API Collection

Audio Toolbox Debugging

Obtain the internal state of Core Audio objects during the development and debugging of your code.

Overview

The `AudioToolbox.h` header file provides auxiliary functions for obtaining the internal state of a Core Audio object. Use these functions during development and debugging.

Topics

Audio Toolbox Debugging Functions

func **CAShow**(`UnsafeMutableRawPointer`)

    Prints the internal state of an object to `stdio`.

func **CAShowFile**(`UnsafeMutableRawPointer, UnsafeMutablePointer<FILE>`)

    Prints the internal state of an object to a file.

Instrument Functions

func **CopyNameFromSoundBank**(`CFURL, UnsafeMutablePointer<Unmanaged< CFString>?>`) -> `OSStatus`

    Copies the name of a sound bank from a sound bank file at a specified URL.

func **CopyInstrumentInfoFromSoundBank**(`CFURL, UnsafeMutablePointer< Unmanaged<CFArray>?>`) -> `OSStatus`

```
var kInstrumentInfoKey_LSB: String

var kInstrumentInfoKey_MSB: String

var kInstrumentInfoKey_Name: String

var kInstrumentInfoKey_Program: String
```

Constants

```
var AUDIO_TOOLBOX_VERSION: Int32
```

See Also

Utilities

📄 Analyzing audio performance with Instruments

Ensure a smooth and immersive audio experience in your apps using Audio System Trace.

☰ Audio Converter Services

Convert between linear PCM audio formats, and between linear PCM and compressed formats.

☰ Audio Session Support

Describe the properties that you associate with audio sessions and audio routes.

☰ Workgroup Management

Coordinate the activity of custom real-time audio threads with those of the system and other processes.

☰ Audio Codec

Translate audio data from one format to another.

☰ Clock Utilities

Manage time-related information associated with audio playback.