



# Audio Library Documentation X2C v6.1.1780

# Contents

1	Audio	2
	RectangleWave	2
	SineWave	4
	TriangleWave	6

#### 1 Audio

# **Block: RectangleWave**



Outports	
u	Rectangle wave output

Mask Parameters	
Amplitude	Amplitude of wave
Frequency	Frequency in Hz
Offset	Offset
Duty	Duty Cycle in %
ts_fact	Multiplication factor of base sampling time (in integer format)

#### **Description:**

Generation of a rectangular wave.

#### Implementations:

FiP8 8 Bit Fixed Point Implementation
FiP16 16 Bit Fixed Point Implementation
FiP32 32 Bit Fixed Point Implementation
Float32 32 Bit Floating Point Implementation
Float64 64 Bit Floating Point Implementation

#### Implementation: FiP8

8 Bit Fixed Point Implementation

Outports Data Type		
Γ	u	int8

#### Implementation: FiP16

16 Bit Fixed Point Implementation

Outports Data Type	
u	int16

# Implementation: FiP32

32 Bit Fixed Point Implementation

Outports Data Type	
u	int32

# Implementation: Float32

32 Bit Floating Point Implementation

Outports Data Type	
u	float32

### Implementation: Float64

64 Bit Floating Point Implementation

Outports Data Type	
u	float64

#### **Block: SineWave**



Outports	
u	Sine wave output

Mask Parameters	
Amplitude	Amplitude of wave
Frequency	Frequency in Hz
Offset	Offset
Phase	Phase [-PiPi]
ts_fact	Multiplication factor of base sampling time (in integer format)

#### **Description:**

Generation of a sine wave.

#### Implementations:

FiP8 8 Bit Fixed Point Implementation
FiP16 16 Bit Fixed Point Implementation
FiP32 32 Bit Fixed Point Implementation
Float32 32 Bit Floating Point Implementation
Float64 64 Bit Floating Point Implementation

#### Implementation: FiP8

8 Bit Fixed Point Implementation

Outports Data Type	
u	int8

#### Implementation: FiP16

16 Bit Fixed Point Implementation

Outports Data Type	
u	int16

# Implementation: FiP32

32 Bit Fixed Point Implementation

Outports Data Type	
u	int32

# Implementation: Float32

32 Bit Floating Point Implementation

Outports Data Type	
u	float32

# Implementation: Float64

64 Bit Floating Point Implementation

Outports Data Type	
u	float64

# **Block: TriangleWave**



Outports	
u	Triangle wave output

Mask Parameters	Mask Parameters	
Amplitude	Amplitude of wave	
Frequency	Frequency in Hz	
Offset	Offset	
Phase	Phase [-PiPi]	
ts_fact	Multiplication factor of base sampling time (in integer format)	

#### **Description:**

Generation of a triangular wave.

#### Implementations:

FiP8 8 Bit Fixed Point Implementation
FiP16 16 Bit Fixed Point Implementation
FiP32 32 Bit Fixed Point Implementation
Float32 32 Bit Floating Point Implementation
Float64 64 Bit Floating Point Implementation

#### Implementation: FiP8

8 Bit Fixed Point Implementation

Outports Data Type	
u	int8

#### Implementation: FiP16

16 Bit Fixed Point Implementation

Outports Data Type	
u	int16

# Implementation: FiP32

32 Bit Fixed Point Implementation

Outports Data Type	
u	int32

# Implementation: Float32

32 Bit Floating Point Implementation

Outports Data Type	
u	float32

# Implementation: Float64

64 Bit Floating Point Implementation

Outports Data Type		
	u	float64