Module: sk_dsp_comm.pyaudio_helper.py	
Class: DSP_io_stream	**Inputs/Outputs**
Constructor( ):	(0) Stream callback function name (1) Input device index (default 1) (2) Output device index (default 4) (3) Frame length (default 1024) (4) Sampling rate in Hz (default 44100) (5) Capture buffer length in s (default 0) (6) Sleep time (default 0.1 s from PyAudio)
interactive_stream( ): (threaded & buttons)	(0) Stream time in s (default 2, 0 for infinite) (1) Number of channels (default 1 or 2)
returns:	none, but ipywidget start/stop buttons
DSP_callback_tic( ):	None, but updates a time stamp attribute
returns:	none
DSP_callback_toc( ):	None, but updates a time stamp attribute
returns:	none
stream_stats( ):	None
returns:	Prints callback statistics
DSP_capture_add_ samples( ):	(0) Append a new frame of float signal samples to the attribute data_capture
returns:	none
cb_active_plot( ):	(0) Start time in ms (1) Stop time in ms (2) Line color (default 'b')
returns:	Timing plot showing time in callback
DSP_capture_add_ samples_stereo( ):	(0) Append a new frame of left float signal samples to the attribute data_capture_left (1) Append a new frame of right float signal samples to the attribute data_capture_right
returns:	none
get_LR( ):	(0) Packed float32 input frame
returns:	(0) Unpacked float32 left channel (1) Unpacked float32 right channel
pack_LR( ):	(0) Left output float32 frame (1) Right output float32 frame
returns:	(0) Packed float32 frame
Class: loop_audio	**Inputs/Outputs**
Constructor( ):	(0) Audio sample array to be looped (1) Offset into array (default 0)
get_samples( ):	(0) frame_length
Functions:	**Inputs/Outputs**
available_devices( ):	None
returns:	Prints available input and output audio devices along with their port indices