

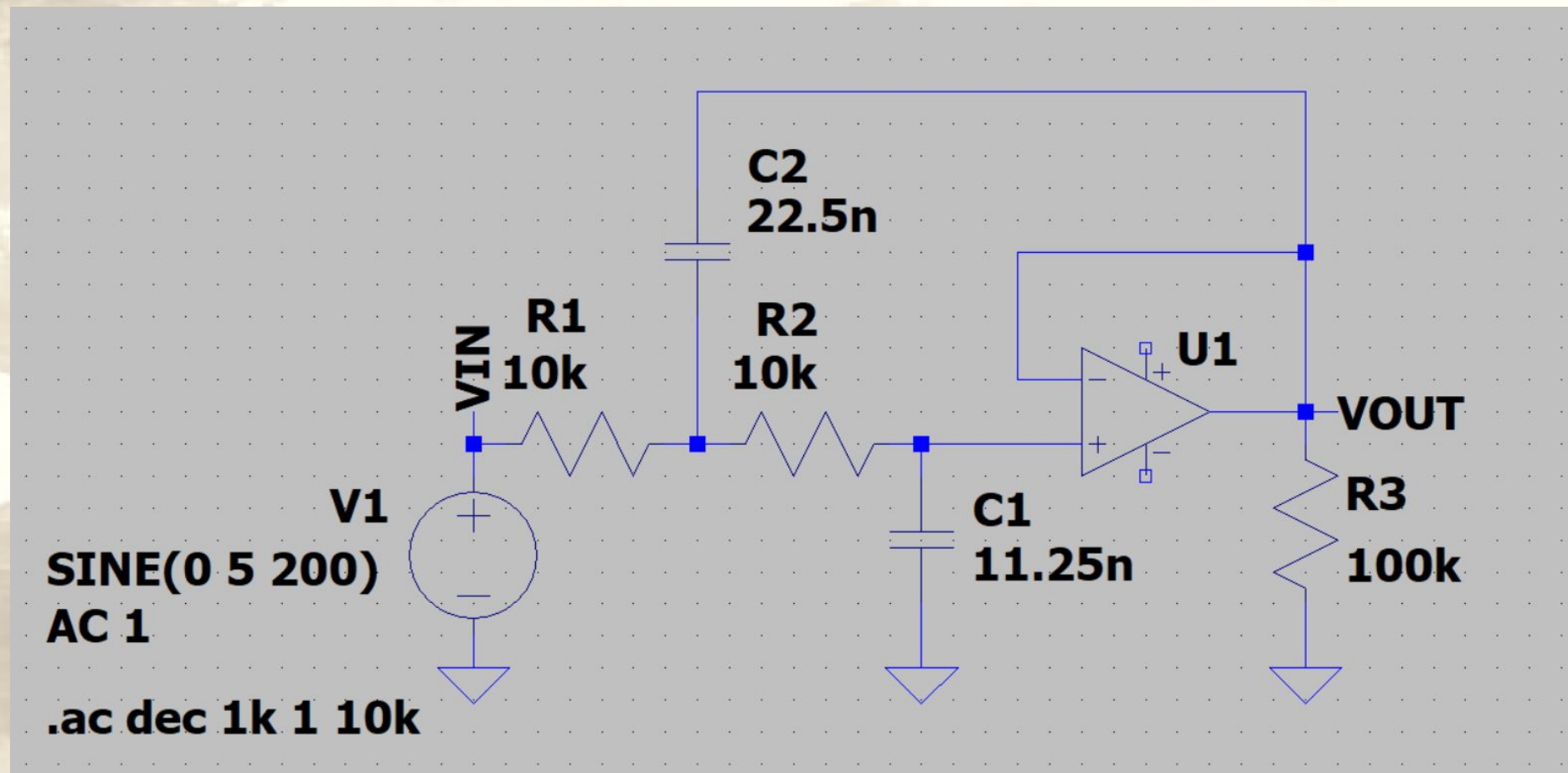
# Drops of LTSpice



Working with WAV files



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

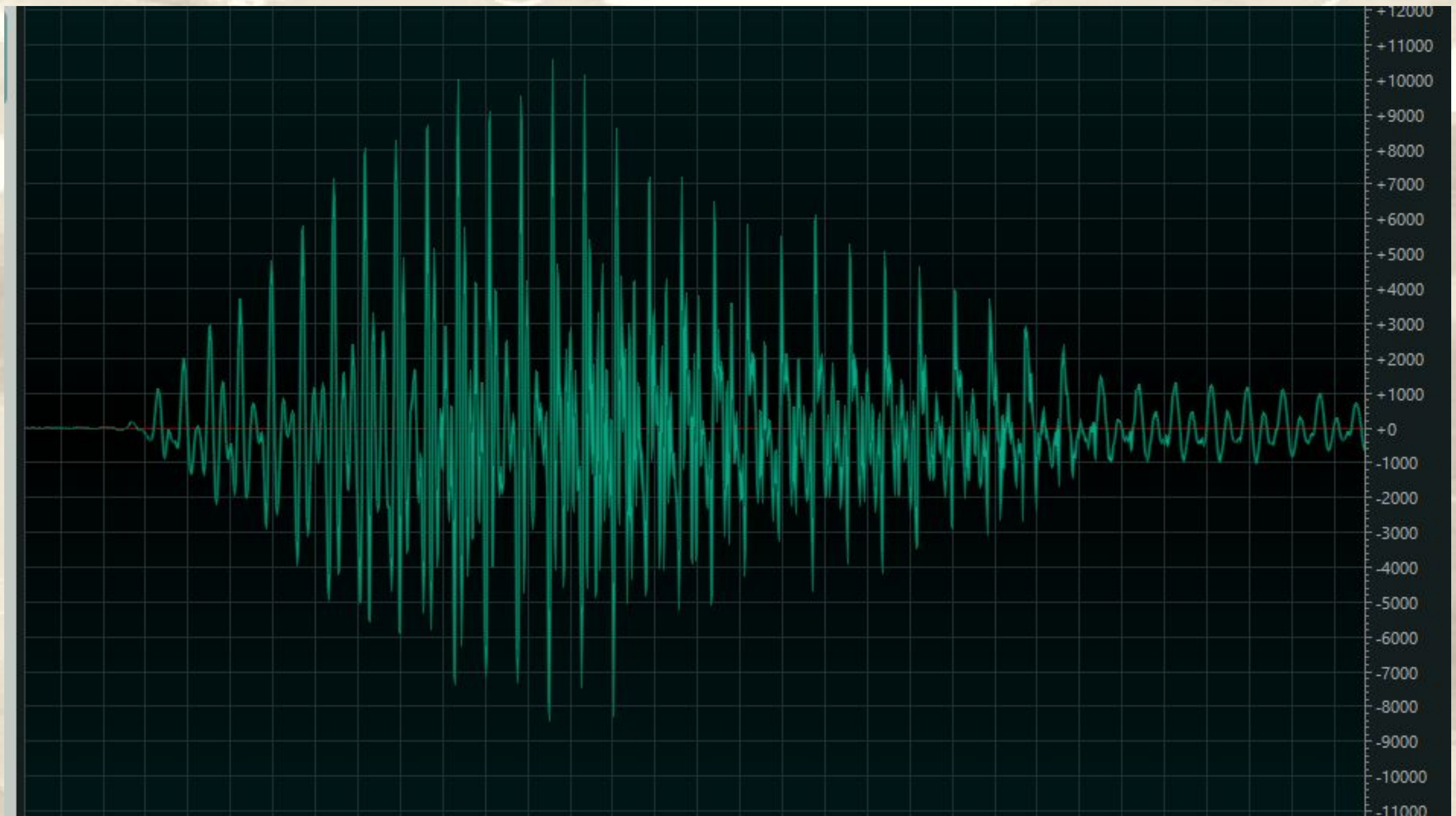


It seems to be  
working well.





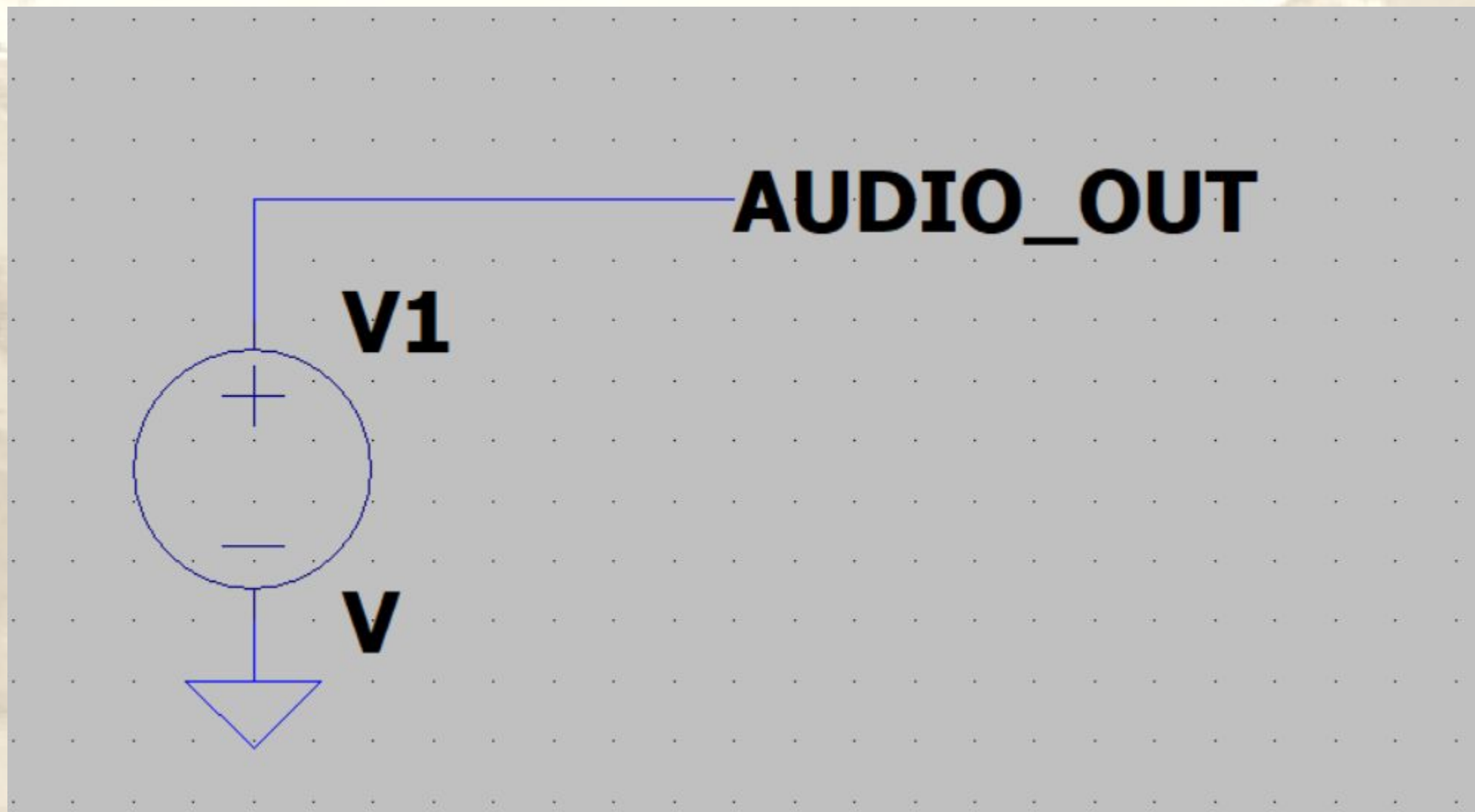
But it would be so cool if you could put on a real song and see the results of your filter, right?



Yes, LTSpice can do this!



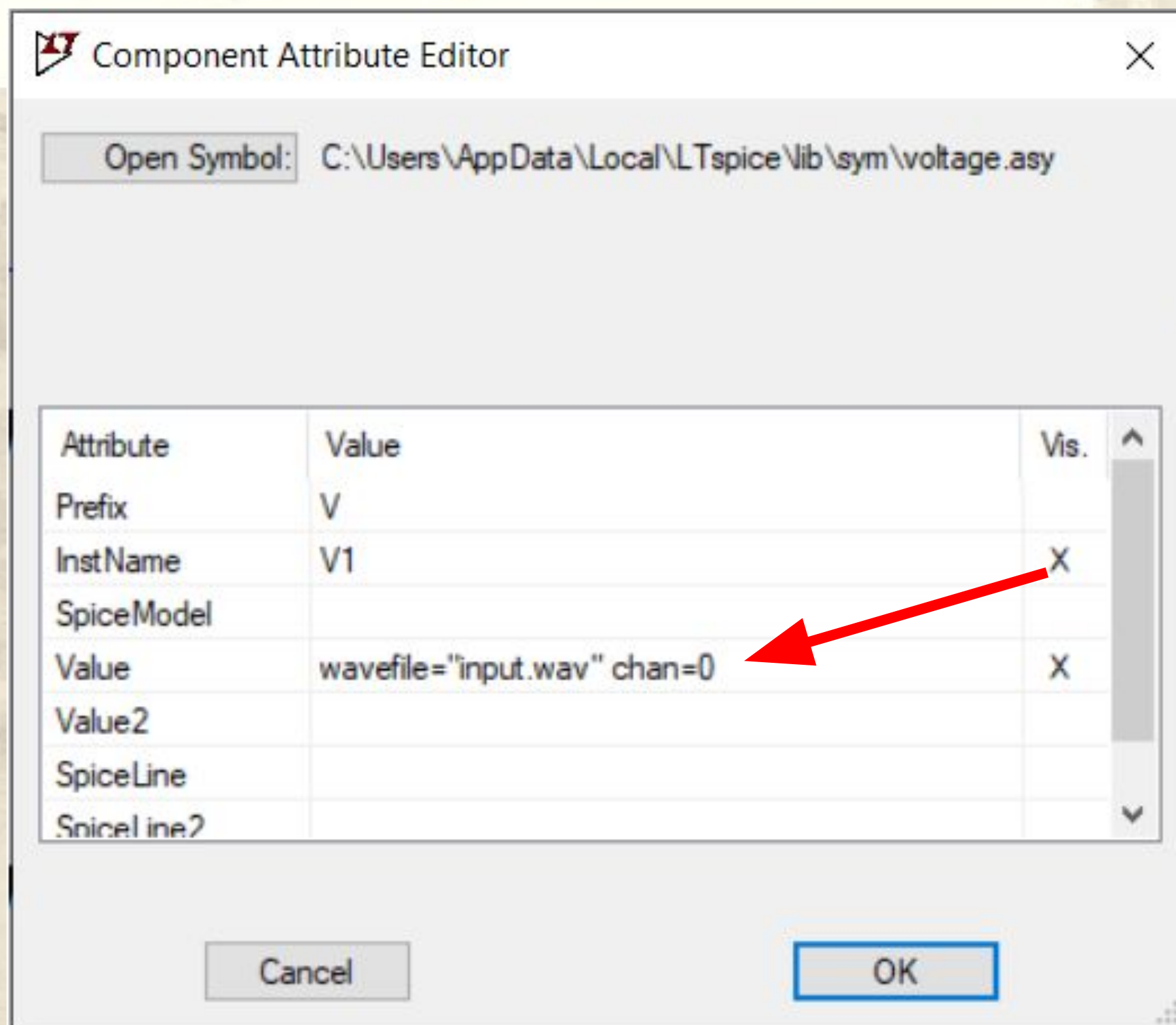
First, let's understand how to open an audio file.



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



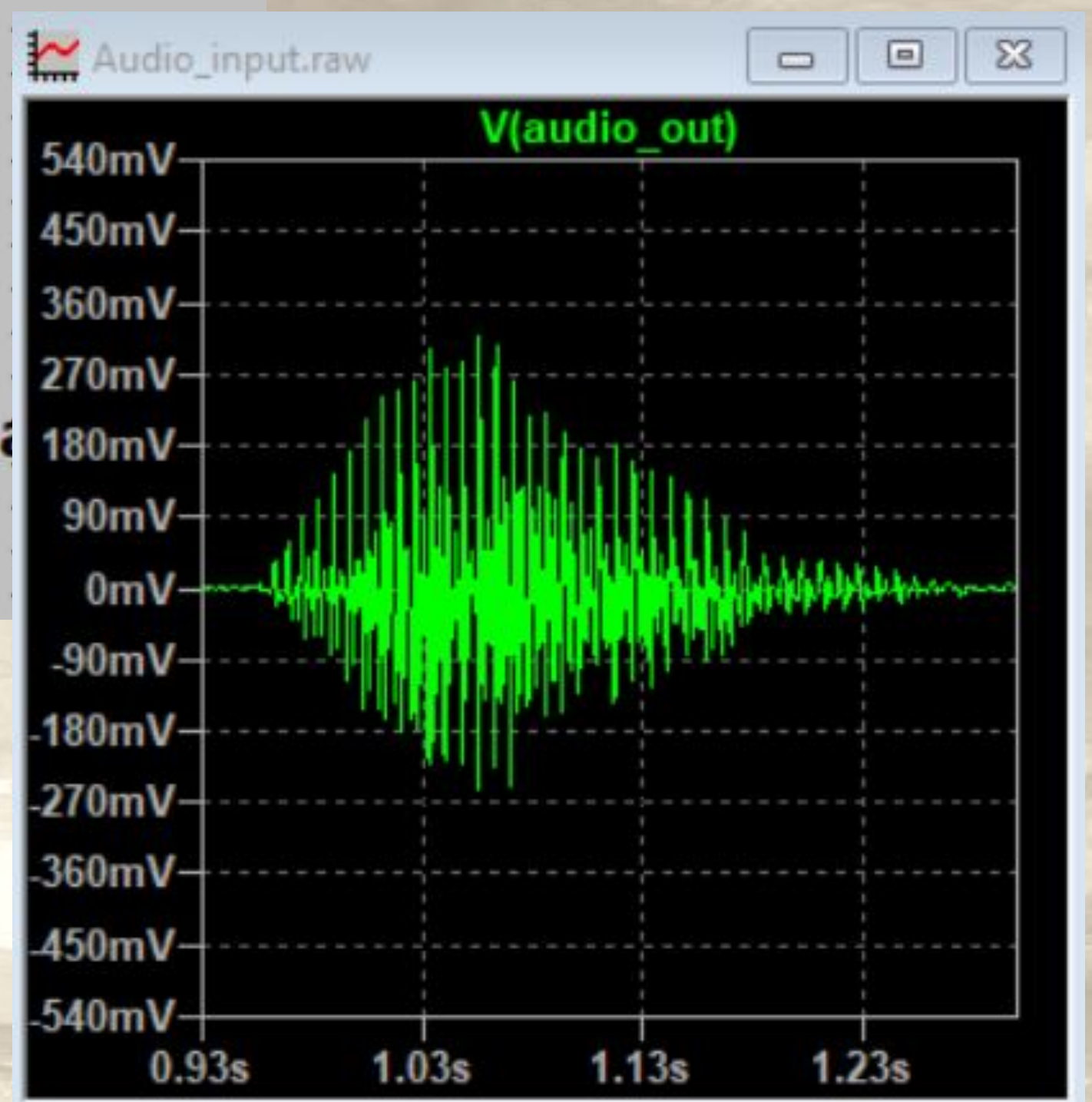
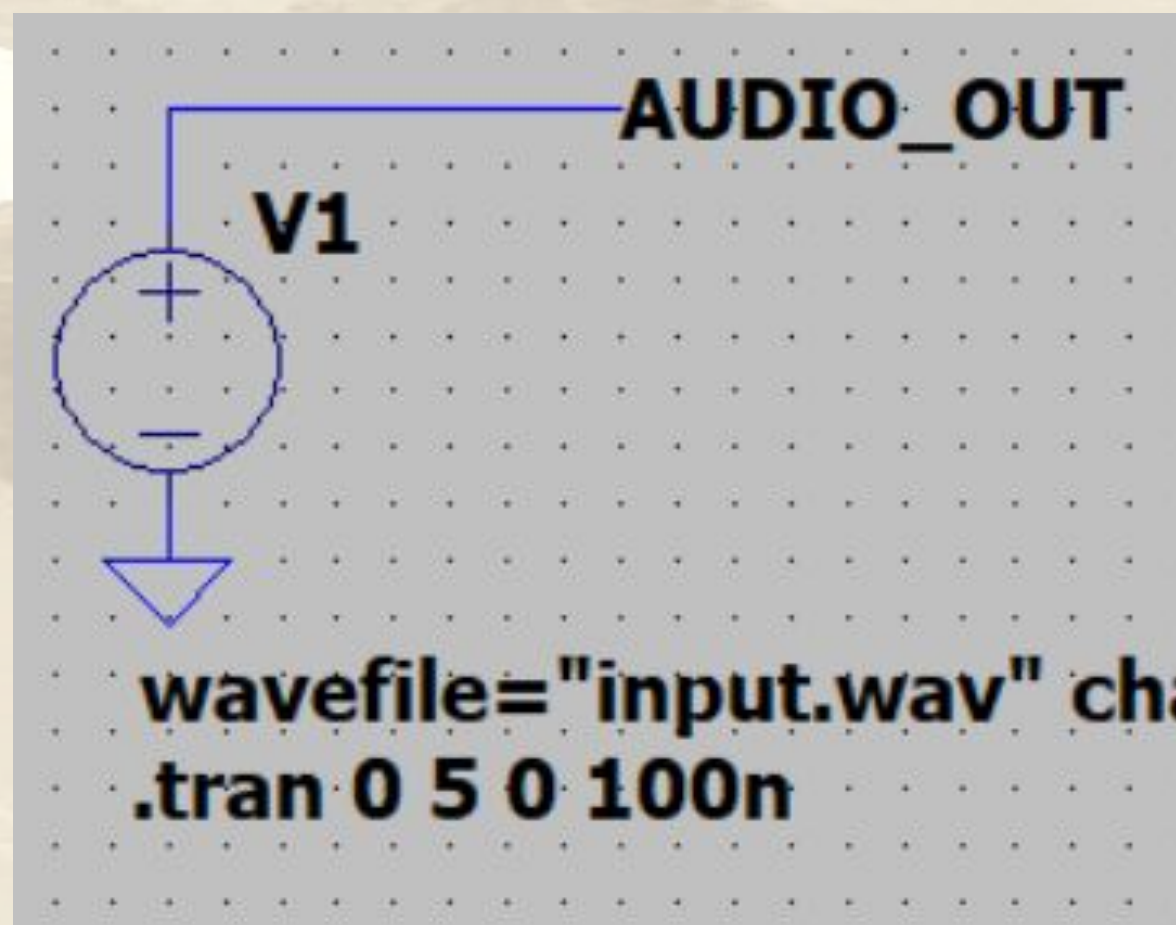
In Value, add the line:  
`wavefile="input.wav" chan=0`



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.

Edit Text on the Schematic: X

How to netlist this text

☐ Comment

☒ SPICE directive

Justification

Left v

☐ Vertical Text

Font Size

1.5(default) v

OK

Cancel

.wave "output.wav" 16 44.1k V(VOUT)

Type Ctrl+M to start a new line.

File  
Name

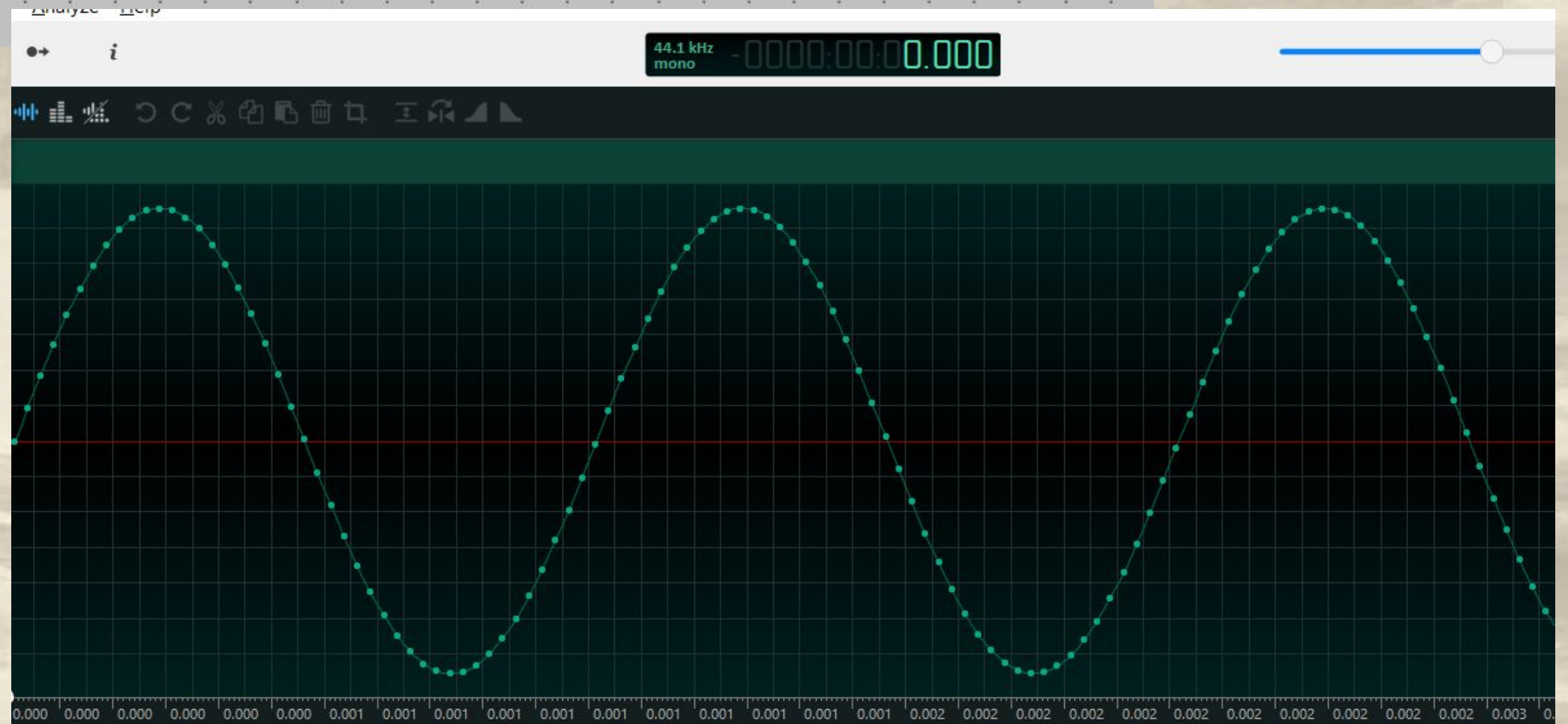
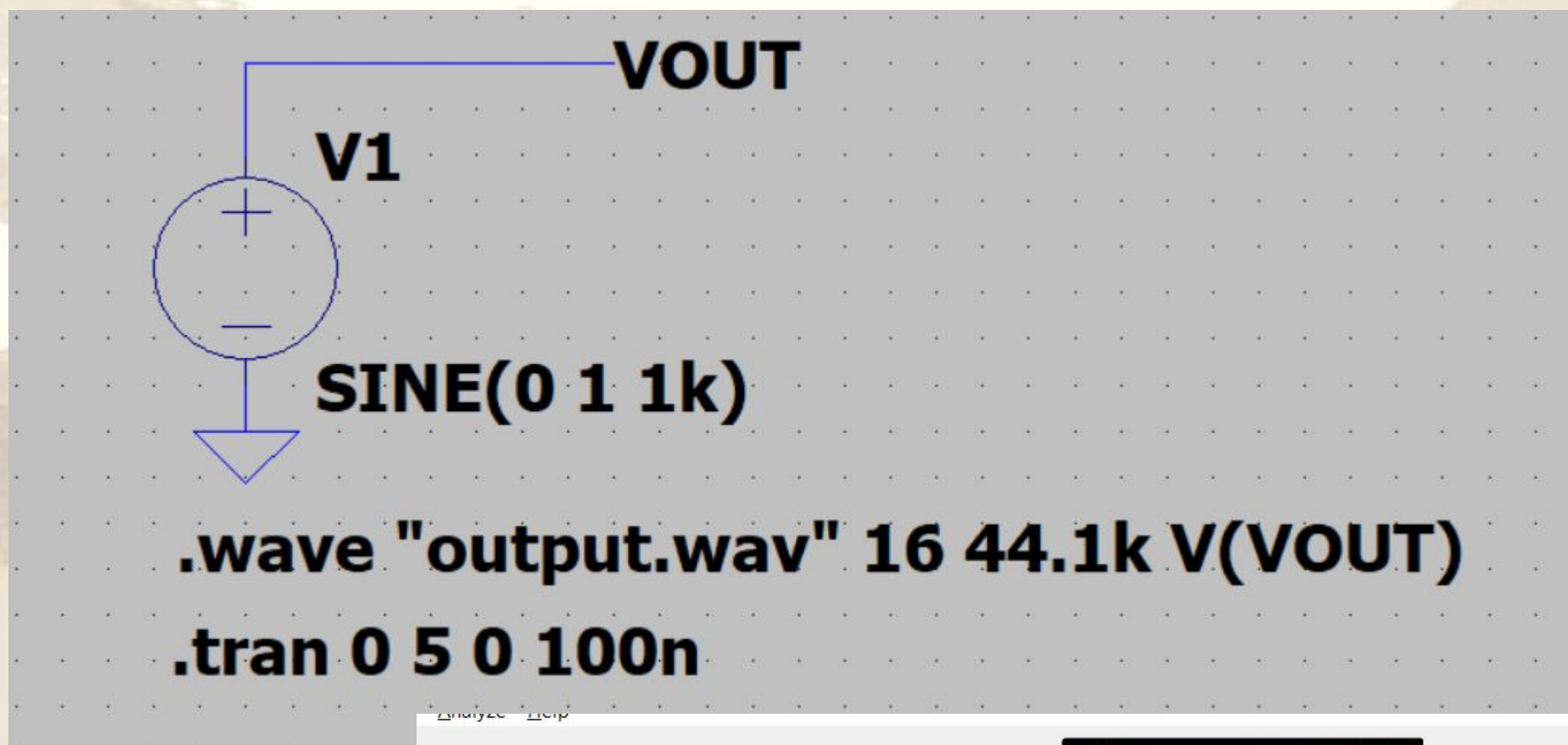
Number  
of bits

Sample  
Rate

Channel

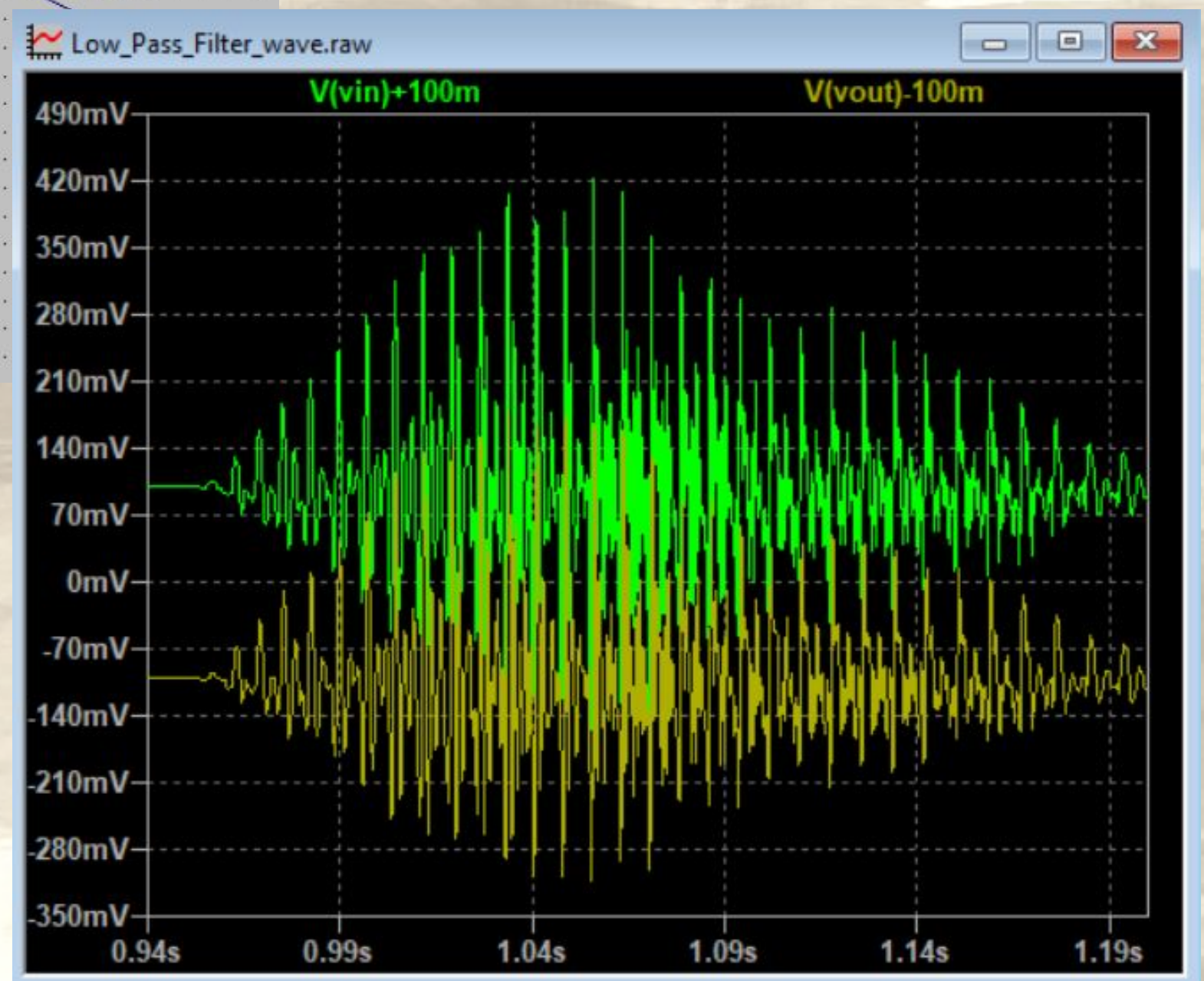
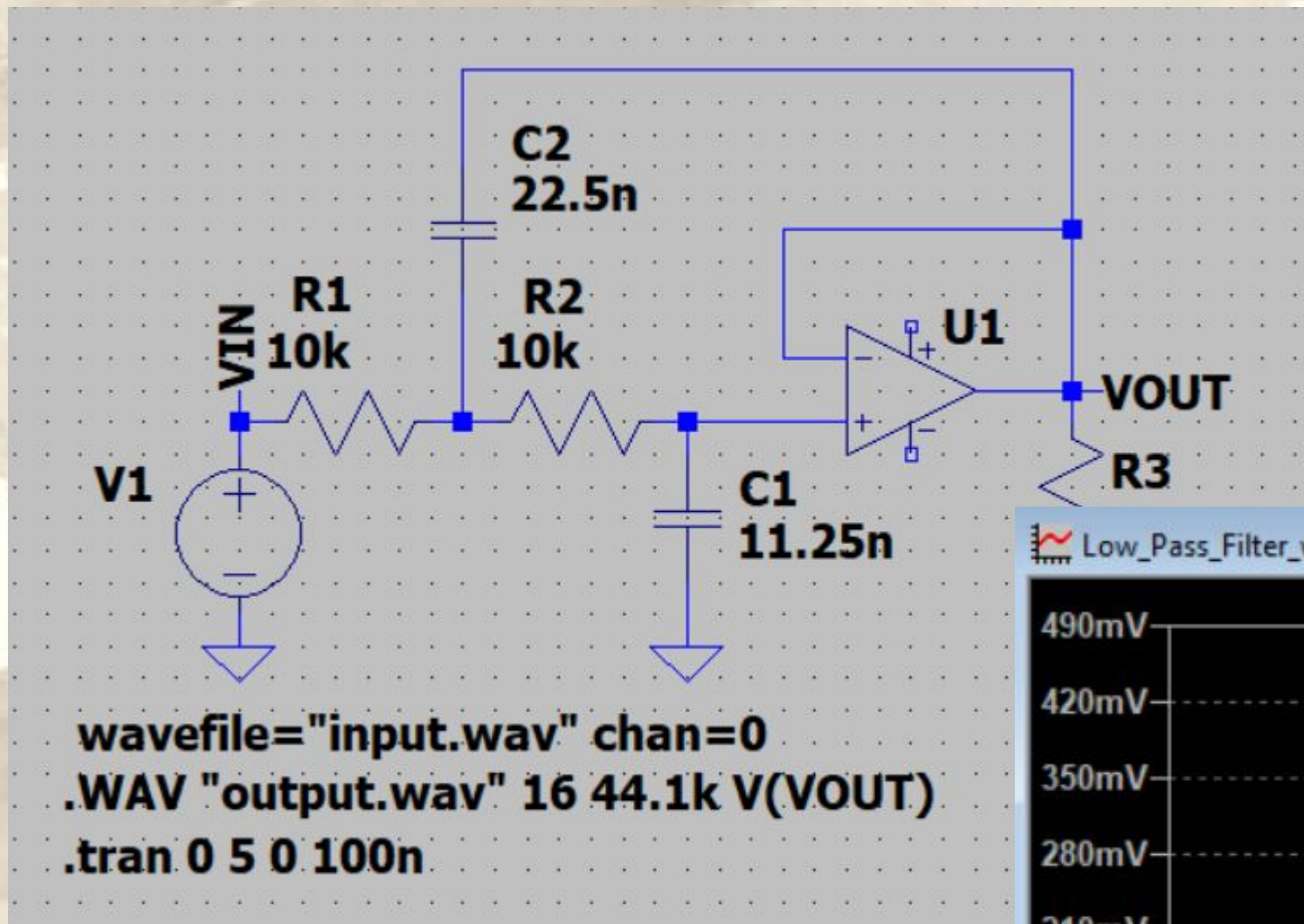


And done!  
Your simulation already creates  
the WAV file.





# Now, you can really test your filter.



Francesco Sacco  
[linkedin.com/in/saccofrancesco](https://www.linkedin.com/in/saccofrancesco)