



Example usage:

```
main() {  
    const std::string deviceName = "hw:0,0";  
    NLAudioAlsaInputOutput *alsa = new NLAudioAlsaInputOutput(deviceName);  
    alsa->registerCallback(myCallback);  
    alsa->start();  
    /* Do something else here */  
}  
  
bool myCallback(float *in, float *out, unsigned int size)  
{  
    return addEffect(in, out, size, fxParam1, fxParam2);  
}
```