

Audio buffer example

size in samples: 512

audio format: AUDIO_F32

channels: 2 ← stereo audio

waveform:



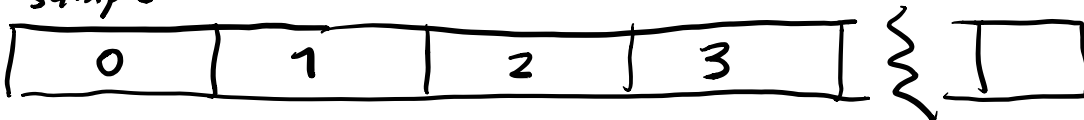
buffer: array of float



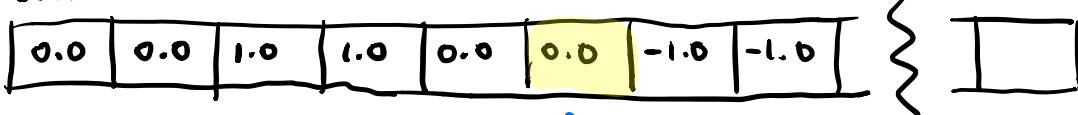
channel layout (left and right):



sample indices:



buffer:



↑
2nd sample, right channel

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

↑ units: bytes
↑ sample index
↑ number of channels
↑ 0 for left, 1 for right
↑ channel index

Total size of buffer (in bytes):

size in samples: 512
audio format: AUDIO_F32
channels: 2

$$512 * \text{sizeof}(\text{float}) * 2$$

↑
size in
samples

↑
size of one
unit of audio
data

↑
Number
of channels