

channels: { (int)1, (int)2 } rate: 8000

channels: 1 rate: 16000

audio/x-speex

| Legend | Element-States: [~] void-pending, [0] null, [-] ready, [=] paused, [>] playing | Pad-Activation: [-] none, [>] push, [<] pull | Pad-Flags: [b]locked, [f]lushing, [b]locking, [E]OS; upper-case is set | Pad-Task: [T] has started task, [t] has paused task