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COOL! Tempo / Pitch control tool **Audioshift** now available for **Android** mobile phones & tablets running Android OS v2.3-3.2! Click icon below for **FREE** install:

Available in Android Market

SoundTouch Audio Processing Library

About the SoundTouch library

SoundTouch is an open-source audio processing library for changing the Tempo, Pitch and Playback Rates of audio streams or audio files

- **Tempo (time stretch)**: Changes the sound to play at faster or slower tempo than originally without affecting the sound pitch.
- **Pitch (key)** : Changes the sound pitch or key while keeping the original tempo (speed).
- **Playback Rate** : Changes both tempo and pitch together as if a vinyl disc was played at different RPM rate.

The SoundTouch library is intended for application developers writing sound processing tools that require tempo/pitch control functionality, or just for playing around with the sound effects.

The SoundTouch library source kit includes also an example utility SoundStretch that uses SoundTouch library for processing .wav audio files from command-line interface.

More information:

- Example sound clips of each control mode
- List of applications that use SoundTouch library
- Frequently Asked Questions
- Theory behind how SoundTouch works - *read tutorial on audio time/pitch scaling basics*

SoundTouch library Features

- Efficient C++ implementation of time-stretch, pitch-shift and sample rate transposing routines.
- **Full source codes** available for both the SoundTouch library and the example application.
- Clear and **easy-to-use** programming interface via a single C++ class.
- Support **16bit integer and 32bit floating point mono/stereo/multi-channel** audio formats
- Capable of **real-time audio stream processing**:
  - input/output latency max. ~ 100 ms.

    - Processing 44.1kHz/16bit stereo sound in realtime requires a 133 Mhz Intel Pentium processor or better ;-)
- **Portable** implementation: The SoundTouch library compiles for any processor and OS platform supporting GNU C compiler (gcc) or Visual Studio, for example Win32, Mac OSX, Linux & other *nixes, Android...
- MMX & SSE instruction set optimizations for x86 processors
- Compiled **executable binaries** supplied for Windows & Mac OS
- Released under the **GNU Lesser General Public License (LGPL) v2.1**

Contact Information

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