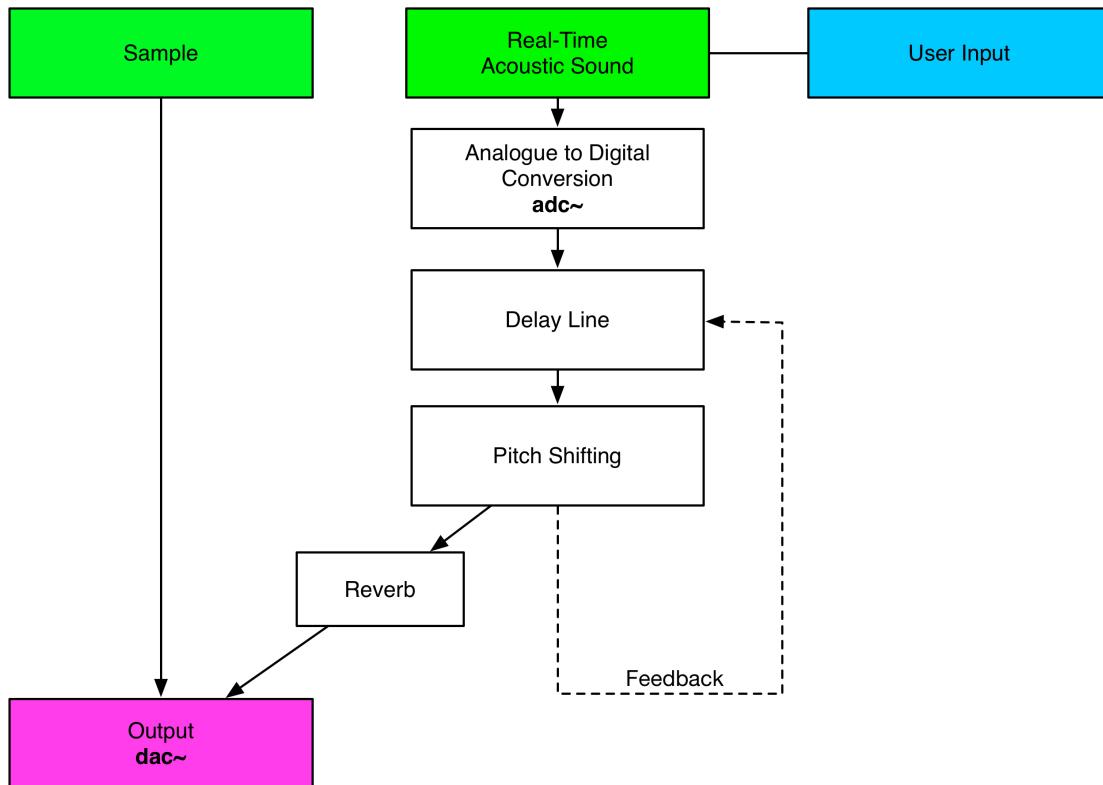


Example: The Inception App:



Once triggered, the Inception App plays back a .wav file taken from the movie's soundtrack. At the same time, the microphone turns ON and the signal goes through a delay line, pitch shifter (which sends its output back to the delay line), reverb and then gets added to the .wav file and outputted to the device's speakers via a dac~ object. The user interacts with the app by making sounds with their voice, or hitting objects, while listening to the processed sound on headphones, until the music reaches the end, when the mic turns OFF and the experience finishes.

This description should give you an idea of how you should be breaking down your own audio enabled application, before programming it.