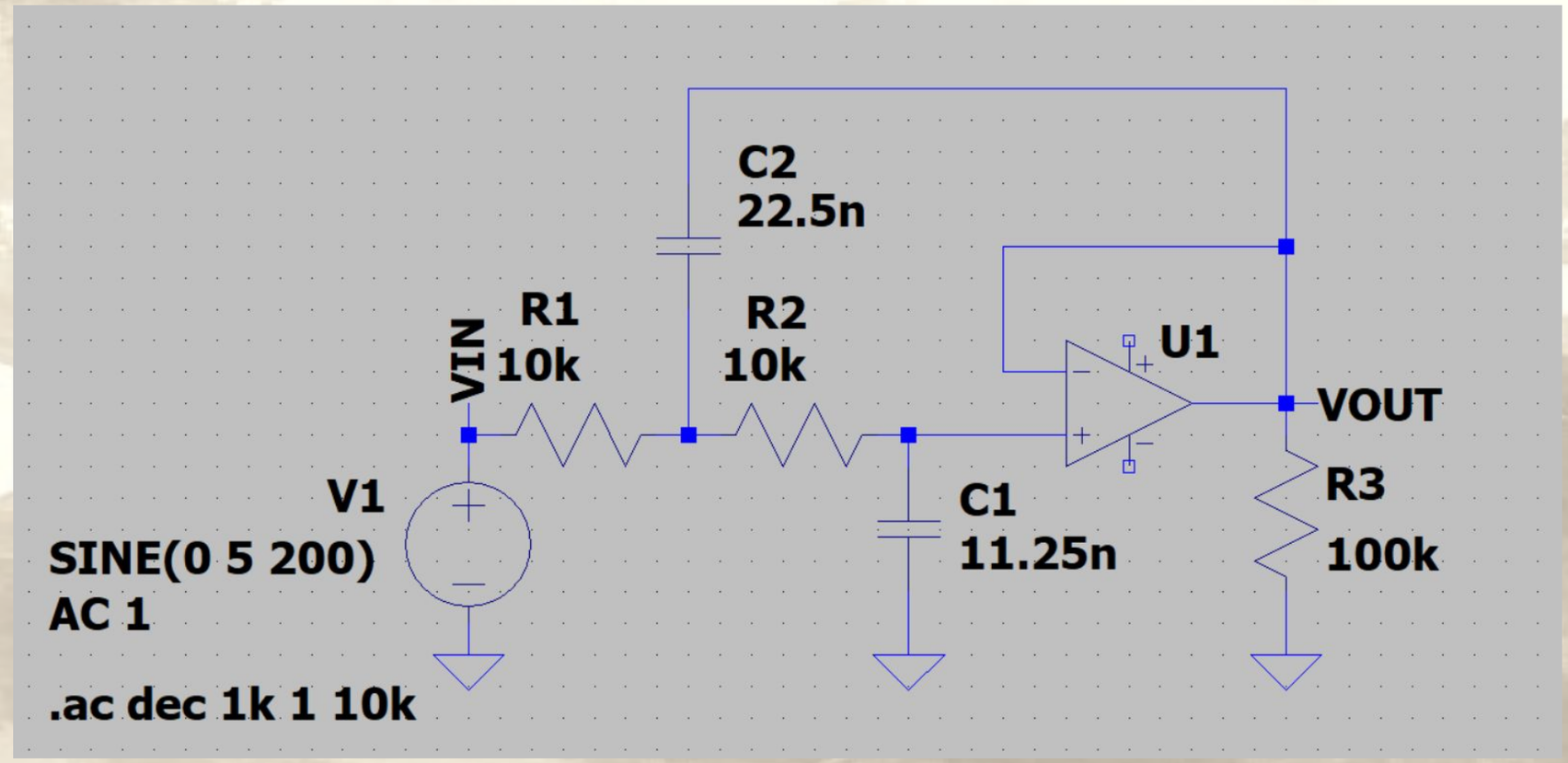
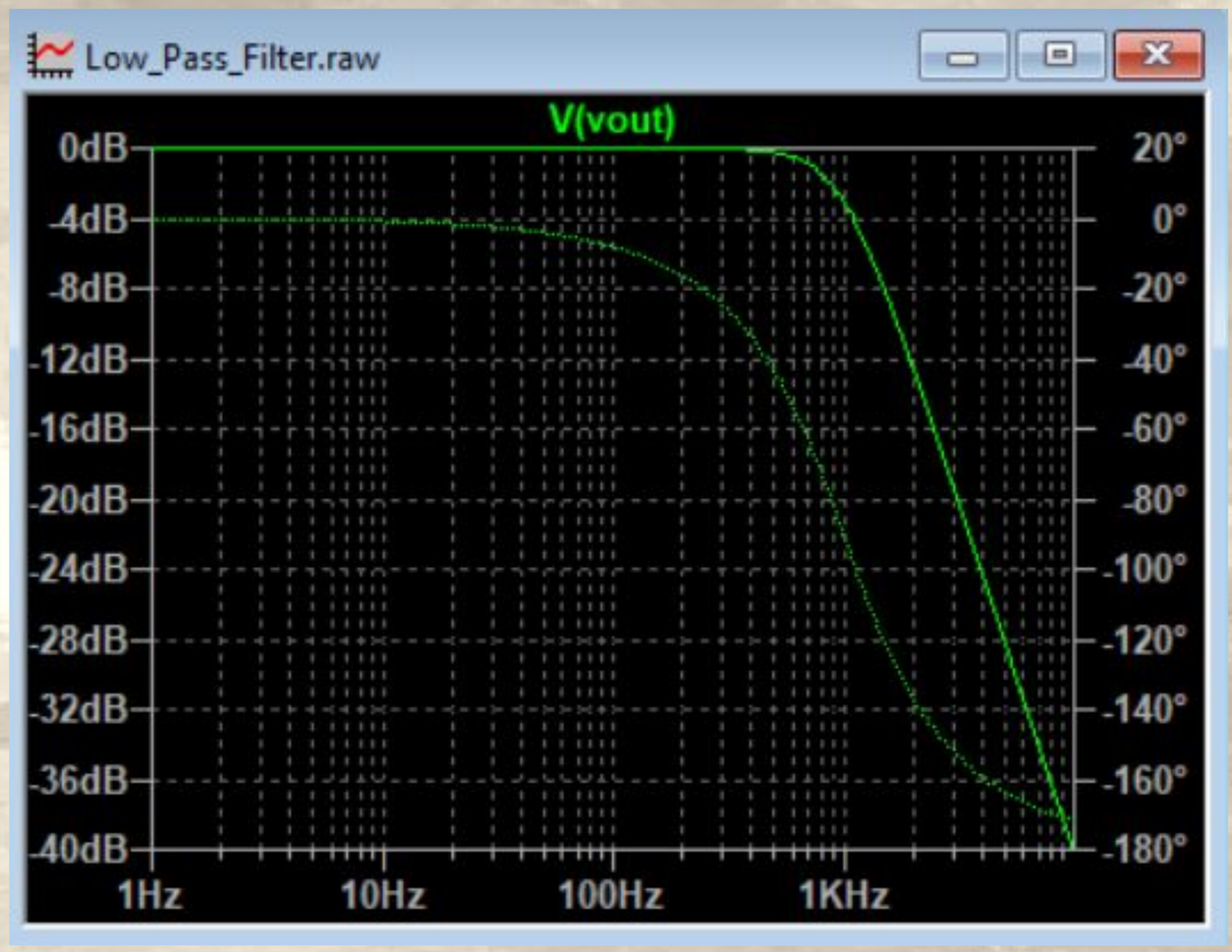
Drops of LTSpice

Working with WAV files

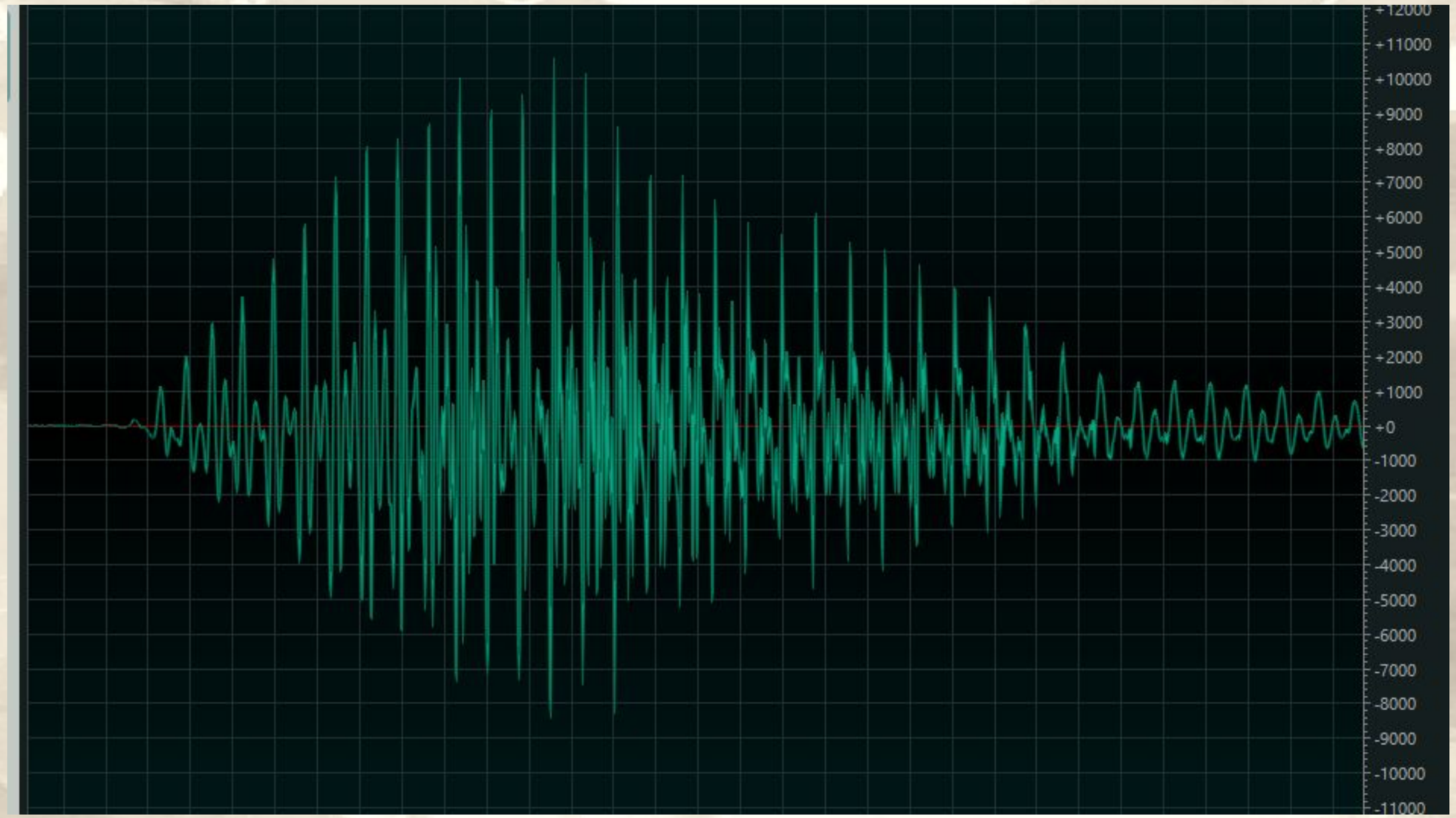
So, you are working with audio and created a filter.



It seems to be working well.

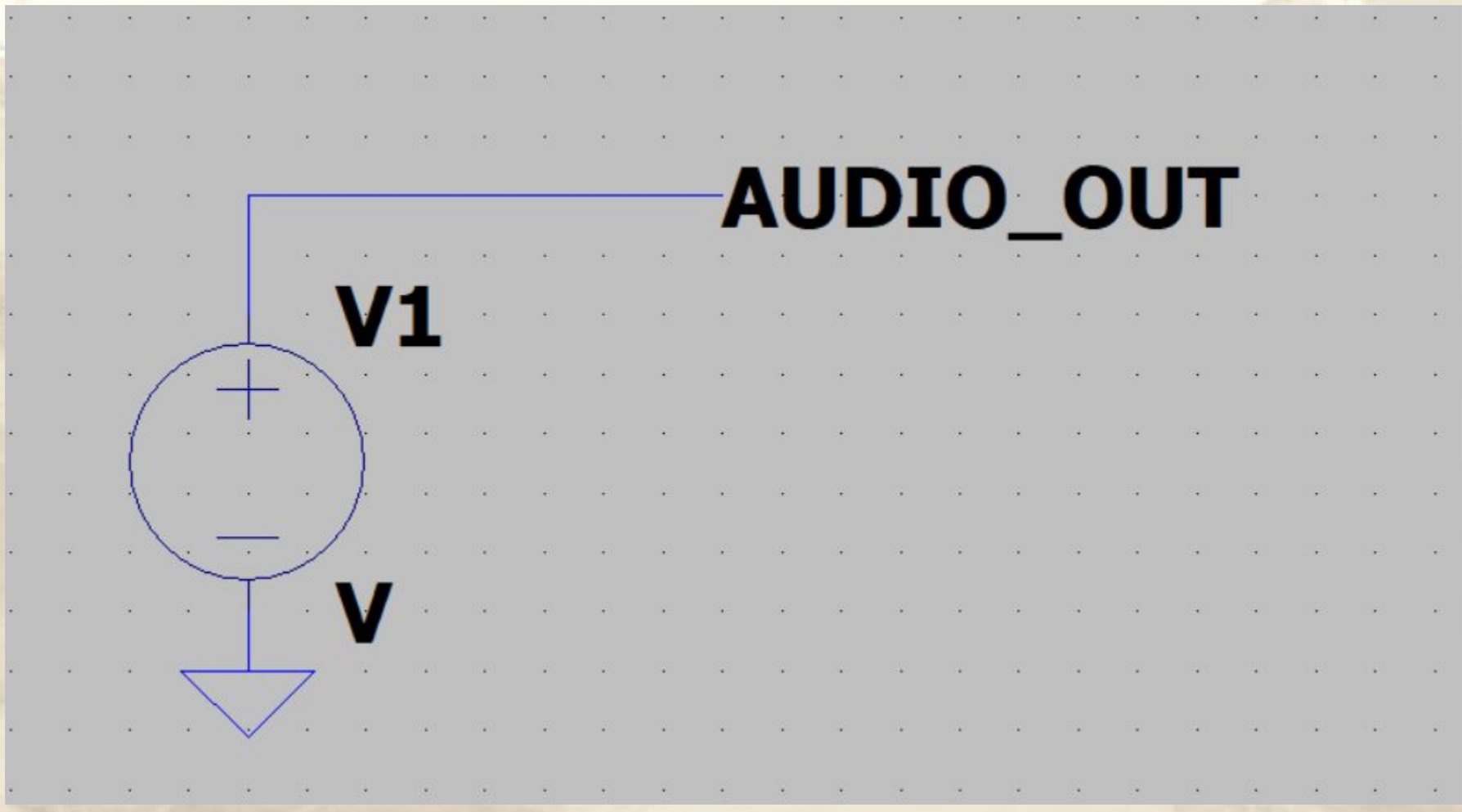


But it would be so cool if you could put on a real song and see the results of your filter, right?



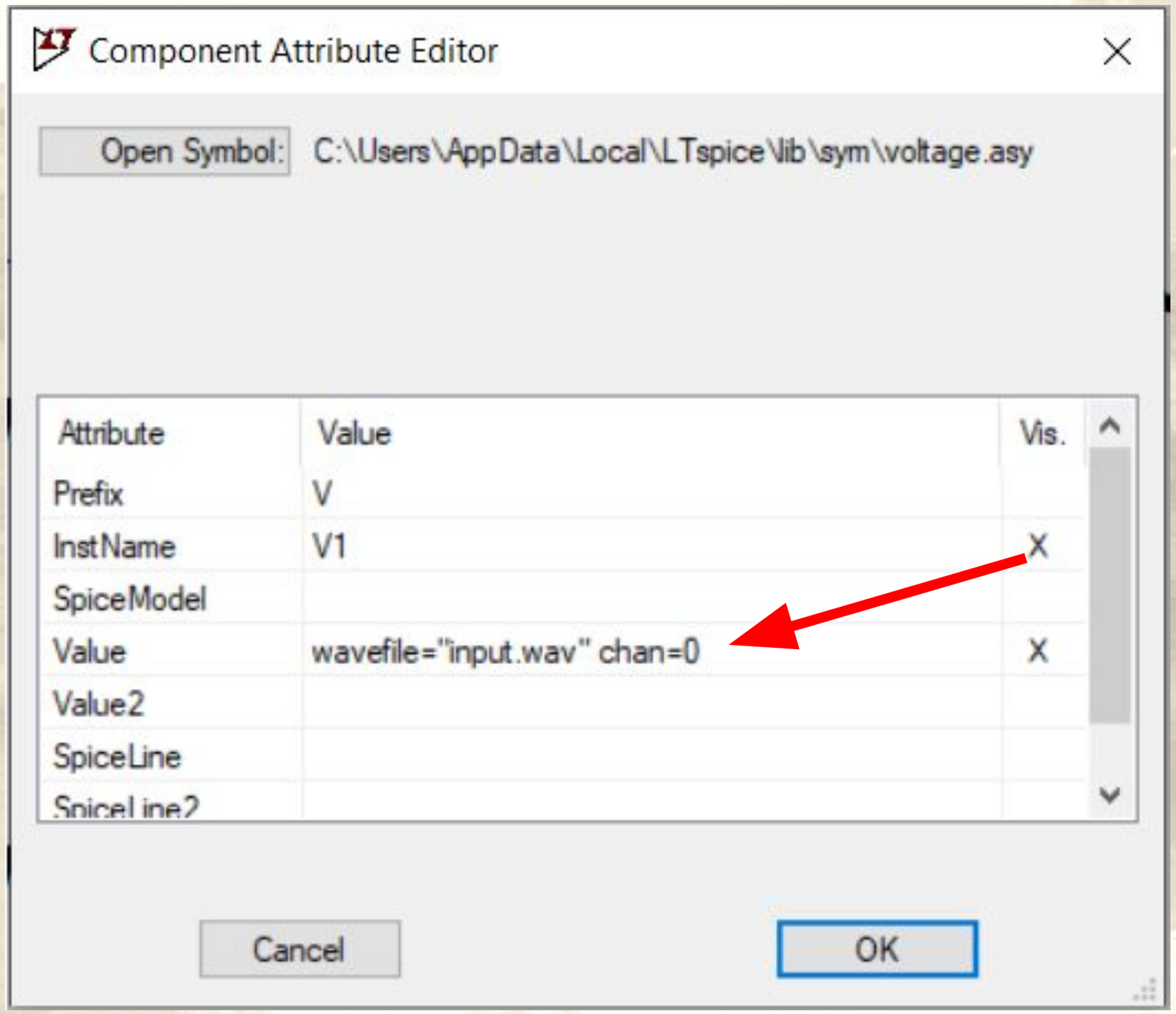
Yes, LTSpice can do this!

First, let's understand how to open an audio file.



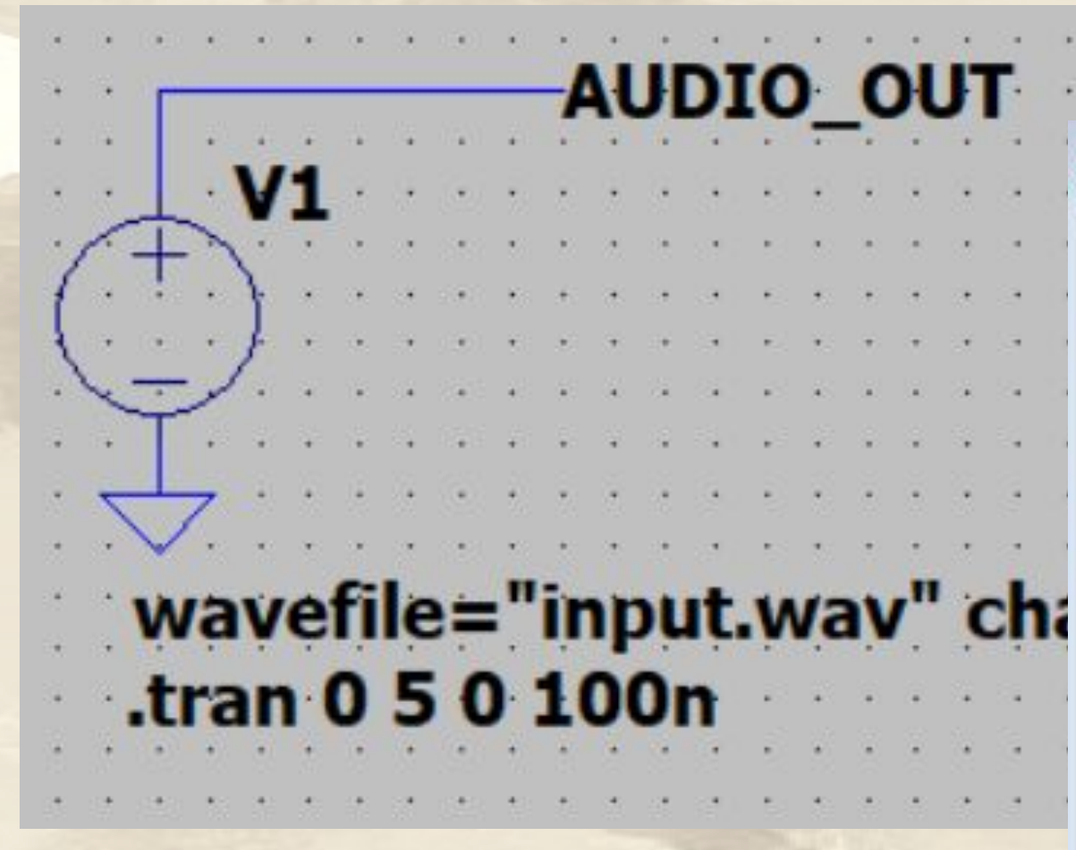
This is a Voltage Source feature. First, hold CTRL and right-click on Voltage Source.

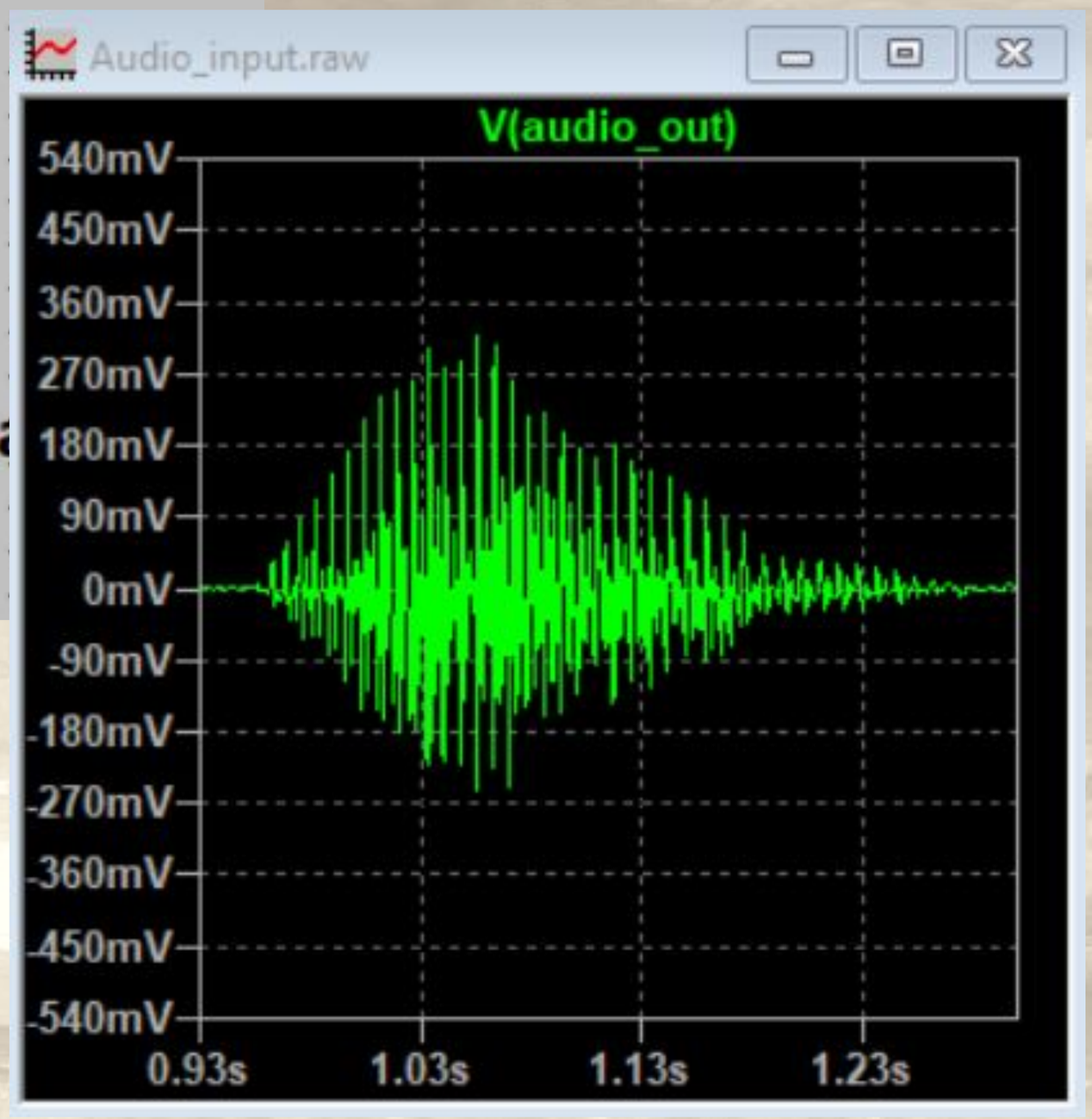
In Value, add the line: wavefile="input.wav" chan=0



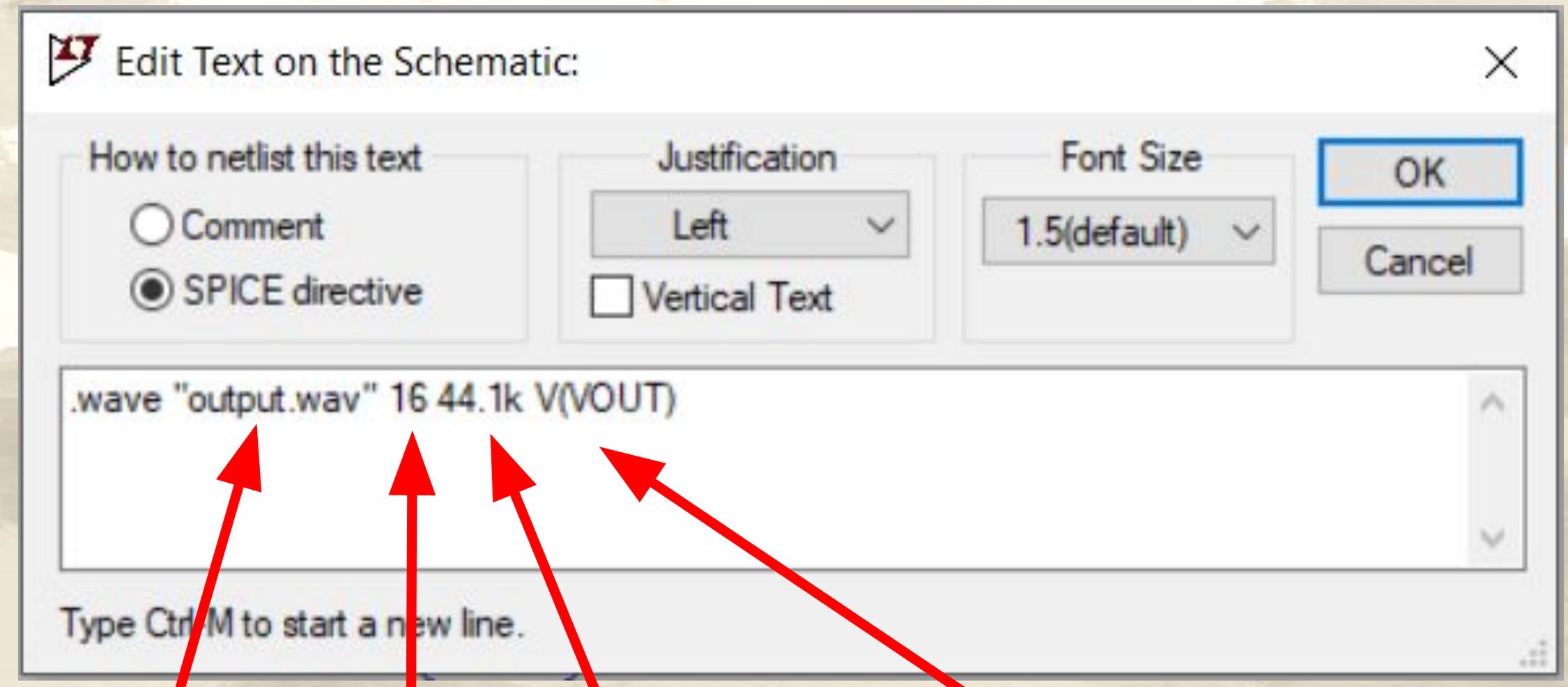
The chan parameter is not mandatory. It's to select the channel if it is stereo.

And done!
Your audio is already inside the LTSpice.





Recording output WAV files is also very easy. First, add a directive.



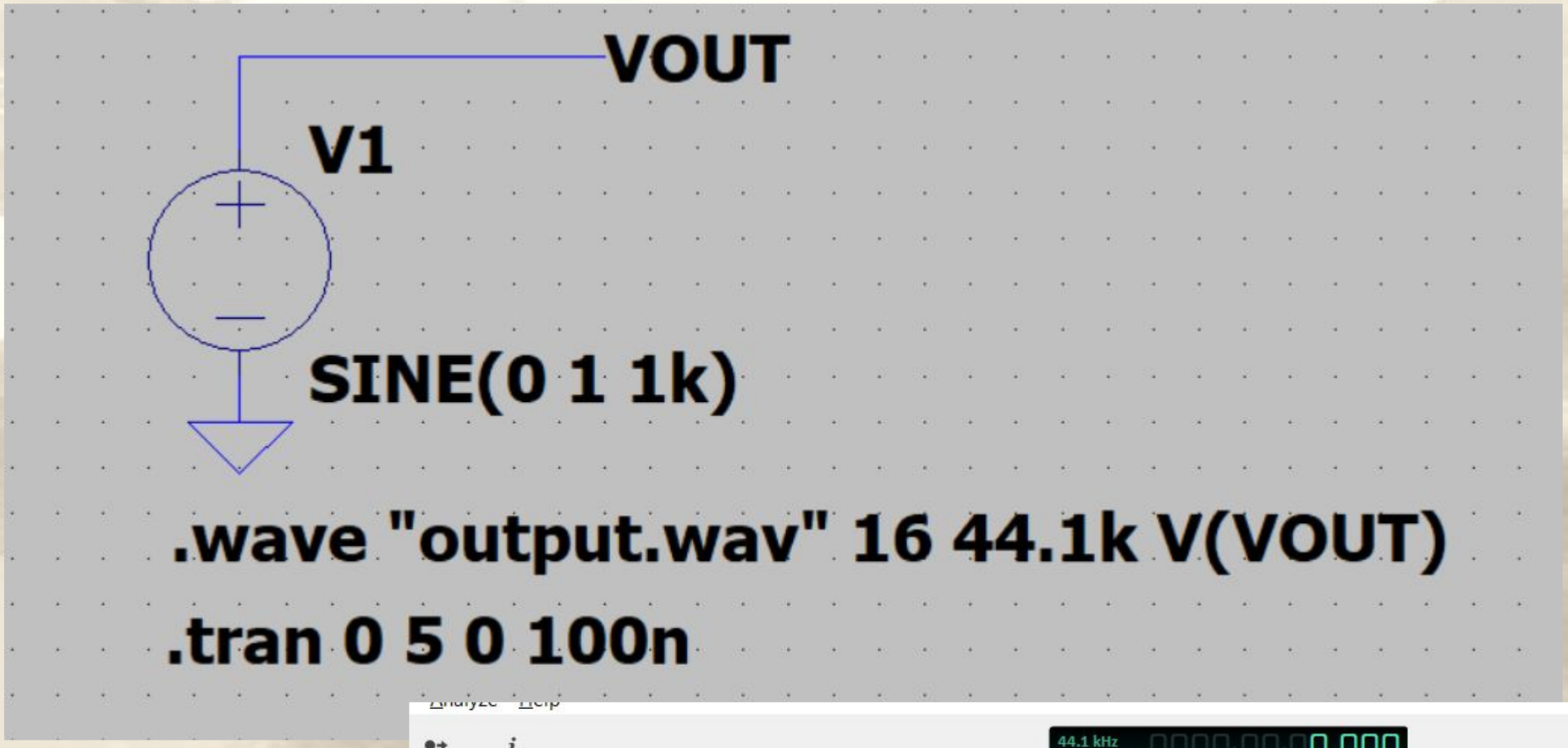
File Name

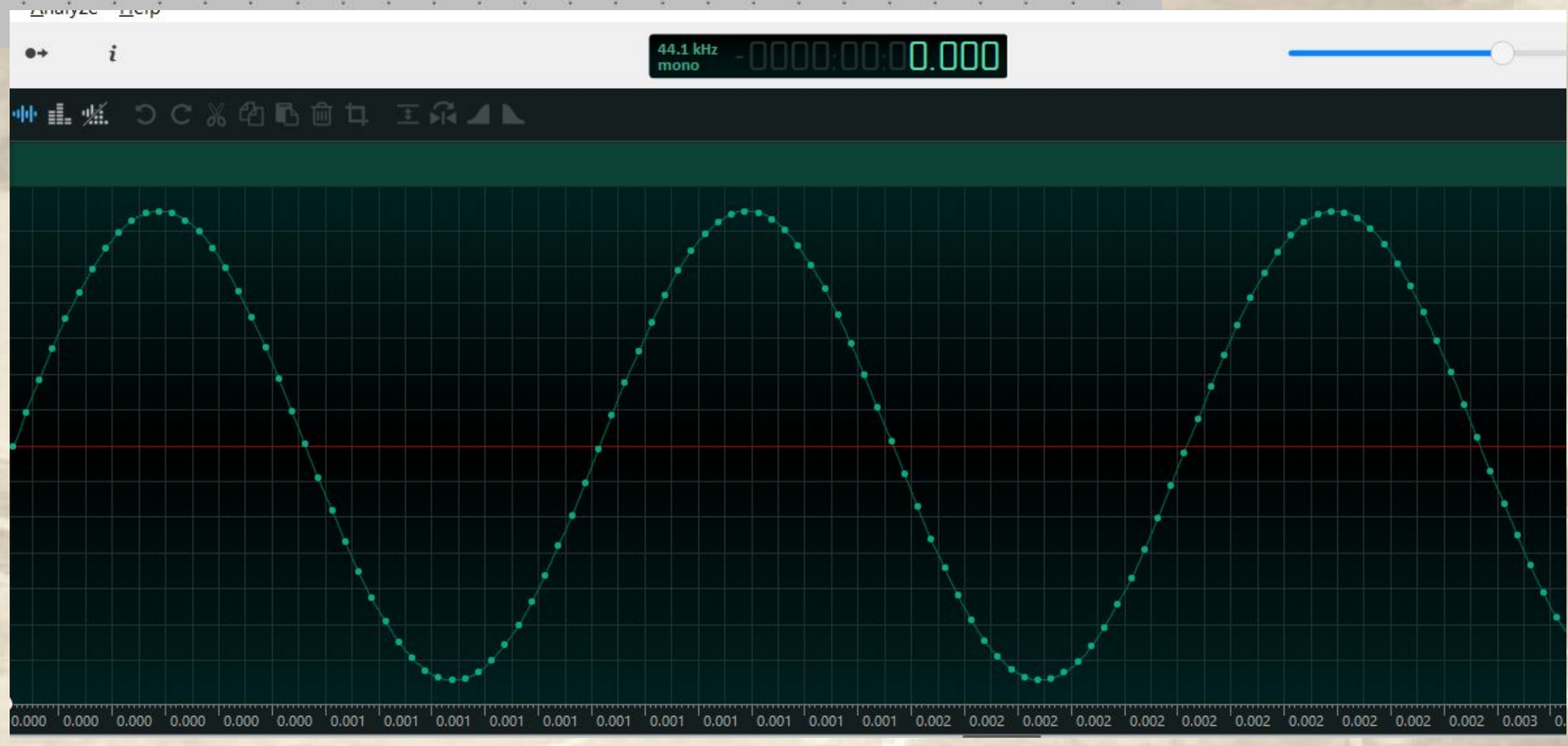
Number of bits

Sample Rate

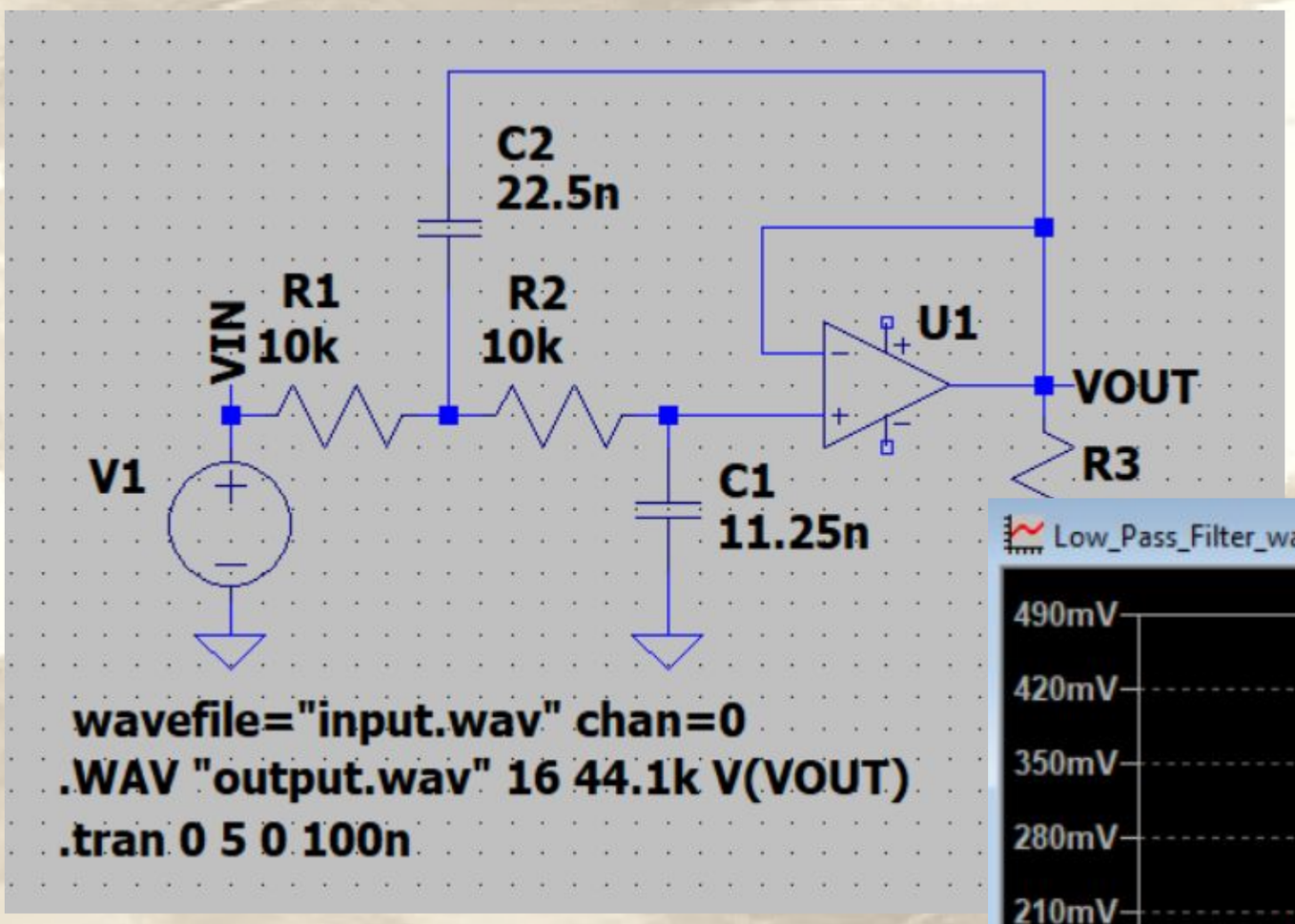
Channel

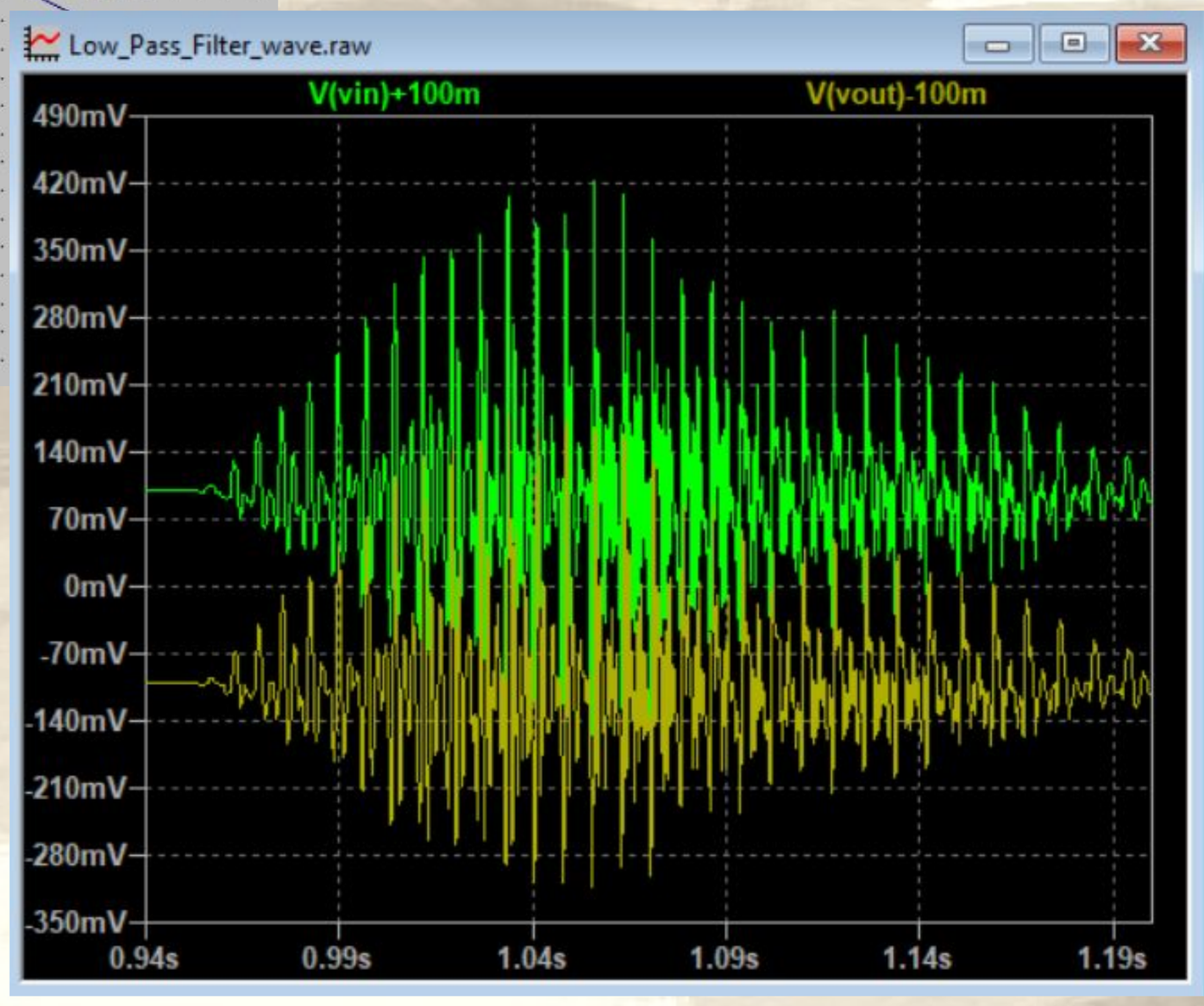
And done!
Your simulation already creates the WAV file.





Now, you can really test your filter.





Francesco Sacco
linkedin.com/in/saccofrancesco