Audio Test Functions

Audio\_SetDuration(Secs)

Do this before baseline and Audio read

Do not change between baseline and read

Audio\_SetLimits(StartHz,EndHz,Limit, ...repeat...)

Audio\_ReadBaseline

Starts data capture

Need to wait in script for complete before next action

Audio\_ReadAudio

Starts data capture

Need to wait in script for complete before next action

Audio\_GetResult

Returns var AudioResult, 1 = pass, 0 = fail