

Audio buffer example

size in samples: 512

audio format: AUDIO_F32

channels : 2

waveform:



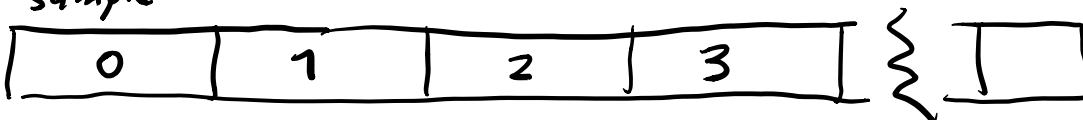
buffer: array of float



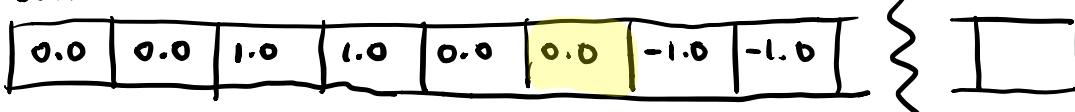
channel layout (left and right):



sample indices:



buffer:



2nd sample, right sample

$$\text{offset} = (2 \times 2) + 1$$

↑
units: bytes

↑
number of
channels

↑
0 for left
1 for right