JSynth

Generated by Doxygen 1.8.11

Contents

1 Namespace Index **1**

1.1 Packages 1

2 Hierarchical Index **3**

2.1 Class Hierarchy 3

3 Class Index **5**

3.1 Class List 5

4 File Index **7**

4.1 File List 7

5 Namespace Documentation **9**

5.1 Package gui 9

5.2 Package main 9

6 Class Documentation **11**

6.1 main.AudioOutput Interface Reference 11

6.1.1 Detailed Description 11

6.1.2 Member Function Documentation 11

6.1.2.1 ReadAudio(AudioFormat af) 11

6.2 main.Main Class Reference 12

6.2.1 Detailed Description 13

6.2.2 Constructor & Destructor Documentation 13

6.2.2.1 Main() 13

6.2.3 Member Function Documentation 14

6.2.3.1 buildGUI() . . . 14
6.2.3.2 GetOSC() . . . 14
6.2.3.3 GetVK() . . . 14
6.2.3.4 loadState(File f) . . . 14
6.2.3.5 main(String[] args) . . . 15
6.2.3.6 saveState(File f) . . . 16
6.3 main.Mixer Class Reference . . . 17
6.3.1 Constructor & Destructor Documentation . . . 17
6.3.1.1 Mixer(Main m) . . . 17
6.3.2 Member Function Documentation . . . 17
6.3.2.1 TogleRecording() . . . 17
6.3.2.2 update() . . . 18
6.4 main.Note Class Reference . . . 19
6.4.1 Detailed Description . . . 19
6.4.2 Constructor & Destructor Documentation . . . 19
6.4.2.1 Note(String name, int oct) . . . 19
6.4.3 Member Function Documentation . . . 20
6.4.3.1 compareTo(Object o) . . . 20
6.4.3.2 equals(Object o) . . . 20
6.5 main.NoteListener Interface Reference . . . 21
6.5.1 Detailed Description . . . 22
6.5.2 Member Function Documentation . . . 22
6.5.2.1 onNotePress(Note n) . . . 22
6.5.2.2 onNoteRelease(Note n) . . . 22
6.6 main.OSC Class Reference . . . 23
6.6.1 Detailed Description . . . 24
6.6.2 Member Function Documentation . . . 24
6.6.2.1 CircFadeOut(double cet) . . . 24
6.6.2.2 GetAmp() . . . 24
6.6.2.3 GetDecr() . . . 24

6.6.2.4 GetFout() . . . 25
6.6.2.5 GetMode() . . . 25
6.6.2.6 LinearFadeOut(double cet) . . . 25
6.6.2.7 onNotePress(Note n) . . . 25
6.6.2.8 onNoteRelease(Note n) . . . 26
6.6.2.9 ReadAudio(AudioFormat af) . . . 26
6.6.2.10 RootFadeOut(double cet) . . . 26
6.6.2.11 saw(double x) . . . 26
6.6.2.12 setAmp(double samp) . . . 27
6.6.2.13 SetDecr(int sd) . . . 28
6.6.2.14 SetFOutTime(double sft) . . . 28
6.6.2.15 SetMode(int sm) . . . 28
6.6.2.16 square(double x) . . . 28
6.6.2.17 SquFadeOut(double cet) . . . 29
6.6.2.18 triangle(double x) . . . 29
6.7 gui.OscGUI Class Reference . . . 30
6.7.1 Constructor & Destructor Documentation . . . 30
6.7.1.1 OscGUI(OSC so) . . . 30
6.7.2 Member Function Documentation . . . 30
6.7.2.1 actionPerformed(ActionEvent e) . . . 31
6.7.2.2 changedUpdate(DocumentEvent e) . . . 31
6.7.2.3 insertUpdate(DocumentEvent e) . . . 31
6.7.2.4 removeUpdate(DocumentEvent e) . . . 32
6.7.2.5 UpdeteFromOSC() . . . 32
6.8 main.VirtualKeyboard Class Reference . . . 32
6.8.1 Detailed Description . . . 33
6.8.2 Member Function Documentation . . . 33
6.8.2.1 keyPressed(KeyEvent e) . . . 33
6.8.2.2 keyReleased(KeyEvent e) . . . 33
6.8.2.3 keyTyped(KeyEvent e) . . . 33
6.8.2.4 SetActive(boolean set) . . . 33

7 File Documentation **35**

7.1 src/gui/OscGUI.java File Reference . . . 35
7.2 src/main/AudioOutput.java File Reference . . . 35
7.3 src/main/Main.java File Reference . . . 35
7.4 src/main/Mixer.java File Reference . . . 36
7.5 src/main/Note.java File Reference . . . 36
7.6 src/main/NoteListener.java File Reference . . . 36
7.7 src/main/OSC.java File Reference . . . 36
7.8 src/main/VirtualKeyboard.java File Reference . . . 36

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

gui 9
main 9

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

main.AudioOutput 11
  main.OSC 23
Comparable
  main.Note 19
main.Mixer 17
main.NoteListener 21
  main.OSC 23
main.VirtualKeyboard 32
ActionListener
  gui.OscGUI 30
DocumentListener
  gui.OscGUI 30
JFrame
  main.Main 12
JPanel
  gui.OscGUI 30
Serializable
  main.OSC 23

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

main.AudioOutput 11
main.Main 12
main.Mixer 17
main.Note 19
main.NoteListener 21
main.OSC 23
gui.OscGUI 30
main.VirtualKeyboard 32

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

src/gui/OscGUI.java 35
src/main/AudioOutput.java 35
src/main/Main.java 35
src/main/Mixer.java 36
src/main/Note.java 36
src/main/NoteListener.java 36
src/main/OSC.java 36
src/main/VirtualKeyboard.java 36

Chapter 5

Namespace Documentation

5.1 Package gui

Classes

- class OscGUI

5.2 Package main

Classes

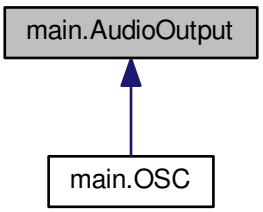
- interface AudioOutput
- class Main
- class Mixer
- class Note
- interface NoteListener
- class OSC
- class VirtualKeyboard

Chapter 6

Class Documentation

6.1 main.AudioOutput Interface Reference

Inheritance diagram for main.AudioOutput:



Public Member Functions

- byte[ ] ReadAudio (AudioFormat af)

6.1.1 Detailed Description

Interface a hanforrásokhoz.

Author

felrugo

6.1.2 Member Function Documentation

6.1.2.1 byte [ ] main.AudioOutput.ReadAudio (AudioFormat *af*)

Generál egy időrésnyi mintát.

Parameters

af	Hangformátum a generáláshoz.

Returns

A minta.

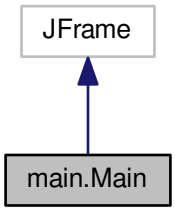
Implemented in main.OSC.

The documentation for this interface was generated from the following file:

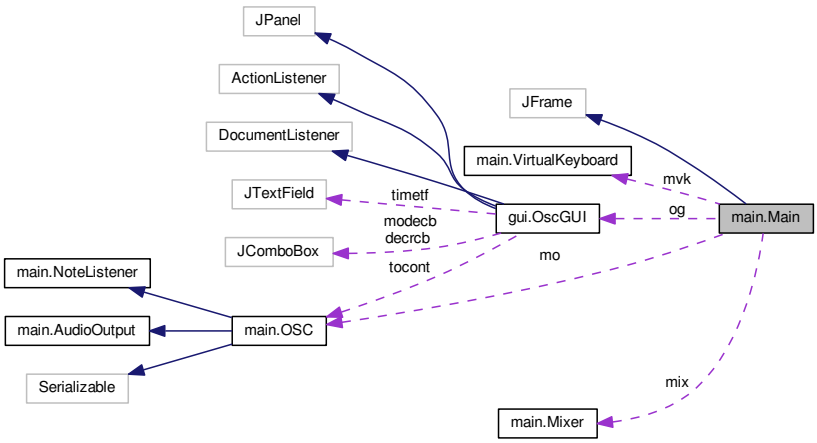
- src/main/AudioOutput.java

6.2 main.Main Class Reference

Inheritance diagram for main.Main:



Collaboration diagram for main.Main:



Public Member Functions

- void saveState (File f)
- void loadState (File f)
- void buildGUI ()
- Main ()
- VirtualKeyboard GetVK ()
- OSC GetOSC ()

Static Public Member Functions

- static void main (String[ ] args)

6.2.1 Detailed Description

A főablak osztálya.

Author

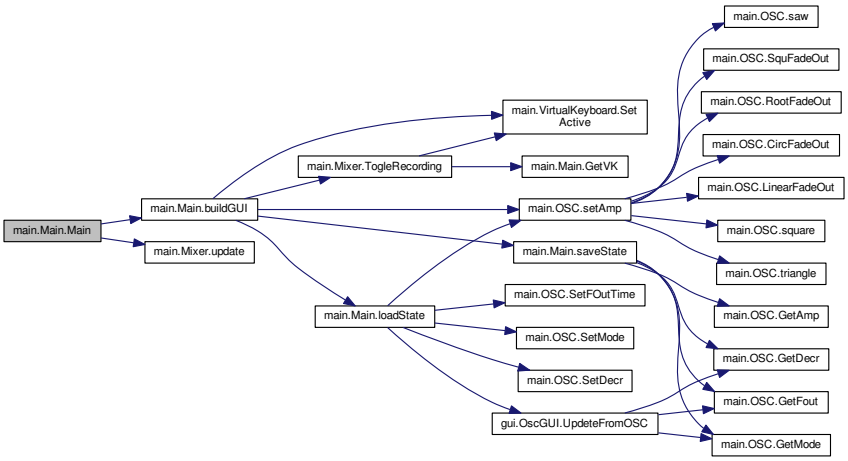
felrugo

6.2.2 Constructor & Destructor Documentation

6.2.2.1 main.Main.Main ( )

Konstruktor.

Here is the call graph for this function:



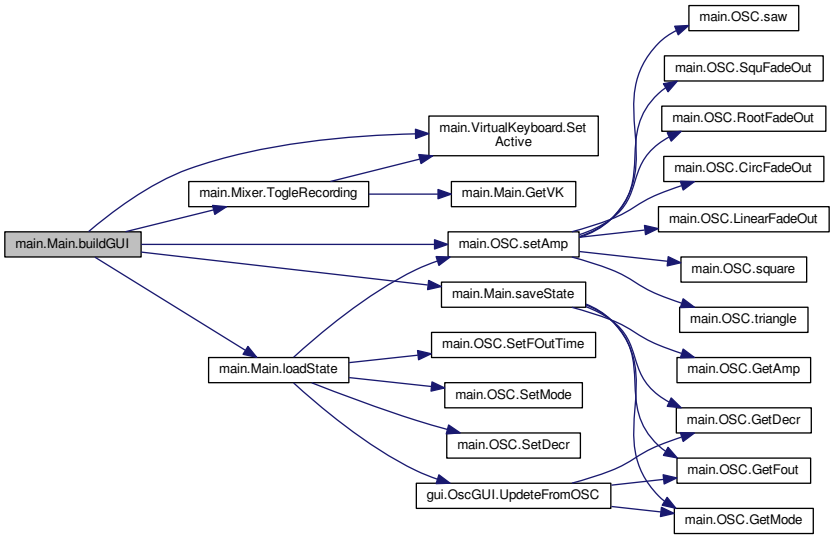
Here is the caller graph for this function:

6.2.3 Member Function Documentation

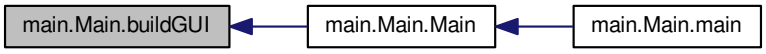
6.2.3.1 void main.Main.buildGUI ( )

Megépíti az alaklmazás kezelőfelőletét.

Here is the call graph for this function:



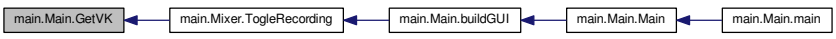
Here is the caller graph for this function:



6.2.3.2 OSC main.Main.GetOSC ( )

6.2.3.3 VirtualKeyboard main.Main.GetVK ( )

Here is the caller graph for this function:



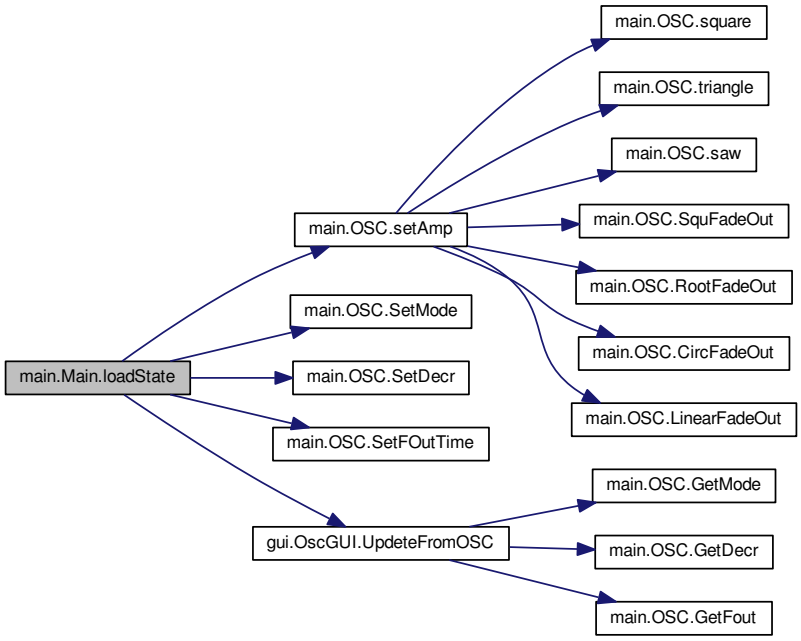
6.2.3.4 void main.Main.loadState (File *f*)

Betölti az alakalmazás állapotát.

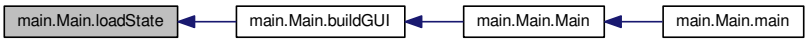
Parameters

f	A betöltéshez használt File.

Here is the call graph for this function:



Here is the caller graph for this function:



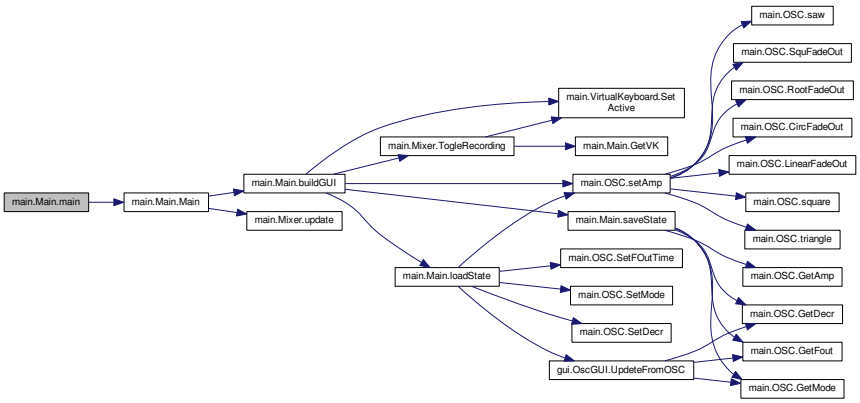
6.2.3.5 static void main.Main.main (String[ ] *args*) [static]

A belépési pont.

Parameters

args	Az argumentumok.

Here is the call graph for this function:



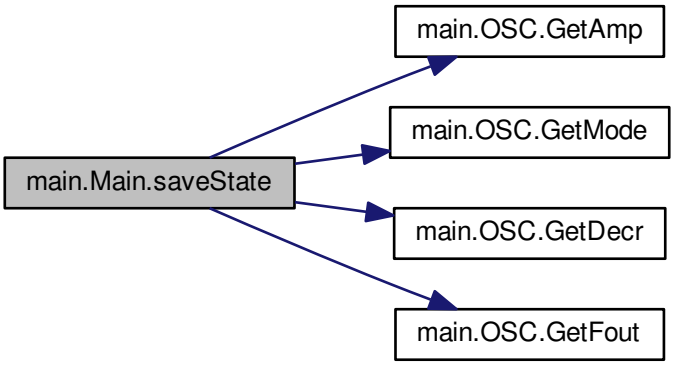
6.2.3.6 void main.Main.saveState (File *f*)

Elmenti az alkalmazás állapotát.

Parameters

f	A mentéshez használt File.

Here is the call graph for this function:



Here is the caller graph for this function:

The documentation for this class was generated from the following file:

- src/main/Main.java

6.3 main.Mixer Class Reference

Public Member Functions

- Mixer (Main m)
- void TogleRecording ()
- void update ()

6.3.1 Constructor & Destructor Documentation

6.3.1.1 main.Mixer.Mixer (Main *m*)

Konstruktor.

Parameters

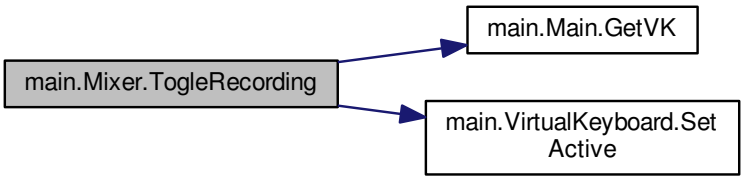
m	A főablak osztályát várja.

6.3.2 Member Function Documentation

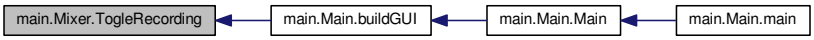
6.3.2.1 void main.Mixer.TogleRecording ( )

Elindítja/megállítja a felvételt.

Here is the call graph for this function:



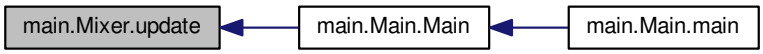
Here is the caller graph for this function:



6.3.2.2 void main.Mixer.update ( )

A főciklus, ez felel az ütemezésért.

Here is the caller graph for this function:

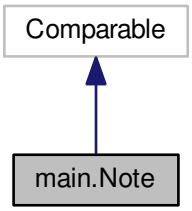


The documentation for this class was generated from the following file:

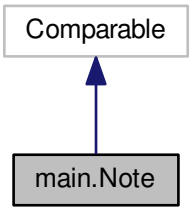
- src/main/Mixer.java

6.4 main.Note Class Reference

Inheritance diagram for main.Note:



Collaboration diagram for main.Note:



Public Member Functions

- Note (String name, int oct)
- boolean equals (Object o)
- int compareTo (Object o)

6.4.1 Detailed Description

A hangjegyek osztálya

Author

felrugo

6.4.2 Constructor & Destructor Documentation

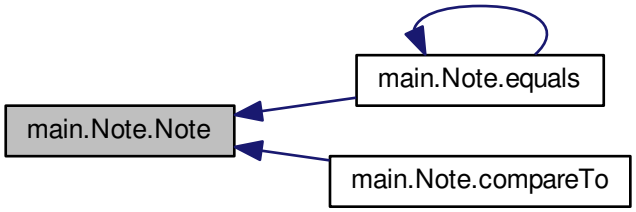
6.4.2.1 main.Note.Note (String *name,* int *oct*)

Konstruktor. A hang neve és oktávszáma alapján kiszámolja a frekvenciát.

Parameters

name	A hang neve.
oct	A hang oktávszáma.

Here is the caller graph for this function:

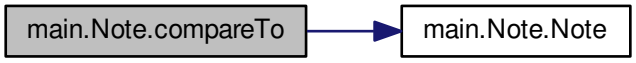


6.4.3 Member Function Documentation

6.4.3.1 int main.Note.compareTo (Object *o*)

Függvény az összehasonlításhoz. A hang akkor nagyobb B-nél, ha A frekvenciája nagyobb a B-énél.

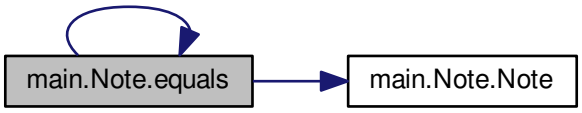
Here is the call graph for this function:



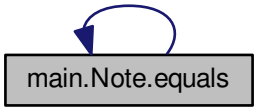
6.4.3.2 boolean main.Note.equals (Object *o*)

Függvény az összehasonlításhoz. Két hang akkor egyenló, ha a neve és az oktávszáma megegyezik(azaz a frekvenciája).

Here is the call graph for this function:



Here is the caller graph for this function:

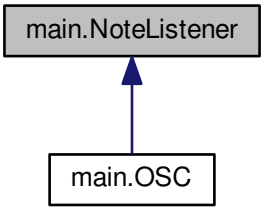


The documentation for this class was generated from the following file:

- src/main/Note.java

6.5 main.NoteListener Interface Reference

Inheritance diagram for main.NoteListener:



Public Member Functions

- void onNotePress (Note n)
- void onNoteRelease (Note n)

6.5.1 Detailed Description

Interface a leütött hangok elkapásához.

Author

felrugo

6.5.2 Member Function Documentation

6.5.2.1 void main.NoteListener.onNotePress (Note *n*)

Egy hang leütésekor hívódik meg.

Parameters

n	a leütött hang.

Implemented in main.OSC.

6.5.2.2 void main.NoteListener.onNoteRelease (Note *n*)

Egy hang felengedésekor hívódik meg.

Parameters

n	A felengedett hang.

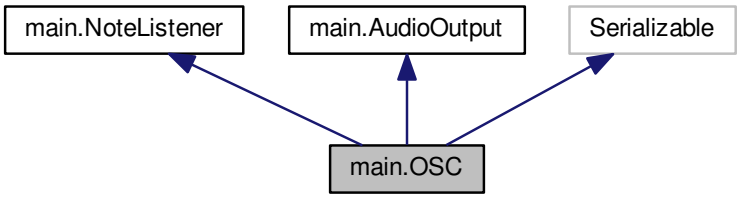
Implemented in main.OSC.

The documentation for this interface was generated from the following file:

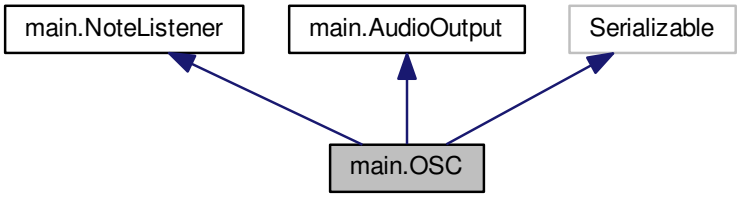
- src/main/NoteListener.java

6.6 main.OSC Class Reference

Inheritance diagram for main.OSC:



Collaboration diagram for main.OSC:



Public Member Functions

- synchronized void SetMode (int sm)
- synchronized void SetDecr (int sd)
- synchronized void SetFOutTime (double sft)
- double GetAmp ()
- int GetMode ()
- int GetDecr ()
- double GetFout ()
- double square (double x)
- double triangle (double x)
- double saw (double x)
- double LinearFadeOut (double cet)
- double SquFadeOut (double cet)
- double RootFadeOut (double cet)
- double CircFadeOut (double cet)
- void setAmp (double samp)
- synchronized byte[ ] ReadAudio (AudioFormat af)
- synchronized void onNotePress (Note n)
- synchronized void onNoteRelease (Note n)

6.6.1 Detailed Description

Ez az osztály felel a hanghullámok generálásáért.

Author

felrugo

6.6.2 Member Function Documentation

6.6.2.1 double main.OSC.CircFadeOut (double *cet*)

Kör-menti csillapodás

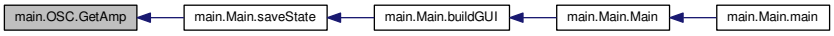
Parameters

cet	A csillapodási fázisban eltöltött idő

Here is the caller graph for this function:

6.6.2.2 double main.OSC.GetAmp ( )

Here is the caller graph for this function:

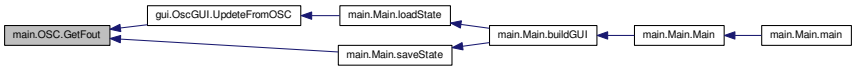


6.6.2.3 int main.OSC.GetDecr ( )

Here is the caller graph for this function:

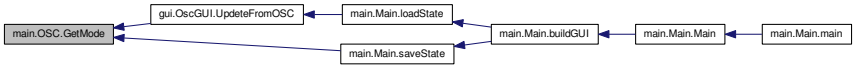
6.6.2.4 double main.OSC.GetFout ( )

Here is the caller graph for this function:



6.6.2.5 int main.OSC.GetMode ( )

Here is the caller graph for this function:



6.6.2.6 double main.OSC.LinearFadeOut (double *cet*)

Lineáris csillapodás

Parameters

cet	A csillapodási fázisban eltöltött idő

Here is the caller graph for this function:

6.6.2.7 synchronized void main.OSC.onNotePress (Note *n*)

Egy hang leütésekor hívódik meg.

Parameters

n	a leütött hang.

Implements main.NoteListener.

6.6.2.8 synchronized void main.OSC.onNoteRelease (Note *n*)

Egy hang felengedésekor hívódik meg.

Parameters

n	A felengedett hang.

Implements main.NoteListener.

6.6.2.9 synchronized byte [ ] main.OSC.ReadAudio (AudioFormat *af*)

Generál egy időrésnyi mintát.

Parameters

af	A lejátszó eszköz hangformátuma.

Returns

Egy időrésnyi minta.

Implements main.AudioOutput.

6.6.2.10 double main.OSC.RootFadeOut (double *cet*)

Gyökös csillapodás

Parameters

cet	A csillapodási fázisban eltöltött idő

Here is the caller graph for this function:

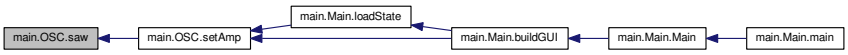
6.6.2.11 double main.OSC.saw (double *x*)

Fűrészfog jelet generál

Parameters

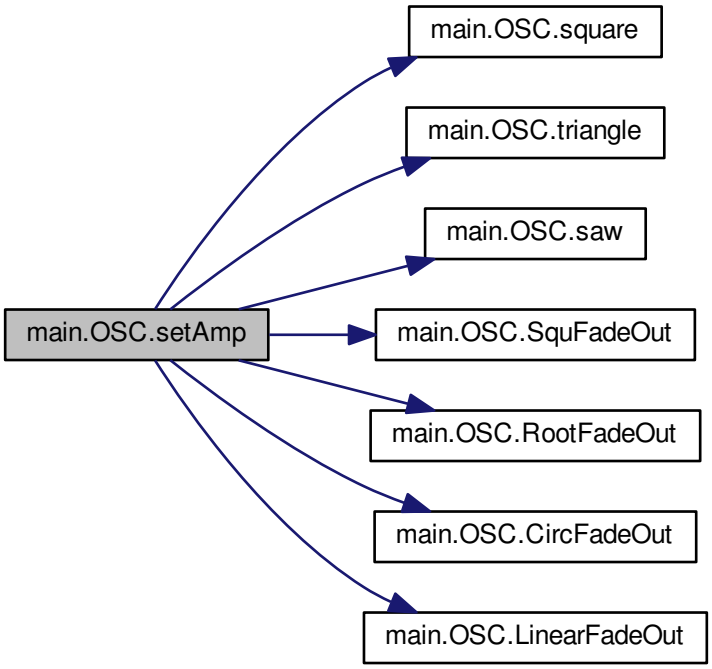
x	Fázis (0.0 - 2.0)

Here is the caller graph for this function:

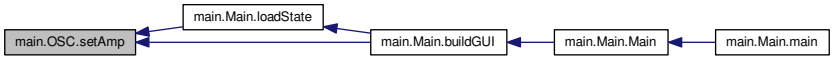


6.6.2.12 void main.OSC.setAmp (double *samp*)

Here is the call graph for this function:

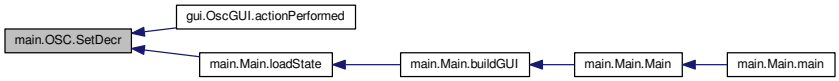


Here is the caller graph for this function:



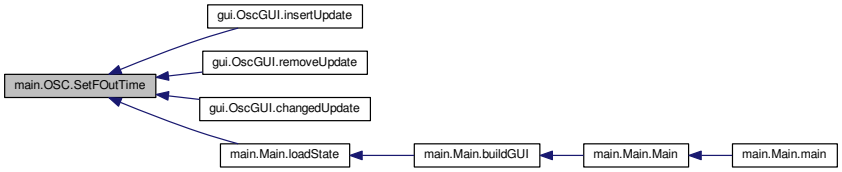
6.6.2.13 synchronized void main.OSC.SetDecr (int *sd*)

Here is the caller graph for this function:



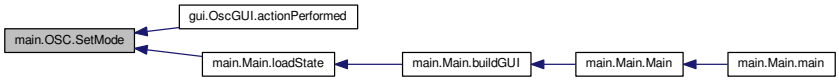
6.6.2.14 synchronized void main.OSC.SetFOutTime (double *sft*)

Here is the caller graph for this function:



6.6.2.15 synchronized void main.OSC.SetMode (int *sm*)

Here is the caller graph for this function:



6.6.2.16 double main.OSC.square (double *x*)

Négyszögjelet generál

Parameters

x	Fázis (0.0 - 2.0)

Here is the caller graph for this function:

6.6.2.17 double main.OSC.SquFadeOut (double *cet*)

Négyzetes csillapodás

Parameters

cet	A csillapodási fázisban eltöltött idő

Here is the caller graph for this function:

6.6.2.18 double main.OSC.triangle (double *x*)

Háromszög jelet generál

Parameters

x	Fázis (0.0 - 2.0)

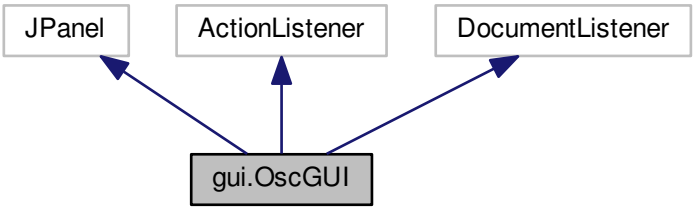
Here is the caller graph for this function:

The documentation for this class was generated from the following file:

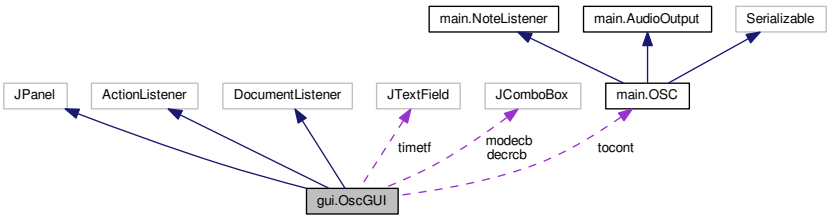
- src/main/OSC.java

6.7 gui.OscGUI Class Reference

Inheritance diagram for gui.OscGUI:



Collaboration diagram for gui.OscGUI:



Public Member Functions

- OscGUI (OSC so)
- void UpdeteFromOSC ()
- void actionPerformed (ActionEvent e)
- void insertUpdate (DocumentEvent e)
- void removeUpdate (DocumentEvent e)
- void changedUpdate (DocumentEvent e)

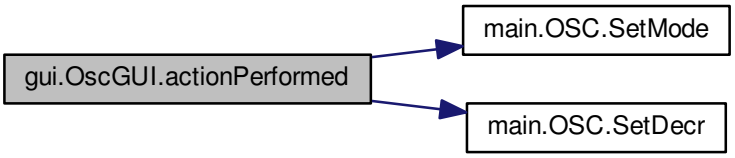
6.7.1 Constructor & Destructor Documentation

6.7.1.1 gui.OscGUI.OscGUI (OSC *so*)

6.7.2 Member Function Documentation

6.7.2.1 void gui.OscGUI.actionPerformed (ActionEvent *e*)

Here is the call graph for this function:



6.7.2.2 void gui.OscGUI.changedUpdate (DocumentEvent *e*)

Here is the call graph for this function:

6.7.2.3 void gui.OscGUI.insertUpdate (DocumentEvent *e*)

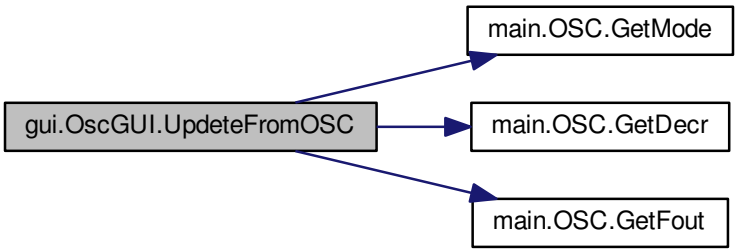
Here is the call graph for this function:

6.7.2.4 void gui.OscGUI.removeUpdate (DocumentEvent *e*)

Here is the call graph for this function:

6.7.2.5 void gui.OscGUI.UpdeteFromOSC ( )

Here is the call graph for this function:



Here is the caller graph for this function:

The documentation for this class was generated from the following file:

- src/gui/OscGUI.java

6.8 main.VirtualKeyboard Class Reference

Public Member Functions

- void SetActive (boolean set)
- void keyTyped (KeyEvent e)
- void keyPressed (KeyEvent e)
- void keyReleased (KeyEvent e)

6.8.1 Detailed Description

Osztály a billentyűzet kezeléshez. A billentyűzet bevitelét hangbevitellé alakítja.

Author

felrugo

6.8.2 Member Function Documentation

6.8.2.1 void main.VirtualKeyboard.keyPressed (KeyEvent *e*)

6.8.2.2 void main.VirtualKeyboard.keyReleased (KeyEvent *e*)

6.8.2.3 void main.VirtualKeyboard.keyTyped (KeyEvent *e*)

6.8.2.4 void main.VirtualKeyboard.SetActive (boolean *set*)

Aktiválja a billentyűk elkapását.(alapból aktív)

Parameters

set	A beállítandó érték.

Here is the caller graph for this function:

The documentation for this class was generated from the following file:

- src/main/VirtualKeyboard.java

Chapter 7

File Documentation

7.1 src/gui/OscGUI.java File Reference

Classes

- class gui.OscGUI

Packages

- package gui

7.2 src/main/AudioOutput.java File Reference

Classes

- interface main.AudioOutput

Packages

- package main

7.3 src/main/Main.java File Reference

Classes

- class main.Main

Packages

- package main

7.4 src/main/Mixer.java File Reference

Classes

- class main.Mixer

Packages

- package main

7.5 src/main/Note.java File Reference

Classes

- class main.Note

Packages

- package main

7.6 src/main/NoteListener.java File Reference

Classes

- interface main.NoteListener

Packages

- package main

7.7 src/main/OSC.java File Reference

Classes

- class main.OSC

Packages

- package main

7.8 src/main/VirtualKeyboard.java File Reference

Classes

- class main.VirtualKeyboard

Packages

- package main