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Functions

Module **main**

▶ EXPAND SOURCE CODE

Functions

```
def audio_producer(audio_producer_object: modules.audio_producer.AudioPro
                   ducer, control_event, lf_queue: >, hf_queue: >,
                   parameters: dict)
```

Produces audio for the worker processes. Each chunk of audio read from the audio source is sent to the low-level feature processes to extract low-level features. Audio chunks are summed to a total length of n seconds before being sent to the high-level feature processes.

Args:

`audio_producer_object` : Object of the super-class AudioProducer used to produce audio.

`control_event` : Event used to check if the program's execution has to be stopped.

`lf_queue` : Common queue for LLF workers used to send the chunks of audio to process.

`hf_queue` : Common queue for HLF workers used to send the chunks of audio to process.

`parameters` : Dictionary containing audio processing parameters used to produce audio.

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```
def hf_audio_consumer(hf_queue: >, parameters: dict)
```

Processes high-level features from audio chunks given from the `audio_producer()` process.

Args:

`hf_queue` : Queue where audio chunks to process are sent by the `audio_producer()` process.

`parameters` : Dictionary containing audio processing parameters used to produce audio.

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```
def lf_audio_consumer(lf_queue: >, settings_queue: >, parameters: dict)
```

Processes low-level features from audio chunks given from the `audio_producer()` process.

Args:

`lf_queue` : Queue where audio chunks to process are sent by the audio_producer process.

`settings_queue` : Queue where audio settings (coming from osc messages) are sent - used to change settings of the LLF handlers.

`parameters` : Dictionary containing audio processing parameters used to produce audio.

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```
def stop_execution(lf_queue: >, hf_queue: >, streams: list)
```

Stops all concurrent worker processes. It does so by putting a number of `None` objects inside the multiprocessing `Queues` .

Args:

`lf_queue` : Common queue for all Low Level Features workers.

`hf_queue` : Common queue for all High Level Features workers.

`streams` : All currently open streams of audio.

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