**AUDIO COMPRESSION API DOCUMENTATION:**

# API 1:

* **void AudioCompressor\_API(const struct0\_T DRC\_B1\_Param, const float drcDataIn[256], float Fs, float init, float drcDataOut[256]);**

This API is the main API to call the initialization and Process API.

|  |  |  |
| --- | --- | --- |
| Parameter | Type | Comments |
| **DRC\_B1\_Param**   * Threshold * comp\_ratio * AttackTime * ReleaseTime * KneeWidth * MakeUpGain | Float  Float  Float  Float  Float  Float | Range  [–50, 0] in dB  [1, 50]  [0, 4] in Sec  [0, 4] in Sec  [0, 20] in dB  [–10, 24] in dB |
| **drcDataIn** | Float | Input data |
| **Fs** | Float | Sampling Rate |
| **init** | Float | Init variable |
| **drcDataOut** | Float | Output variable |

# API 2:

* **void AudioCompressor\_API\_initialize(const struct0\_T \*param\_Band1, compressor \*drc\_Band\_instance, float Fs, float init);**

|  |  |  |
| --- | --- | --- |
| Parameter | Type | Comments |
| **param\_Band1**   * Threshold * comp\_ratio * AttackTime * ReleaseTime * KneeWidth * MakeUpGain | Float  Float  Float  Float  Float  Float | Same as above |
| **drc\_Band\_instance** | Structure |  |
| **Fs** | Float | Sampling Rate |
| **init** | Float | Init variable |

# API 3:

* **void AudioCompressor\_API\_Process(compressor \*drc\_Band\_instance, const**

**float drcDataIn[256], float drcDataOut[256], float drcBufferout\_2[256]);**

|  |  |  |
| --- | --- | --- |
| Parameter | Type | Comments |
| **drc\_Band\_instance**   * Threshold * comp\_ratio * AttackTime * ReleaseTime * KneeWidth * MakeUpGain | Float  Float  Float  Float  Float  Float | Same as above |
| **drcDataIn** | Float | Input data |
| **drcDataOut** | Float | Output variable |
| **drcBufferout\_2** | Float | Temp Buffer |
|  |  |  |