrCreate (TInfo info)

  Acquire an existing object (if info matches), or create a new one from the passed info.
- virtual bool Release (TType obj, TInfo objInfo)

  Returns object to pool.
- virtual bool Release (TType obj)

  Returns object to pool, or destroys it if the pool is full.
- void Dispose ()

  Free resources assoicated with this ObjectPool

Protected Member Functions

- abstract TType **createObject** (TInfo info)
- abstract void **destroyObject** (TType obj)
- abstract bool **infosMatch** (TInfo i0, TInfo i1)

Protected Attributes

- int **capacity**
- TInfo **info**
- int **pos**
- string **name**

Properties

- TInfo Info `[get]`

  The property (info) that objects in this Pool must match.

3.77.1 Detailed Description

Generic Pool to re-use objects of a certain type (TType) that optionally match a certain property or set of properties (TInfo).

Template Parameters

TType	Object type.
TInfo	Type of parameter used to check 2 objects identity (like integral length of array).

3.77.2 Constructor & Destructor Documentation

3.77.2.1 ObjectPool() [1/2]

```
ObjectPool (
            int capacity,
            string name )
```

Create a new ObjectPool instance. Does not call Init().

Parameters

capacity	Capacity (size) of the object pool.
name	Name of the object pool.

3.77.2.2 ObjectPool() [2/2]

```
ObjectPool (
            int capacity,
            string name,
            TInfo info )
```

Create a new ObjectPool instance with the given info structure. Calls Init().

Parameters

capacity	Capacity (size) of the object pool.
name	Name of the object pool.
info	Info about this Pool's objects.

3.77.3 Member Function Documentation

3.77.3.1 AcquireOrCreate() [1/2]

```
TType AcquireOrCreate ( )
```

Acquire an existing object, or create a new one if none are available.

If it fails to get one from the pool, this will create from the info given in this pool's constructor.

3.77.3.2 AcquireOrCreate() [2/2]

```
TType AcquireOrCreate (
            TInfo info )
```

Acquire an existing object (if info matches), or create a new one from the passed info.

Parameters

info	Info structure to match, or create a new object with.

3.77.3.3 Dispose()

```
void Dispose ( )
```

Free resources assoicated with this ObjectPool

3.77.3.4 Init()

```
void Init (
            TInfo info )
```

(Re-)Initializes this ObjectPool.

If there are objects available in this Pool, they will be destroyed. Allocates (Capacity) new Objects.

Parameters

info	Info about this Pool's objects.

3.77.3.5 Release() [1/2]

```
virtual bool Release (
            TType obj )  [virtual]
```

Returns object to pool, or destroys it if the pool is full.

Parameters

obj	The object to return to the pool.

3.77.3.6 Release() [2/2]

```
virtual bool Release (
            TType obj,
            TInfo objInfo )  [virtual]
```

Returns object to pool.

Parameters

obj	The object to return to the pool.
objInfo	The info structure about obj.

obj is returned to the pool only if objInfo matches this pool's info. Else, it is destroyed.

3.77.4 Property Documentation

3.77.4.1 Info

```
TInfo Info  [get]
```

The property (info) that objects in this Pool must match.

3.78 OpusCodec Class Reference

Classes

- class Decoder
- class DecoderFactory
- class Encoder
- class EncoderFloat
- class EncoderShort
- class Factory
- class Util

Public Types

- enum **FrameDuration**

Properties

- static string **Version** `[get]`

3.79 OpusDecoder< T > Class Template Reference

Inherits IDisposable.

Public Member Functions

- **OpusDecoder** (SamplingRate outputSamplingRateHz, Channels numChannels)
- T[ ] **DecodePacket** (byte[ ] packetData)
- T[ ] **DecodeEndOfStream** ()
- void **Dispose** ()

Properties

- Bandwidth? **PreviousPacketBandwidth** `[get]`

3.80 OpusEncoder Class Reference

Inherits IDisposable.

Public Member Functions

- **OpusEncoder** (SamplingRate inputSamplingRateHz, Channels numChannels, int bitrate, OpusApplicationType applicationType, Delay encoderDelay)
- ArraySegment< byte > **Encode** (float[ ] pcmSamples)
- ArraySegment< byte > **Encode** (short[ ] pcmSamples)
- void **Dispose** ()

Static Public Attributes

- const int **BitrateMax** = -1

Properties

- SamplingRate **InputSamplingRate** `[get]`
- Channels **InputChannels** `[get]`
- Delay EncoderDelay `[get, set]`

  Using a duration of less than 10 ms will prevent the encoder from using the LPC or hybrid modes.
- int **FrameSizePerChannel** `[get]`
- int **Bitrate** `[get, set]`
- Bandwidth **MaxBandwidth** `[get, set]`
- Complexity **Complexity** `[get, set]`
- int **ExpectedPacketLossPercentage** `[get, set]`
- SignalHint **SignalHint** `[get, set]`
- ForceChannels **ForceChannels** `[get, set]`
- bool? **UseInbandFEC** `[get, set]`
- int **PacketLossPercentage** `[get, set]`
- bool? **UseUnconstrainedVBR** `[get, set]`
- bool? **DtxEnabled** `[get, set]`

3.80.1 Property Documentation

3.80.1.1 EncoderDelay

```
Delay EncoderDelay  [get], [set]
```

Using a duration of less than 10 ms will prevent the encoder from using the LPC or hybrid modes.

3.81 OpusException Class Reference

Inherits Exception.

Public Member Functions

- **OpusException** (OpusStatusCode statusCode, string message)

Properties

- OpusStatusCode **StatusCode** `[get]`

3.82 OpusLib Class Reference

Properties

- static string **Version** `[get]`

3.83 PhotonVoiceCreatedParams Class Reference

Inherited by Recorder.PhotonVoiceCreatedParams.

Properties

- Voice.LocalVoice **Voice** `[get, set]`
- Voice.IAudioDesc **AudioDesc** `[get, set]`

3.84 Recorder.PhotonVoiceCreatedParams Class Reference

Inherits PhotonVoiceCreatedParams.

Additional Inherited Members

3.85 PhotonVoiceLagSimulationGui Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void **OnEnable** ()

3.86 PhotonVoiceNetwork Class Reference

This class can be used to automatically sync client states between PUN and Voice. It also sets a custom PUN Speaker factory to find the Speaker component for a character's voice. For this to work attach a PhotonVoiceView next to the PhotonView of your player's prefab.

Inherits VoiceConnection.

Public Member Functions

- bool ConnectAndJoinRoom ()

  Connect voice client to Photon servers and join a Voice room
- void Disconnect ()

  Disconnect voice client from all Photon servers

Public Attributes

- bool AutoConnectAndJoin = true

  Auto connect voice client and join a voice room when PUN client is joined to a PUN room
- bool AutoLeaveAndDisconnect = true

  Auto disconnect voice client when PUN client is not joined to a PUN room
- bool WorkInOfflineMode = true

  Whether or not Photon Voice client should follow PUN client if the latter is in offline mode.

Static Public Attributes

- const string VoiceRoomNameSuffix = "_voice_"

  Suffix for voice room names appended to PUN room names.

Protected Member Functions

- override void **Awake** ()
- override void **OnDisable** ()
- override void **OnDestroy** ()
- override void **OnVoiceStateChanged** (ClientState fromState, ClientState toState)
- override Speaker **SimpleSpeakerFactory** (int playerId, byte voiceId, object userData)

Properties

- static PhotonVoiceNetwork Instance `[get, set]`

  Singleton instance for PhotonVoiceNetwork

Additional Inherited Members

3.86.1 Detailed Description

This class can be used to automatically sync client states between PUN and Voice. It also sets a custom PUN Speaker factory to find the Speaker component for a character's voice. For this to work attach a PhotonVoiceView next to the PhotonView of your player's prefab.

3.86.2 Member Function Documentation

3.86.2.1 ConnectAndJoinRoom()

```
bool ConnectAndJoinRoom ( )
```

Connect voice client to Photon servers and join a Voice room

Returns

If true, connection command send from client

3.86.2.2 Disconnect()

```
void Disconnect ( )
```

Disconnect voice client from all Photon servers

3.86.3 Member Data Documentation

3.86.3.1 AutoConnectAndJoin

```
bool AutoConnectAndJoin = true
```

Auto connect voice client and join a voice room when PUN client is joined to a PUN room

3.86.3.2 AutoLeaveAndDisconnect

```
bool AutoLeaveAndDisconnect = true
```

Auto disconnect voice client when PUN client is not joined to a PUN room

3.86.3.3 VoiceRoomNameSuffix

```
const string VoiceRoomNameSuffix = "_voice_"  [static]
```

Suffix for voice room names appended to PUN room names.

3.86.3.4 WorkInOfflineMode

```
bool WorkInOfflineMode = true
```

Whether or not Photon Voice client should follow PUN client if the latter is in offline mode.

3.86.4 Property Documentation

3.86.4.1 Instance

```
PhotonVoiceNetwork Instance  [static], [get], [set]
```

Singleton instance for PhotonVoiceNetwork

3.87 PhotonVoiceStatsGui Class Reference

Basic GUI to show traffic and health statistics of the connection to Photon, toggled by shift+tab.

Inherits MonoBehaviour.

3.87.1 Detailed Description

Basic GUI to show traffic and health statistics of the connection to Photon, toggled by shift+tab.

The shown health values can help identify problems with connection losses or performance. Example: If the time delta between two consecutive SendOutgoingCommands calls is a second or more, chances rise for a disconnect being caused by this (because acknowledgments to the server need to be sent in due time).

3.88 PhotonVoiceView Class Reference

Component that should be attached to a networked PUN prefab that has PhotonView. It will bind remote Recorder with local Speaker of the same networked prefab. This component makes automatic voice stream routing easy for players' characters/avatars.

Inherits VoiceComponent.

Public Member Functions

- void Init ()

  Initializes this PhotonVoiceView for Voice usage based on the PhotonView, Recorder and Speaker components.

Public Attributes

- bool AutoCreateRecorderIfNotFound

  If true, a Recorder component will be added to the same GameObject if not found already.
- bool UsePrimaryRecorder

  If true, PhotonVoiceNetwork.PrimaryRecorder will be used by this PhotonVoiceView
- bool SetupDebugSpeaker

  If true, a Speaker component will be setup to be used for the DebugEcho mode

Protected Member Functions

- override void **Awake** ()

Properties

- Recorder RecorderInUse `[get, set]`

  The Recorder component currently used by this PhotonVoiceView
- Speaker SpeakerInUse `[get, set]`

  The Speaker component currently used by this PhotonVoiceView
- bool IsSetup `[get]`

  If true, this PhotonVoiceView is setup and ready to be used
- bool IsSpeaker `[get]`

  If true, this PhotonVoiceView has a Speaker setup for playback of received audio frames from remote audio source
- bool IsSpeaking `[get]`

  If true, this PhotonVoiceView has a Speaker that is currently playing received audio frames from remote audio source
- bool IsRecorder `[get]`

  If true, this PhotonVoiceView has a Recorder setup for transmission of audio stream from local audio source
- bool IsRecording `[get]`

  If true, this PhotonVoiceView has a Recorder that is currently transmitting audio stream from local audio source
- bool IsSpeakerLinked `[get]`

  If true, the SpeakerInUse is linked to the remote voice stream
- bool IsPhotonViewReady `[get]`

  If true, the PhotonView attached to the same GameObject has a valid ViewID $>$ 0

Additional Inherited Members

3.88.1 Detailed Description

Component that should be attached to a networked PUN prefab that has PhotonView. It will bind remote Recorder with local Speaker of the same networked prefab. This component makes automatic voice stream routing easy for players' characters/avatars.

3.88.2 Member Function Documentation

3.88.2.1 Init()

```
void Init ( )
```

Initializes this PhotonVoiceView for Voice usage based on the PhotonView, Recorder and Speaker components.

The initialization should happen automatically. Call this method explicitly if this does not succeed. The initialization is a two steps operation: step one is the setup of Recorder and Speaker to be used. Step two is the late-linking -if needed- of the SpeakerInUse and corresponding remote voice info -if any- via ViewID.

3.88.3 Member Data Documentation

3.88.3.1 AutoCreateRecorderIfNotFound

```
bool AutoCreateRecorderIfNotFound
```

If true, a Recorder component will be added to the same GameObject if not found already.

3.88.3.2 SetupDebugSpeaker

```
bool SetupDebugSpeaker
```

If true, a Speaker component will be setup to be used for the DebugEcho mode

3.88.3.3 UsePrimaryRecorder

```
bool UsePrimaryRecorder
```

If true, PhotonVoiceNetwork.PrimaryRecorder will be used by this PhotonVoiceView

3.88.4 Property Documentation

3.88.4.1 IsPhotonViewReady

```
bool IsPhotonViewReady  [get]
```

If true, the PhotonView attached to the same GameObject has a valid ViewID $>$ 0

3.88.4.2 IsRecorder

```
bool IsRecorder  [get]
```

If true, this PhotonVoiceView has a Recorder setup for transmission of audio stream from local audio source

3.88.4.3 IsRecording

```
bool IsRecording  [get]
```

If true, this PhotonVoiceView has a Recorder that is currently transmitting audio stream from local audio source

3.88.4.4 IsSetup

```
bool IsSetup  [get]
```

If true, this PhotonVoiceView is setup and ready to be used

3.88.4.5 IsSpeaker

```
bool IsSpeaker  [get]
```

If true, this PhotonVoiceView has a Speaker setup for playback of received audio frames from remote audio source

3.88.4.6 IsSpeakerLinked

```
bool IsSpeakerLinked  [get]
```

If true, the SpeakerInUse is linked to the remote voice stream

3.88.4.7 IsSpeaking

```
bool IsSpeaking  [get]
```

If true, this PhotonVoiceView has a Speaker that is currently playing received audio frames from remote audio source

3.88.4.8 RecorderInUse

```
Recorder RecorderInUse  [get], [set]
```

The Recorder component currently used by this PhotonVoiceView

3.88.4.9 SpeakerInUse

```
Speaker SpeakerInUse  [get], [set]
```

The Speaker component currently used by this PhotonVoiceView

3.89 PrimitiveArrayPool< T > Class Template Reference

Pool of Arrays with components of type T, with ObjectPool info being the array's size.

Inherits ObjectPool< T[ ], int >.

Public Member Functions

- **PrimitiveArrayPool** (int capacity, string name)
- **PrimitiveArrayPool** (int capacity, string name, int info)

Protected Member Functions

- override T[ ] **createObject** (int info)
- override void **destroyObject** (T[ ] obj)
- override bool **infosMatch** (int i0, int i1)

Additional Inherited Members

3.89.1 Detailed Description

Pool of Arrays with components of type T, with ObjectPool info being the array's size.

Template Parameters

T	Array element type.

3.90 RawCodec Class Reference

Classes

- class Decoder
- class Encoder

3.91 Recorder Class Reference

Component representing outgoing audio stream in scene.

Inherits VoiceComponent.

Classes

- class PhotonVoiceCreatedParams

Public Types

- enum **InputSourceType**
- enum **MicType**
- enum **SampleTypeConv**

Public Member Functions

- void Init (VoiceClient voiceClient, object customObj=null)

  Initializes the Recorder component to be able to transmit audio.
- void Init (VoiceConnection voiceConnection)

  Initializes the Recorder component to be able to transmit audio.
- void **ReInit** ()
- void RestartRecording (bool force=false)

  Restarts recording if something has changed that requires this.
- void VoiceDetectorCalibrate (int durationMs, Action< float > detectionEndedCallback=null)

  Trigger voice detector calibration process. While calibrating, keep silence. Voice detector sets threshold basing on measured background noise level.
- void StartRecording ()

  Starts recording.
- void StopRecording ()

  Stops recording.

Static Public Member Functions

- static bool **CompareUnityMicNames** (string mic1, string mic2)
- static bool **IsDefaultUnityMic** (string mic)

Static Public Attributes

- const int **MIN_OPUS_BITRATE** = 6000
- const int **MAX_OPUS_BITRATE** = 510000

Protected Member Functions

- virtual void **SendPhotonVoiceCreatedMessage** ()

Properties

- static AudioInEnumerator PhotonMicrophoneEnumerator [get]

  Enumerator for the available microphone devices gathered by the Photon plugin.
- bool IsInitialized [get]

  If true, this Recorder has been initialized and is ready to transmit to remote clients. Otherwise call Init(VoiceConnection).
- bool **RequiresInit** [get]
- bool RequiresRestart [get, protected set]

  Returns true if something has changed in the Recorder while recording that won't take effect unless recording is restarted using RestartRecording.
- bool TransmitEnabled [get, set]

  If true, audio transmission is enabled.
- bool Encrypt [get, set]

  If true, voice stream is sent encrypted.
- bool DebugEchoMode [get, set]

  If true, outgoing stream routed back to client via server same way as for remote client's streams.
- bool ReliableMode [get, set]

  If true, stream data sent in reliable mode.
- bool VoiceDetection [get, set]

  If true, voice detection enabled.
- float VoiceDetectionThreshold [get, set]

  Voice detection threshold (0..1, where 1 is full amplitude).
- int VoiceDetectionDelayMs [get, set]

  Keep detected state during this time after signal level dropped below threshold. Default is 500ms
- object UserData [get, set]

  Custom user object to be sent in the voice stream info event.
- Func< IAudioDesc > InputFactory [get, set]

  Set the method returning new Voice.IAudioDesc instance to be assigned to a new voice created with Source set to Factory
- AudioUtil.IVoiceDetector? VoiceDetector [get]

  Returns voice activity detector for recorder's audio stream.
- string UnityMicrophoneDevice [get, set]

  Set or get Unity microphone device used for streaming.
- int PhotonMicrophoneDeviceId [get, set]

  Set or get photon microphone device used for streaming.
- byte AudioGroup [get, set]

  Target interest group that will receive transmitted audio.
- byte InterestGroup [get, set]

  Target interest group that will receive transmitted audio.
- bool IsCurrentlyTransmitting [get]

  Returns true if audio stream broadcasts.
- AudioUtil.ILevelMeter? LevelMeter [get]

  Level meter utility.
- bool VoiceDetectorCalibrating [get]

  If true, voice detector calibration is in progress.
- ILocalVoiceAudio **voiceAudio** [get]
- InputSourceType SourceType [get, set]

  Audio data source.
- MicType MicrophoneType [get, set]

  Which microphone API to use when the Source is set to Microphone.
- SampleTypeConv TypeConvert [get, set]

Force creation of 'short' pipeline and convert audio data to short for 'float' audio sources.

- AudioClip AudioClip `[get, set]`

  Source audio clip.
- bool LoopAudioClip `[get, set]`

  Loop playback for audio clip sources.
- SamplingRate SamplingRate `[get, set]`

  Outgoing audio stream sampling rate.
- OpusCodec.FrameDuration FrameDuration `[get, set]`

  Outgoing audio stream encoder delay.
- int Bitrate `[get, set]`

  Outgoing audio stream bitrate.
- bool IsRecording `[get, set]`

  Gets or sets whether this Recorder is actively recording audio to be transmitted.
- bool ReactOnSystemChanges `[get, set]`

  If true, the Recorder will automatically restart recording to recover from audio device changes.
- bool AutoStart `[get, set]`

  If true, automatically start recording when initialized.
- bool RecordOnlyWhenEnabled `[get, set]`

  If true, component will work only when enabled and active in hierarchy.
- bool SkipDeviceChangeChecks `[get, set]`

  If true, restarts recording without checking if audio config/device changes affected recording.
- bool StopRecordingWhenPaused `[get, set]`

  If true, stop recording when paused resume/restart when un-paused.
- bool UseOnAudioFilterRead `[get, set]`

  If true, recording will make use of Unity's OnAudioFitlerRead callback from a muted local AudioSource.
- bool TrySamplingRateMatch `[get, set]`

  If true, Recorder will try to match sampling rates of microphone device and Opus encoder to avoid re sampling of audio input.

Additional Inherited Members

3.91.1 Detailed Description

Component representing outgoing audio stream in scene.

3.91.2 Member Function Documentation

3.91.2.1 Init() `[1/2]`

```
void Init (
            VoiceClient voiceClient,
            object customObj = null )
```

Initializes the Recorder component to be able to transmit audio.

Parameters

voiceClient	The VoiceClient to be used with this Recorder.
customObj	Optional user data object to be transmitted with the voice stream info

3.91.2.2 Init() [2/2]

```
void Init (
            VoiceConnection voiceConnection )
```

Initializes the Recorder component to be able to transmit audio.

Parameters

voiceConnection	The VoiceConnection to be used with this Recorder.

3.91.2.3 RestartRecording()

```
void RestartRecording (
            bool force = false )
```

Restarts recording if something has changed that requires this.

Parameters

force	Set to true if you want to restart even if this is not required (RequiresRestart = false)

3.91.2.4 StartRecording()

```
void StartRecording ( )
```

Starts recording.

3.91.2.5 StopRecording()

```
void StopRecording ( )
```

Stops recording.

3.91.2.6 VoiceDetectorCalibrate()

```
void VoiceDetectorCalibrate (
            int durationMs,
            Action< float > detectionEndedCallback = null )
```

Trigger voice detector calibration process. While calibrating, keep silence. Voice detector sets threshold basing on measured background noise level.

Parameters

durationMs	Duration of calibration in milliseconds.
detectionEndedCallback	Callback when VAD calibration ends.

3.91.3 Property Documentation

3.91.3.1 AudioClip

```
AudioClip AudioClip  [get], [set]
```

Source audio clip.

3.91.3.2 AudioGroup

```
byte AudioGroup  [get], [set]
```

Target interest group that will receive transmitted audio.

If AudioGroup != 0, recorder's audio data is sent only to clients listening to this group.

3.91.3.3 AutoStart

```
bool AutoStart  [get], [set]
```

If true, automatically start recording when initialized.

3.91.3.4 Bitrate

```
int Bitrate  [get], [set]
```

Outgoing audio stream bitrate.

3.91.3.5 DebugEchoMode

```
bool DebugEchoMode  [get], [set]
```

If true, outgoing stream routed back to client via server same way as for remote client's streams.

3.91.3.6 Encrypt

```
bool Encrypt  [get], [set]
```

If true, voice stream is sent encrypted.

3.91.3.7 FrameDuration

```
OpusCodec.FrameDuration FrameDuration  [get], [set]
```

Outgoing audio stream encoder delay.

3.91.3.8 InputFactory

```
Func<IAudioDesc> InputFactory  [get], [set]
```

Set the method returning new Voice.IAudioDesc instance to be assigned to a new voice created with Source set to Factory

3.91.3.9 InterestGroup

```
byte InterestGroup  [get], [set]
```

Target interest group that will receive transmitted audio.

If InterestGroup != 0, recorder's audio data is sent only to clients listening to this group.

3.91.3.10 IsCurrentlyTransmitting

```
bool IsCurrentlyTransmitting  [get]
```

Returns true if audio stream broadcasts.

3.91.3.11 IsInitialized

```
bool IsInitialized [get]
```

If true, this Recorder has been initialized and is ready to transmit to remote clients. Otherwise call Init(VoiceConnection).

3.91.3.12 IsRecording

```
bool IsRecording [get], [set]
```

Gets or sets whether this Recorder is actively recording audio to be transmitted.

3.91.3.13 LevelMeter

```
AudioUtil.ILevelMeter? LevelMeter [get]
```

Level meter utility.

3.91.3.14 LoopAudioClip

```
bool LoopAudioClip [get], [set]
```

Loop playback for audio clip sources.

3.91.3.15 MicrophoneType

```
MicType MicrophoneType [get], [set]
```

Which microphone API to use when the Source is set to Microphone.

3.91.3.16 PhotonMicrophoneDeviceId

```
int PhotonMicrophoneDeviceId [get], [set]
```

Set or get photon microphone device used for streaming.

3.91.3.17 PhotonMicrophoneEnumerator

```
AudioInEnumerator PhotonMicrophoneEnumerator  [static], [get]
```

Enumerator for the available microphone devices gathered by the Photon plugin.

3.91.3.18 ReactOnSystemChanges

```
bool ReactOnSystemChanges  [get], [set]
```

If true, the Recorder will automatically restart recording to recover from audio device changes.

By default, the Recorder will restart recording only when the Recorder.SourceType is InputSourceType.Microphone and the device being used is no longer available or valid, in some cases you may need to force restarts even if the device in use did not change. To enable this set Recorder.SkipDeviceChangeChecks to true.

3.91.3.19 RecordOnlyWhenEnabled

```
bool RecordOnlyWhenEnabled  [get], [set]
```

If true, component will work only when enabled and active in hierarchy.

3.91.3.20 ReliableMode

```
bool ReliableMode  [get], [set]
```

If true, stream data sent in reliable mode.

3.91.3.21 RequiresRestart

```
bool RequiresRestart  [get], [protected set]
```

Returns true if something has changed in the Recorder while recording that won't take effect unless recording is restarted using RestartRecording.

Think of this as a "isDirty" flag.

3.91.3.22 SamplingRate

```
SamplingRate SamplingRate  [get], [set]
```

Outgoing audio stream sampling rate.

3.91.3.23 SkipDeviceChangeChecks

```
bool SkipDeviceChangeChecks  [get], [set]
```

If true, restarts recording without checking if audio config/device changes affected recording.

To be used when Recorder.ReactOnSystemChanges is true.

3.91.3.24 SourceType

```
InputSourceType SourceType  [get], [set]
```

Audio data source.

3.91.3.25 StopRecordingWhenPaused

```
bool StopRecordingWhenPaused  [get], [set]
```

If true, stop recording when paused resume/restart when un-paused.

3.91.3.26 TransmitEnabled

```
bool TransmitEnabled  [get], [set]
```

If true, audio transmission is enabled.

3.91.3.27 TrySamplingRateMatch

```
bool TrySamplingRateMatch  [get], [set]
```

If true, Recorder will try to match sampling rates of microphone device and Opus encoder to avoid re sampling of audio input.

3.91.3.28 TypeConvert

```
SampleTypeConv TypeConvert  [get], [set]
```

Force creation of 'short' pipeline and convert audio data to short for 'float' audio sources.

3.91.3.29 UnityMicrophoneDevice

```
string UnityMicrophoneDevice  [get], [set]
```

Set or get Unity microphone device used for streaming.

3.91.3.30 UseOnAudioFilterRead

```
bool UseOnAudioFilterRead  [get], [set]
```

If true, recording will make use of Unity's OnAudioFitlerRead callback from a muted local AudioSource.

If enabled, 3D sounds and voice positioning can be lost.

3.91.3.31 UserData

```
object UserData  [get], [set]
```

Custom user object to be sent in the voice stream info event.

3.91.3.32 VoiceDetection

```
bool VoiceDetection  [get], [set]
```

If true, voice detection enabled.

3.91.3.33 VoiceDetectionDelayMs

```
int VoiceDetectionDelayMs  [get], [set]
```

Keep detected state during this time after signal level dropped below threshold. Default is 500ms

3.91.3.34 VoiceDetectionThreshold

```
float VoiceDetectionThreshold  [get], [set]
```

Voice detection threshold (0..1, where 1 is full amplitude).

3.91.3.35 VoiceDetector

```
AudioUtil.IVoiceDetector?  VoiceDetector  [get]
```

Returns voice activity detector for recorder's audio stream.

3.91.3.36 VoiceDetectorCalibrating

```
bool VoiceDetectorCalibrating  [get]
```

If true, voice detector calibration is in progress.

3.92 RemoteVoiceInfo Class Reference

Information about a remote voice (incoming stream).

Properties

- VoiceInfo Info `[get]`
  Remote voice info.
- int ChannelId `[get]`
  ID of channel used for transmission.
- int PlayerId `[get]`
  Player ID of voice owner.
- byte VoiceId `[get]`
  Voice ID (unique in the room).

3.92.1 Detailed Description

Information about a remote voice (incoming stream).

3.92.2 Property Documentation

3.92.2.1 ChannelId

```
int ChannelId  [get]
```

ID of channel used for transmission.

3.92.2.2 Info

```
VoiceInfo Info  [get]
```

Remote voice info.

3.92.2.3 PlayerId

```
int PlayerId  [get]
```

Player ID of voice owner.

3.92.2.4 VoiceId

```
byte VoiceId  [get]
```

Voice ID (unique in the room).

3.93 RemoteVoiceLink Class Reference

Public Member Functions

- **RemoteVoiceLink** (VoiceInfo info, int playerId, int voiceId, int channelId, ref RemoteVoiceOptions options)

Properties

- VoiceInfo **Info** `[get]`
- int **PlayerId** `[get]`
- int **VoiceId** `[get]`
- int **ChannelId** `[get]`

Events

- Action< FrameOut< float > > **FloatFrameDecoded**
- Action **RemoteVoiceRemoved**

3.94 RemoteVoiceOptions Struct Reference

Event Actions and other options for a remote voice (incoming stream).

Public Member Functions

- void SetOutput (Action< FrameOut< float >> output)

  Register a method to be called when new data frame received..
- void **SetOutput** (Action< FrameOut< short >> output)
- void **SetOutput** (Action< ImageOutputBuf > output)

Properties

- Action OnRemoteVoiceRemoveAction `[get, set]`

  Register a method to be called when the remote voice is removed.
- IDecoder Decoder `[get, set]`

  Remote voice data decoder. Use to set decoder options or override it with user decoder.
- ImageFormat **OutputImageFormat** `[get, set]`
- Flip **OutputImageFlip** `[get, set]`

3.94.1 Detailed Description

Event Actions and other options for a remote voice (incoming stream).

3.94.2 Member Function Documentation

3.94.2.1 SetOutput()

```
void SetOutput (
            Action< FrameOut< float >> output )
```

Register a method to be called when new data frame received..

3.94.3 Property Documentation

3.94.3.1 Decoder

```
IDecoder Decoder  [get], [set]
```

Remote voice data decoder. Use to set decoder options or override it with user decoder.

3.94.3.2 OnRemoteVoiceRemoveAction

```
Action OnRemoteVoiceRemoveAction  [get], [set]
```

Register a method to be called when the remote voice is removed.

3.95 AudioUtil.Resampler< T > Class Template Reference

Sample-rate conversion Audio Processor.

Inherits IProcessor< T >.

Public Member Functions

- Resampler (int dstSize, int channels)
  Create a new Resampler instance.
- T[ ] Process (T[ ] buf)
  Process a frame of audio data.
- void **Dispose** ()

Protected Attributes

- T[ ] **frameResampled**

3.95.1 Detailed Description

Sample-rate conversion Audio Processor.

This processor converts the sample-rate of the source stream. Internally, it uses AudioUtil.Resample.

3.95.2 Constructor & Destructor Documentation

3.95.2.1 Resampler()

```
Resampler (
            int dstSize,
            int channels )
```

Create a new Resampler instance.

Parameters

dstSize	Frame size of a destination frame. Determins output rate.
channels	Number of audio channels expected in both in- and output.

3.95.3 Member Function Documentation

3.95.3.1 Process()

```
T [] Process (
            T[] buf )
```

Process a frame of audio data.

Parameters

buf	Buffer containing input audio data

Returns

Buffer containing output audio data or null if frame has been discarded (VAD)

Implements IProcessor< T >.

3.96 Speaker Class Reference

Component representing remote audio stream in local scene.

Inherits VoiceComponent.

Public Member Functions

- bool StartPlayback ()

  Starts the audio playback of the linked incoming remote audio stream via AudioSource component.
- bool StopPlayback ()

  Stops the audio playback of the linked incoming remote audio stream via AudioSource component.
- bool RestartPlayback ()

  Restarts the audio playback of the linked incoming remote audio stream via AudioSource component.

Properties

- int **PlayDelayMs** `[get, set]`
- bool IsPlaying `[get]`

  Is the speaker playing right now.
- int? Lag `[get]`

  Smoothed difference between (jittering) stream and (clock-driven) audioOutput.
- Action< Speaker > OnRemoteVoiceRemoveAction `[get, set]`

  Register a method to be called when remote voice removed.
- Realtime.Player Actor `[get, set]`

  Per room, the connected users/players are represented with a Realtime.Player, also known as Actor.
- bool IsLinked `[get]`

  Whether or not this Speaker has been linked to a remote voice stream.
- bool PlaybackOnlyWhenEnabled `[get, set]`

  If true, component will work only when enabled and active in hierarchy.
- bool PlaybackStarted `[get]`

  Returns if the playback is on.

Additional Inherited Members

3.96.1 Detailed Description

Component representing remote audio stream in local scene.

3.96.2 Member Function Documentation

3.96.2.1 RestartPlayback()

```
bool RestartPlayback ( )
```

Restarts the audio playback of the linked incoming remote audio stream via AudioSource component.

Returns

True if playback is successfully restarted.

3.96.2.2 StartPlayback()

```
bool StartPlayback ( )
```

Starts the audio playback of the linked incoming remote audio stream via AudioSource component.

Returns

True if playback is successfully started.

3.96.2.3 StopPlayback()

```
bool StopPlayback ( )
```

Stops the audio playback of the linked incoming remote audio stream via AudioSource component.

Returns

True if playback is successfully stopped.

3.96.3 Property Documentation

3.96.3.1 Actor

```
Realtime.Player Actor  [get], [set]
```

Per room, the connected users/players are represented with a Realtime.Player, also known as Actor.

Photon Voice calls this Actor, to avoid a name-clash with the Player class in Voice.

3.96.3.2 IsLinked

```
bool IsLinked  [get]
```

Whether or not this Speaker has been linked to a remote voice stream.

3.96.3.3 IsPlaying

```
bool IsPlaying  [get]
```

Is the speaker playing right now.

3.96.3.4 Lag

```
int?  Lag  [get]
```

Smoothed difference between (jittering) stream and (clock-driven) audioOutput.

3.96.3.5 OnRemoteVoiceRemoveAction

```
Action<Speaker> OnRemoteVoiceRemoveAction  [get], [set]
```

Register a method to be called when remote voice removed.

3.96.3.6 PlaybackOnlyWhenEnabled

```
bool PlaybackOnlyWhenEnabled  [get], [set]
```

If true, component will work only when enabled and active in hierarchy.

3.96.3.7 PlaybackStarted

```
bool PlaybackStarted [get]
```

Returns if the playback is on.

3.97 TestTone Class Reference

Inherits MonoBehaviour.

3.98 AudioUtil.ToneAudioPusher< T > Class Template Reference

IAudioPusher that provides a constant tone signal.

Inherits IAudioPusher< T >.

Public Member Functions

- ToneAudioPusher (int frequency=440, int bufSizeMs=100, int samplingRate=441000, int channels=2)
  Create a new ToneAudioReader instance
- void SetCallback (Action< T[]> callback, ObjectFactory< T[], int > bufferFactory)
  Set the callback function used for pushing data
- void **Dispose** ()

Properties

- int **Channels** [get]
- int **SamplingRate** [get]
- string **Error** [get]

3.98.1 Detailed Description

IAudioPusher that provides a constant tone signal.

3.98.2 Constructor & Destructor Documentation

3.98.2.1 ToneAudioPusher()

```
ToneAudioPusher (
            int frequency = 440,
            int bufSizeMs = 100,
            int samplingRate = 441000,
            int channels = 2 )
```

Create a new ToneAudioReader instance

Parameters

frequency	Frequency of the generated tone (in Hz).
bufSizeMs	Size of buffers to push (in milliseconds).
samplingRate	Sampling rate of the audio signal (in Hz).
channels	Number of channels in the audio signal.

3.98.3 Member Function Documentation

3.98.3.1 SetCallback()

```
void SetCallback (
            Action< T[]> callback,
            ObjectFactory< T[], int > bufferFactory )
```

Set the callback function used for pushing data

Parameters

callback	Callback function to use
localVoice	Outgoing audio stream, for context

Implements IAudioPusher< T >.

3.99 AudioUtil.ToneAudioReader< T > Class Template Reference

IAudioReader that provides a constant tone signal.

Inherits IAudioReader< T >.

Public Member Functions

- ToneAudioReader (Func< double > clockSec=null, double frequency=440, int samplingRate=441000, int channels=2)

  Create a new ToneAudioReader instance
- void **Dispose** ()
- bool Read (T[] buf)

  Fill full given frame buffer with source uncompressed data or return false if not enough such data.

Properties

- int Channels [get]

  Number of channels in the audio signal.
- int SamplingRate [get]

  Sampling rate of the audio signal (in Hz).
- string Error [get]

  If not null, audio object is in invalid state.

3.99.1 Detailed Description

IAudioReader that provides a constant tone signal.

See also MicWrapper and AudioClipWrapper Because of current resampling algorithm, the tone is distorted if SamplingRate does not equal encoder sampling rate.

3.99.2 Constructor & Destructor Documentation

3.99.2.1 ToneAudioReader()

```
ToneAudioReader (
            Func< double > clockSec = null,
            double frequency = 440,
            int samplingRate = 441000,
            int channels = 2 )
```

Create a new ToneAudioReader instance

Parameters

clockSec	Function to get current time in seconds. In Unity, pass in '() => AudioSettings.dspTime' for better results.
frequency	Frequency of the generated tone (in Hz).
samplingRate	Sampling rate of the audio signal (in Hz).
channels	Number of channels in the audio signal.

3.99.3 Member Function Documentation

3.99.3.1 Read()

```
bool Read (
            T[] buffer )
```

Fill full given frame buffer with source uncompressed data or return false if not enough such data.

Parameters

buffer	Buffer to fill.

Returns

True if buffer was filled successfully, false otherwise.

Implements IDataReader< T >.

3.99.4 Property Documentation

3.99.4.1 Channels

```
int Channels  [get]
```

Number of channels in the audio signal.

3.99.4.2 Error

```
string Error  [get]
```

If not null, audio object is in invalid state.

3.99.4.3 SamplingRate

```
int SamplingRate  [get]
```

Sampling rate of the audio signal (in Hz).

3.100 ToneAudioReader Class Reference

Inherits IAudioReader< float >.

Public Member Functions

- void **Dispose** ()
- bool **Read** (float[ ] buf)

Properties

- int **Channels** [get]
- int **SamplingRate** [get]
- string **Error** [get]

3.101 UnityAndroidAudioInAEC Class Reference

Inherits IAudioPusher< short >.

Public Member Functions

- **UnityAndroidAudioInAEC** (Voice.ILogger logger, bool enableAEC=false, bool enableAGC=false, bool enableNS=false)
- void **SetCallback** (Action< short[]> callback, ObjectFactory< short[], int > bufferFactory)
- void **Dispose** ()

Properties

- int **Channels** `[get]`
- int **SamplingRate** `[get]`
- string **Error** `[get]`

3.102 UnityAudioOut Class Reference

Inherits IAudioOut< float >.

Public Member Functions

- **UnityAudioOut** (AudioSource audioSource, ILogger logger, string logPrefix, bool debugInfo)
- void **Start** (int frequency, int channels, int frameSamples, int playDelayMs)
- void **Service** ()
- void **Push** (float[] frame)
- void **Flush** ()
- void **Stop** ()

Static Public Attributes

- const int **FRAME_POOL_CAPACITY** = 50

Properties

- int? **Lag** `[get]`
- bool **IsPlaying** `[get]`

3.103 UnityMicrophone Class Reference

A wrapper around UnityEngine.Microphone to be able to safely use Microphone and compile for WebGL.

Static Public Member Functions

- static void **End** (string deviceName)
- static void **GetDeviceCaps** (string deviceName, out int minFreq, out int maxFreq)
- static int **GetPosition** (string deviceName)
- static bool **IsRecording** (string deviceName)
- static AudioClip **Start** (string deviceName, bool loop, int lengthSec, int frequency)

Properties

- static string[] **devices** `[get]`

3.103.1 Detailed Description

A wrapper around UnityEngine.Microphone to be able to safely use Microphone and compile for WebGL.

3.104 UnsupportedCodecException Class Reference

Exception thrown if an unsupported codec is encountered.

Inherits Exception.

Public Member Functions

- UnsupportedCodecException (string info, Codec codec, ILogger logger)
  Create a new UnsupportedCodecException.

3.104.1 Detailed Description

Exception thrown if an unsupported codec is encountered.

PhotonVoice currently only supports one Codec, Codec.AudioOpus.

3.104.2 Constructor & Destructor Documentation

3.104.2.1 UnsupportedCodecException()

```
UnsupportedCodecException (
            string info,
            Codec codec,
            ILogger logger )
```

Create a new UnsupportedCodecException.

Parameters

info	The info prepending standard message.
codec	The codec actually encountered.
logger	Loogger.

3.105 UnsupportedSampleTypeException Class Reference

Exception thrown if an unsupported audio sample type is encountered.

Inherits Exception.

Public Member Functions

- UnsupportedSampleTypeException (Type t)
  Create a new UnsupportedSampleTypeException.

3.105.1 Detailed Description

Exception thrown if an unsupported audio sample type is encountered.

PhotonVoice generally supports 32-bit floating point ("float") or 16-bit signed integer ("short") audio, but it usually won't be converted automatically due to the high CPU overhead (and potential loss of precision) involved.

3.105.2 Constructor & Destructor Documentation

3.105.2.1 UnsupportedSampleTypeException()

```
UnsupportedSampleTypeException (
            Type t )
```

Create a new UnsupportedSampleTypeException.

Parameters

t	The sample type actually encountered.

3.106 OpusCodec.Util Class Reference

3.107 VoiceClient Class Reference

Voice client interact with other clients on network via IVoiceTransport.

Inherits IDisposable.

Public Member Functions

- delegate void RemoteVoiceInfoDelegate (int channelId, int playerId, byte voiceId, VoiceInfo voiceInfo, ref RemoteVoiceOptions options)

  Remote voice info event delegate.
- IEnumerable< LocalVoice > LocalVoicesInChannel (int channelId)

  Iterates through copy of all local voices list of given channel.
- void **LogRemoteVoiceStates** ()
- void Service ()

  This method dispatches all available incoming commands and then sends this client's outgoing commands. Call this method regularly (2..20 times a second).
- LocalVoice CreateLocalVoice (VoiceInfo voiceInfo, int channelId=0, IEncoder encoder=null)

  Creates basic outgoing stream w/o data processing support. Provided encoder should generate output data stream.
- LocalVoiceFramed< T > CreateLocalVoiceFramed< T > (VoiceInfo voiceInfo, int frameSize, int channelId=0, IEncoder encoder=null)

  Creates outgoing stream consuming sequence of values passed in array buffers of arbitrary length which repacked in frames of constant length for further processing and encoding.
- LocalVoiceAudio< T > CreateLocalVoiceAudio< T > (VoiceInfo voiceInfo, IAudioDesc audioSourceDesc, int channelId=0, IEncoder encoder=null)

  Creates outgoing audio stream. Adds audio specific features (e.g. resampling, level meter) to processing pipeline and to returning stream handler.
- LocalVoice CreateLocalVoiceAudioFromSource (VoiceInfo voiceInfo, IAudioDesc source, AudioSampleType sampleType, int channelId=0, IEncoder encoder=null)

  Creates outgoing audio stream of type automatically assigned and adds procedures (callback or serviceable) for consuming given audio source data. Adds audio specific features (e.g. resampling, level meter) to processing pipeline and to returning stream handler.
- void RemoveLocalVoice (LocalVoice voice)

  Removes local voice (outgoing data stream).

Parameters

voice	*Handler of outgoing stream to be removed.*

- void **Dispose** ()

Properties

- int FramesLost `[get, set]`

  Lost frames counter.
- int FramesReceived `[get]`

  Received frames counter.
- int FramesSent `[get]`

Sent frames counter.

- int FramesSentBytes [get]

  Sent frames bytes counter.

- int RoundTripTime [get]

  Average time required voice packet to return to sender.

- int RoundTripTimeVariance [get]

  Average round trip time variation.

- bool SuppressInfoDuplicateWarning [get, set]

  Do not log warning when duplicate info received.

- RemoteVoiceInfoDelegate OnRemoteVoiceInfoAction [get, set]

  Register a method to be called when remote voice info arrived (after join or new new remote voice creation). Metod parameters: (int channelId, int playerId, byte voiceId, VoiceInfo voiceInfo, ref RemoteVoiceOptions options);

- int DebugLostPercent [get, set]

  Lost frames simulation ratio.

- IEnumerable< LocalVoice > LocalVoices [get]

  Iterates through copy of all local voices list.

- IEnumerable< RemoteVoiceInfo > RemoteVoiceInfos [get]

  Iterates through all remote voices infos.

3.107.1 Detailed Description

Voice client interact with other clients on network via IVoiceTransport.

3.107.2 Member Function Documentation

3.107.2.1 CreateLocalVoice()

```
LocalVoice CreateLocalVoice (
            VoiceInfo voiceInfo,
            int channelId = 0,
            IEncoder encoder = null )
```

Creates basic outgoing stream w/o data processing support. Provided encoder should generate output data stream.

Parameters

voiceInfo	Outgoing stream parameters. Set applicable fields to read them by encoder and by receiving client when voice created.
channel↩ Id	Transport channel specific to transport.
encoder	Encoder producing the stream.

Returns

Outgoing stream handler.

3.107.2.2 CreateLocalVoiceAudio< T >()

```
LocalVoiceAudio<T> CreateLocalVoiceAudio< T > (
            VoiceInfo voiceInfo,
            IAudioDesc audioSourceDesc,
            int channelId = 0,
            IEncoder encoder = null )
```

Creates outgoing audio stream. Adds audio specific features (e.g. resampling, level meter) to processing pipeline and to returning stream handler.

Template Parameters

T	Element type of audio array buffers.

Parameters

voiceInfo	Outgoing audio stream parameters. Set applicable fields to read them by encoder and by receiving client when voice created.
channelId	Transport channel specific to transport.
encoder	Audio encoder. Set to null to use default Opus encoder.

Returns

Outgoing stream handler.

audioSourceDesc.SamplingRate and voiceInfo.SamplingRate may do not match. Automatic resampling will occur in this case.

3.107.2.3 CreateLocalVoiceAudioFromSource()

```
LocalVoice CreateLocalVoiceAudioFromSource (
            VoiceInfo voiceInfo,
            IAudioDesc source,
            AudioSampleType sampleType,
            int channelId = 0,
            IEncoder encoder = null )
```

Creates outgoing audio stream of type automatically assigned and adds procedures (callback or serviceable) for consuming given audio source data. Adds audio specific features (e.g. resampling, level meter) to processing pipeline and to returning stream handler.

Parameters

voiceInfo	Outgoing audio stream parameters. Set applicable fields to read them by encoder and by receiving client when voice created.
source	Streaming audio source.
sampleType	Voice's audio sample type. If does not match source audio sample type, conversion will occur.
channelId	Transport channel specific to transport.
encoder	Audio encoder. Set to null to use default Opus encoder.

Returns

Outgoing stream handler.

audioSourceDesc.SamplingRate and voiceInfo.SamplingRate may do not match. Automatic resampling will occur in this case.

3.107.2.4 CreateLocalVoiceFramed< T >()

```
LocalVoiceFramed<T> CreateLocalVoiceFramed< T > (
            VoiceInfo voiceInfo,
            int frameSize,
            int channelId = 0,
            IEncoder encoder = null )
```

Creates outgoing stream consuming sequence of values passed in array buffers of arbitrary length which repacked in frames of constant length for further processing and encoding.

Template Parameters

T	Type of data consumed by outgoing stream (element type of array buffers).

Parameters

voiceInfo	Outgoing stream parameters. Set applicable fields to read them by encoder and by receiving client when voice created.
frameSize	Size of buffer LocalVoiceFramed repacks input data stream to.
channel↩ Id	Transport channel specific to transport.
encoder	Encoder compressing data stream in pipeline.

Returns

Outgoing stream handler.

3.107.2.5 LocalVoicesInChannel()

```
IEnumerable<LocalVoice> LocalVoicesInChannel (
            int channelId )
```

Iterates through copy of all local voices list of given channel.

3.107.2.6 RemoteVoiceInfoDelegate()

```
delegate void RemoteVoiceInfoDelegate (
            int channelId,
            int playerId,
            byte voiceId,
            VoiceInfo voiceInfo,
            ref RemoteVoiceOptions options )
```

Remote voice info event delegate.

3.107.2.7 RemoveLocalVoice()

```
void RemoveLocalVoice (
            LocalVoice voice )
```

Removes local voice (outgoing data stream).

Parameters

voice	Handler of outgoing stream to be removed.

3.107.2.8 Service()

```
void Service ( )
```

This method dispatches all available incoming commands and then sends this client's outgoing commands. Call this method regularly (2..20 times a second).

3.107.3 Property Documentation

3.107.3.1 DebugLostPercent

```
int DebugLostPercent  [get], [set]
```

Lost frames simulation ratio.

3.107.3.2 FramesLost

```
int FramesLost  [get], [set]
```

Lost frames counter.

3.107.3.3 FramesReceived

```
int FramesReceived  [get]
```

Received frames counter.

3.107.3.4 FramesSent

```
int FramesSent  [get]
```

Sent frames counter.

3.107.3.5 FramesSentBytes

```
int FramesSentBytes  [get]
```

Sent frames bytes counter.

3.107.3.6 LocalVoices

```
IEnumerable<LocalVoice> LocalVoices  [get]
```

Iterates through copy of all local voices list.

3.107.3.7 OnRemoteVoiceInfoAction

```
RemoteVoiceInfoDelegate OnRemoteVoiceInfoAction  [get], [set]
```

Register a method to be called when remote voice info arrived (after join or new new remote voice creation). Metod parameters: (int channelId, int playerId, byte voiceId, VoiceInfo voiceInfo, ref RemoteVoiceOptions options);

3.107.3.8 RemoteVoiceInfos

```
IEnumerable<RemoteVoiceInfo> RemoteVoiceInfos  [get]
```

Iterates through all remote voices infos.

3.107.3.9 RoundTripTime

```
int RoundTripTime  [get]
```

Average time required voice packet to return to sender.

3.107.3.10 RoundTripTimeVariance

```
int RoundTripTimeVariance  [get]
```

Average round trip time variation.

3.107.3.11 SuppressInfoDuplicateWarning

```
bool SuppressInfoDuplicateWarning  [get], [set]
```

Do not log warning when duplicate info received.

3.108 VoiceComponent Class Reference

Inherits MonoBehaviour, and ILoggableDependent.

Inherited by PhotonVoiceView, Recorder, Speaker, MicAmplifier, and WebRtcAudioDsp.

Protected Member Functions

- virtual void **Awake** ()

Protected Attributes

- DebugLevel **logLevel** = DebugLevel.INFO

Properties

- VoiceLogger **Logger** `[get, protected set]`
- DebugLevel **LogLevel** `[get, set]`
- bool **IgnoreGlobalLogLevel** `[get, set]`

3.109 VoiceConnection Class Reference

Component that represents a client voice connection to Photon Servers.

Inherits ConnectionHandler, and ILoggable.

Inherited by PhotonVoiceNetwork.

Public Member Functions

- bool ConnectUsingSettings (AppSettings overwriteSettings=null)

  Connect to Photon server using Settings
- void InitRecorder (Recorder rec)

  Initializes the Recorder component to be able to transmit audio.

Public Attributes

- AppSettings Settings

  Settings to be used by this voice connection
- Func< int, byte, object, Speaker > SpeakerFactory

  Special factory to link Speaker components with incoming remote audio streams
- float MinimalTimeScaleToDispatchInFixedUpdate = -1f

  Configures the minimal Time.timeScale at which Voice client will dispatch incoming messages within LateUpdate.
- bool AutoCreateSpeakerIfNotFound = true

  Auto instantiate a GameObject and attach a Speaker component to link to a remote audio stream if no candidate could be found

Protected Member Functions

- override void **Awake** ()
- virtual void **Update** ()
- virtual void **FixedUpdate** ()
- void Dispatch ()

  Dispatches incoming network messages for Voice client. Called in FixedUpdate or LateUpdate.
- override void **OnDisable** ()
- virtual void **OnDestroy** ()
- virtual Speaker **SimpleSpeakerFactory** (int playerId, byte voiceId, object userData)
- virtual void **OnVoiceStateChanged** (ClientState fromState, ClientState toState)
- void **CalcStatistics** ()
- void **LinkSpeaker** (Speaker speaker, RemoteVoiceLink remoteVoice)

Protected Attributes

- List< RemoteVoiceLink > **cachedRemoteVoices** = new List<RemoteVoiceLink>()

Properties

- VoiceLogger Logger `[get, protected set]`

  Logger used by this component
- DebugLevel LogLevel `[get, set]`

  Log level for this component
- new LoadBalancingTransport **Client** `[get]`
- VoiceClient VoiceClient `[get]`

  Returns underlying Photon Voice client.
- ClientState ClientState `[get]`

  Returns Photon Voice client state.
- float FramesReceivedPerSecond `[get]`

  Number of frames received per second.
- float FramesLostPerSecond `[get]`

  Number of frames lost per second.
- float FramesLostPercent `[get]`

  Percentage of lost frames.
- GameObject SpeakerPrefab `[get, set]`

  Prefab that contains Speaker component to be instantiated when receiving a new remote audio source info
- Recorder PrimaryRecorder `[get, set]`

  Main Recorder to be used for transmission by default
- DebugLevel **GlobalRecordersLogLevel** `[get, set]`
- DebugLevel **GlobalSpeakersLogLevel** `[get, set]`
- int **GlobalPlaybackDelay** `[get, set]`
- string BestRegionSummaryInPreferences `[get, set]`

  Used to store and access the "Best Region Summary" in the Player Preferences.

Events

- Action< Speaker > SpeakerLinked

  Fires when a speaker has been linked to a remote audio stream
- Action< RemoteVoiceLink > RemoteVoiceAdded

  Fires when a remote voice stream is added

3.109.1 Detailed Description

Component that represents a client voice connection to Photon Servers.

3.109.2 Member Function Documentation

3.109.2.1 ConnectUsingSettings()

```
bool ConnectUsingSettings (
            AppSettings overwriteSettings = null )
```

Connect to Photon server using Settings

Parameters

overwriteSettings	Overwrites Settings before connecting

Returns

If true voice connection command was sent from client

3.109.2.2 Dispatch()

```
void Dispatch ( )  [protected]
```

Dispatches incoming network messages for Voice client. Called in FixedUpdate or LateUpdate.

It may make sense to dispatch incoming messages, even if the timeScale is near 0. That can be configured with MinimalTimeScaleToDispatchInFixedUpdate.

Without dispatching messages, Voice client won't change state and does not handle updates.

3.109.2.3 InitRecorder()

```
void InitRecorder (
            Recorder rec )
```

Initializes the Recorder component to be able to transmit audio.

Parameters

rec	The Recorder to be initialized.

3.109.3 Member Data Documentation

3.109.3.1 AutoCreateSpeakerIfNotFound

```
bool AutoCreateSpeakerIfNotFound = true
```

Auto instantiate a GameObject and attach a Speaker component to link to a remote audio stream if no candidate could be found

3.109.3.2 MinimalTimeScaleToDispatchInFixedUpdate

```
float MinimalTimeScaleToDispatchInFixedUpdate = -1f
```

Configures the minimal Time.timeScale at which Voice client will dispatch incoming messages within LateUpdate.

It may make sense to dispatch incoming messages, even if the timeScale is near 0. In some cases, stopping the game time makes sense, so this option defaults to -1f, which is "off". Without dispatching messages, Voice client won't change state and does not handle updates.

3.109.3.3 Settings

```
AppSettings Settings
```

Settings to be used by this voice connection

3.109.3.4 SpeakerFactory

```
Func<int, byte, object, Speaker> SpeakerFactory
```

Special factory to link Speaker components with incoming remote audio streams

3.109.4 Property Documentation

3.109.4.1 BestRegionSummaryInPreferences

```
string BestRegionSummaryInPreferences  [get], [set]
```

Used to store and access the "Best Region Summary" in the Player Preferences.

3.109.4.2 ClientState

```
ClientState ClientState  [get]
```

Returns Photon Voice client state.

3.109.4.3 FramesLostPercent

```
float FramesLostPercent  [get]
```

Percentage of lost frames.

3.109.4.4 FramesLostPerSecond

```
float FramesLostPerSecond  [get]
```

Number of frames lost per second.

3.109.4.5 FramesReceivedPerSecond

```
float FramesReceivedPerSecond  [get]
```

Number of frames received per second.

3.109.4.6 Logger

```
VoiceLogger Logger  [get], [protected set]
```

Logger used by this component

3.109.4.7 LogLevel

```
DebugLevel LogLevel  [get], [set]
```

Log level for this component

3.109.4.8 PrimaryRecorder

```
Recorder PrimaryRecorder  [get], [set]
```

Main Recorder to be used for transmission by default

3.109.4.9 SpeakerPrefab

```
GameObject SpeakerPrefab  [get], [set]
```

Prefab that contains Speaker component to be instantiated when receiving a new remote audio source info

3.109.4.10 VoiceClient

```
VoiceClient VoiceClient  [get]
```

Returns underlying Photon Voice client.

3.109.5 Event Documentation

3.109.5.1 RemoteVoiceAdded

```
Action<RemoteVoiceLink> RemoteVoiceAdded
```

Fires when a remote voice stream is added

3.109.5.2 SpeakerLinked

```
Action<Speaker> SpeakerLinked
```

Fires when a speaker has been linked to a remote audio stream

3.110 AudioUtil.VoiceDetector< T > Class Template Reference

Simple voice activity detector triggered by signal level.

Inherits IProcessor< T >, and AudioUtil.IVoiceDetector.

Public Member Functions

- abstract T[ ] Process (T[ ] buf)

  Process a frame of audio data.
- void **Dispose** ()

Protected Attributes

- float **norm**
- float **threshold**
- int **activityDelay**
- int **autoSilenceCounter** = 0
- int **valuesCountPerSec**
- int **activityDelayValuesCount**

Properties

- bool On `[get, set]`

  If true, voice detection enabled.
- float Threshold `[get, set]`

  Voice detected as soon as signal level exceeds threshold.
- bool Detected `[get, protected set]`

  If true, voice detected.
- DateTime DetectedTime `[get]`

  Last time when switched to detected state.
- int ActivityDelayMs `[get, set]`

  Keep detected state during this time after signal level dropped below threshold.

Events

- Action OnDetected

  Called when switched to detected state.

3.110.1 Detailed Description

Simple voice activity detector triggered by signal level.

3.110.2 Member Function Documentation

3.110.2.1 Process()

```
abstract T [] Process (
            T[] buf )  [pure virtual]
```

Process a frame of audio data.

Parameters

buf	Buffer containing input audio data

Returns

Buffer containing output audio data or null if frame has been discarded (VAD)

Implements IProcessor< T >.

3.110.3 Property Documentation

3.110.3.1 ActivityDelayMs

```
int ActivityDelayMs  [get], [set]
```

Keep detected state during this time after signal level dropped below threshold.

3.110.3.2 Detected

```
bool Detected  [get], [protected set]
```

If true, voice detected.

3.110.3.3 DetectedTime

```
DateTime DetectedTime  [get]
```

Last time when switched to detected state.

3.110.3.4 On

```
bool On  [get], [set]
```

If true, voice detection enabled.

3.110.3.5 Threshold

```
float Threshold  [get], [set]
```

Voice detected as soon as signal level exceeds threshold.

3.110.4 Event Documentation

3.110.4.1 OnDetected

```
Action OnDetected
```

Called when switched to detected state.

3.111 AudioUtil.VoiceDetectorCalibration< T > Class Template Reference

Calibration Utility for Voice Detector

Inherits IProcessor< T >.

Public Member Functions

- VoiceDetectorCalibration (IVoiceDetector voiceDetector, ILevelMeter levelMeter, int samplingRate, int channels)

  Create new VoiceDetectorCalibration instance.
- void Calibrate (int durationMs, Action< float > onCalibrated=null)

  Start calibration.
- T[ ] Process (T[ ] buf)

  Process a frame of audio data.
- void **Dispose** ()

Protected Attributes

- int **calibrateCount**

Properties

- bool **IsCalibrating** `[get]`

3.111.1 Detailed Description

Calibration Utility for Voice Detector

. Using this audio processor, you can calibrate the IVoiceDetector.Threshold.

3.111.2 Constructor & Destructor Documentation

3.111.2.1 VoiceDetectorCalibration()

```
VoiceDetectorCalibration (
            IVoiceDetector voiceDetector,
            ILevelMeter levelMeter,
            int samplingRate,
            int channels )
```

Create new VoiceDetectorCalibration instance.

Parameters

voiceDetector	Voice Detector to calibrate.
levelMeter	Level Meter to look at for calibration.
samplingRate	Sampling rate of the audio signal (in Hz).
numChannels	Number of channels in the audio signal.

3.111.3 Member Function Documentation

3.111.3.1 Calibrate()

```
void Calibrate (
            int durationMs,
            Action< float > onCalibrated = null )
```

Start calibration.

Parameters

durationMs	Duration of the calibration procedure (in milliseconds).

This activates the Calibration process. It will reset the given LevelMeter's AccumAvgPeakAmp (accumulated average peak amplitude), and when the duration has passed, use it for the VoiceDetector's detection threshold.

3.111.3.2 Process()

```
T [] Process (
            T[] buf )
```

Process a frame of audio data.

Parameters

buf	Buffer containing input audio data

Returns

Buffer containing output audio data or null if frame has been discarded (VAD)

Implements IProcessor< T >.

3.112 AudioUtil.VoiceDetectorDummy Class Reference

Dummy VoiceDetector that doesn't actually do anything.

Inherits AudioUtil.IVoiceDetector.

Properties

- bool **On** `[get, set]`
- float **Threshold** `[get, set]`
- bool **Detected** `[get]`
- int **ActivityDelayMs** `[get, set]`
- DateTime **DetectedTime** `[get]`
- Action **OnDetected**

Additional Inherited Members

3.112.1 Detailed Description

Dummy VoiceDetector that doesn't actually do anything.

3.113 AudioUtil.VoiceDetectorFloat Class Reference

VoiceDetector specialization for float audio.

Inherits AudioUtil.VoiceDetector< float >.

Public Member Functions

- VoiceDetectorFloat (int samplingRate, int numChannels)

  Create a new VoiceDetectorFloat instance.
- override float[ ] **Process** (float[ ] buffer)

Additional Inherited Members

3.113.1 Detailed Description

VoiceDetector specialization for float audio.

3.113.2 Constructor & Destructor Documentation

3.113.2.1 VoiceDetectorFloat()

```
VoiceDetectorFloat (
            int samplingRate,
            int numChannels )
```

Create a new VoiceDetectorFloat instance.

Parameters

samplingRate	Sampling rate of the audio signal (in Hz).
numChannels	Number of channels in the audio signal.

3.114 AudioUtil.VoiceDetectorShort Class Reference

VoiceDetector specialization for float audio.

Inherits AudioUtil.VoiceDetector< short >.

Public Member Functions

- VoiceDetectorShort (int samplingRate, int numChannels)

  Create a new VoiceDetectorFloat instance
- override short[ ] **Process** (short[ ] buffer)

Additional Inherited Members

3.114.1 Detailed Description

VoiceDetector specialization for float audio.

3.114.2 Constructor & Destructor Documentation

3.114.2.1 VoiceDetectorShort()

```
VoiceDetectorShort (
            int samplingRate,
            int numChannels )
```

Create a new VoiceDetectorFloat instance

Parameters

samplingRate	Sampling rate of the audio signal (in Hz).
numChannels	Number of channels in the audio signal.

3.115 VoiceEvent Class Reference

Static Public Attributes

- const byte Code = 202

  Single event used for voice communications.
- const byte **FrameCode** = 203

3.115.1 Member Data Documentation

3.115.1.1 Code

```
const byte Code = 202  [static]
```

Single event used for voice communications.

Change if it conflicts with other event codes used in the same Photon room.

3.116 VoiceInfo Struct Reference

Describes stream properties.

Public Member Functions

- override string **ToString** ()

Static Public Member Functions

- static VoiceInfo CreateAudioOpus (POpusCodec.Enums.SamplingRate samplingRate, int channels, Opus↩ Codec.FrameDuration frameDurationUs, int bitrate, object userdata=null)

  Create stream info for an Opus audio stream.
- static VoiceInfo CreateAudio (Codec codec, int samplingRate, int channels, int frameDurationUs, object user-data=null)

  Create stream info for an Opus audio stream.

Properties

- Codec **Codec** `[get, set]`
- int SamplingRate `[get, set]`

  Audio sampling rate (frequency, in Hz).
- int Channels `[get, set]`

  Number of channels.
- int FrameDurationUs `[get, set]`

  Uncompressed frame (audio packet) size in microseconds.
- int Bitrate `[get, set]`

  Target bitrate (in bits/second).
- int Width `[get, set]`

  Video width (optional).
- int Height `[get, set]`

  Video height (optional)
- object UserData `[get, set]`

  Optional user data. Should be serializable by Photon.
- int FrameDurationSamples `[get]`

  Uncompressed frame (data packet) size in samples.
- int FrameSize `[get]`

  Uncompressed frame (data packet) array size.

3.116.1 Detailed Description

Describes stream properties.

3.116.2 Member Function Documentation

3.116.2.1 CreateAudio()

```
static VoiceInfo CreateAudio (
            Codec codec,
            int samplingRate,
            int channels,
            int frameDurationUs,
            object userdata = null )  [static]
```

Create stream info for an Opus audio stream.

Parameters

samplingRate	Audio sampling rate.
channels	Number of channels.
frameDurationUs	Uncompressed frame (audio packet) size in microseconds.
bitrate	Stream bitrate (in bits/second).
userdata	Optional user data. Should be serializable by Photon.

Returns

VoiceInfo instance.

3.116.2.2 CreateAudioOpus()

```
static VoiceInfo CreateAudioOpus (
            POpusCodec.Enums.SamplingRate samplingRate,
            int channels,
            OpusCodec.FrameDuration frameDurationUs,
            int bitrate,
            object userdata = null )  [static]
```

Create stream info for an Opus audio stream.

Parameters

samplingRate	Audio sampling rate.
channels	Number of channels.
frameDurationUs	Uncompressed frame (audio packet) size in microseconds.
bitrate	Stream bitrate (in bits/second).
userdata	Optional user data. Should be serializable by Photon.

Returns

VoiceInfo instance.

3.116.3 Property Documentation

3.116.3.1 Bitrate

```
int Bitrate  [get], [set]
```

Target bitrate (in bits/second).

3.116.3.2 Channels

```
int Channels  [get], [set]
```

Number of channels.

3.116.3.3 FrameDurationSamples

```
int FrameDurationSamples  [get]
```

Uncompressed frame (data packet) size in samples.

3.116.3.4 FrameDurationUs

```
int FrameDurationUs  [get], [set]
```

Uncompressed frame (audio packet) size in microseconds.

3.116.3.5 FrameSize

```
int FrameSize  [get]
```

Uncompressed frame (data packet) array size.

3.116.3.6 Height

```
int Height  [get], [set]
```

Video height (optional)

3.116.3.7 SamplingRate

```
int SamplingRate  [get], [set]
```

Audio sampling rate (frequency, in Hz).

3.116.3.8 UserData

```
object UserData  [get], [set]
```

Optional user data. Should be serializable by Photon.

3.116.3.9 Width

```
int Width  [get], [set]
```

Video width (optional).

3.117 AudioUtil.VoiceLevelDetectCalibrate< T > Class Template Reference

Utility Audio Processor Voice Detection Calibration.

Inherits IProcessor< T >.

Public Member Functions

- VoiceLevelDetectCalibrate (int samplingRate, int channels)
  Create new VoiceLevelDetectCalibrate instance
- void Calibrate (int durationMs, Action< float > onCalibrated=null)
  Start calibration
- T[ ] Process (T[ ] buf)
  Process a frame of audio data.
- void **Dispose** ()

Properties

- ILevelMeter LevelMeter `[get]`
  The LevelMeter in use.
- IVoiceDetector VoiceDetector `[get]`
  The VoiceDetector in use
- bool **IsCalibrating** `[get]`

3.117.1 Detailed Description

Utility Audio Processor Voice Detection Calibration.

Encapsulates level meter, voice detector and voice detector calibrator in single instance.

3.117.2 Constructor & Destructor Documentation

3.117.2.1 VoiceLevelDetectCalibrate()

```
VoiceLevelDetectCalibrate (
            int samplingRate,
            int channels )
```

Create new VoiceLevelDetectCalibrate instance

Parameters

samplingRate	Sampling rate of the audio signal (in Hz).
numChannels	Number of channels in the audio signal.

3.117.3 Member Function Documentation

3.117.3.1 Calibrate()

```
void Calibrate (
            int durationMs,
            Action< float > onCalibrated = null )
```

Start calibration

Parameters

durationMs	Duration of the calibration procedure (in milliseconds).
onCalibrated	Called when calibration is complete. Parameter is new threshold value.

This activates the Calibration process. It will reset the given LevelMeter's AccumAvgPeakAmp (accumulated average peak amplitude), and when the duration has passed, use it for the VoiceDetector's detection threshold.

3.117.3.2 Process()

```
T [] Process (
            T[] buf )
```

Process a frame of audio data.

Parameters

buf	Buffer containing input audio data

Returns

Buffer containing output audio data or null if frame has been discarded (VAD)

Implements IProcessor< T >.

3.117.4 Property Documentation

3.117.4.1 LevelMeter

`ILevelMeter LevelMeter [get]`

The LevelMeter in use.

3.117.4.2 VoiceDetector

`IVoiceDetector VoiceDetector [get]`

The VoiceDetector in use

3.118 VoiceLogger Class Reference

Inherits ILogger.

Public Member Functions

- **VoiceLogger** (Object context, string tag, DebugLevel level=DebugLevel.ERROR)
- **VoiceLogger** (string tag, DebugLevel level=DebugLevel.ERROR)
- void **LogError** (string fmt, params object[ ] args)
- void **LogWarning** (string fmt, params object[ ] args)
- void **LogInfo** (string fmt, params object[ ] args)
- void **LogDebug** (string fmt, params object[ ] args)

Properties

- string **Tag** `[get, set]`
- DebugLevel **LogLevel** `[get, set]`
- bool **IsErrorEnabled** `[get]`
- bool **IsWarningEnabled** `[get]`
- bool **IsInfoEnabled** `[get]`
- bool **IsDebugEnabled** `[get]`

3.119 WebRtcAudioDsp Class Reference

Inherits VoiceComponent.

Public Member Functions

- bool SetOrSwitchAudioListener (AudioListener audioListener)

  Set the AudioListener to be used with this WebRtcAudioDsp
- bool SetOrSwitchAudioOutCapture (AudioOutCapture audioOutCapture)

  Set the AudioOutCapture to be used with this WebRtcAudioDsp

Public Attributes

- bool **AECMobileComfortNoise**

Protected Member Functions

- override void **Awake** ()

Properties

- bool **AEC** `[get, set]`
- bool **AECMobile** `[get, set]`
- int **ReverseStreamDelayMs** `[get, set]`
- bool **NoiseSuppression** `[get, set]`
- bool **HighPass** `[get, set]`
- bool **Bypass** `[get, set]`
- bool **AGC** `[get, set]`
- bool **VAD** `[get, set]`

Additional Inherited Members

3.119.1 Member Function Documentation

3.119.1.1 SetOrSwitchAudioListener()

```
bool SetOrSwitchAudioListener (
            AudioListener audioListener )
```

Set the AudioListener to be used with this WebRtcAudioDsp

Parameters

audioListener	The audioListener to be used

Returns

Success or failure

3.119.1.2 SetOrSwitchAudioOutCapture()

```
bool SetOrSwitchAudioOutCapture (
            AudioOutCapture audioOutCapture )
```

Set the AudioOutCapture to be used with this WebRtcAudioDsp

Parameters

audioOutCapture	The audioOutCapture to be used

Returns

Success or failure

3.120 WebRTCAudioLib Class Reference

Inherited by WebRTCAudioProcessor.

Public Types

- enum **Error**
- enum **Param**

Public Member Functions

- static IntPtr **webrtc_audio_processor_create** (int samplingRate, int channels, int frameSize, int rev↩ SamplingRate, int revChannels)
- static int **webrtc_audio_processor_init** (IntPtr proc)
- static int **webrtc_audio_processor_set_param** (IntPtr proc, int param, int v)
- static int **webrtc_audio_processor_process** (IntPtr proc, short[ ] buffer, int offset, out bool voiceDetected)
- static int **webrtc_audio_processor_process_reverse** (IntPtr proc, short[ ] buffer, int bufferSize)
- static void **webrtc_audio_processor_destroy** (IntPtr proc)

3.121 WebRTCAudioProcessor Class Reference

Inherits WebRTCAudioLib, and IProcessor< short >.

Public Member Functions

- **WebRTCAudioProcessor** (ILogger logger, int frameSize, int samplingRate, int channels, int reverse↩ SamplingRate, int reverseChannels)
- short[ ] **Process** (short[ ] buf)
- void **OnAudioOutFrameFloat** (float[ ] data)
- void **Dispose** ()

Static Public Attributes

- static readonly int[ ] **SupportedSamplingRates** = { 8000, 16000, 32000, 48000 }

Properties

- int **AECStreamDelayMs** [set]
- bool?? **AEC** [set]
- bool? **AECHighPass** [set]
- bool?? **AECMobile** [set]
- bool? **HighPass** [set]
- bool? **NoiseSuppression** [set]
- bool? **AGC** [set]
- bool? **VAD** [set]
- bool **Bypass** [set]

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