Results

* Our main aim was to use the UTLP kit to its maximum usage (without adding any additional components) and to create an interactive, cost effective audio effects processor using OMAP 3530.
* We wanted to bring out the new concept of audio signal processing using hardware components. Unlike the software process ( like using matlab) this method doesn’t not give any latency while adding the effects.
* We were able to record a song, tune or a voice. We gave audio input using a mobile, laptop or a microphone.
* We were able to generate audio effects like echo, changing volume and tempo(fast forwarding and slow motion) on any audio sample.

Short comings

* We tried to implement more audio effects like flanger and reverberation along with some additional features.
* We had some unexpected problems with the processing of audio samples mainly because of the non-linear structure of PCM (Pulse Coded Modulation) data.