SOUND4 BIGVOICE.CL Library [1.1.2]

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Chapter 1

SOUND4 BIGVOICE.CL Library

1.1 General usage

You may check library configuration and setup logging Global setup and Environment variables and parameters

You have to create/destroy an instance Process creation/destruction.

For audio, you can either use direct optimized form with Direct processing or you can use Audio managing (any audio) to have any format. You may use Audio convert helpers.

You need to start a thread calling bigvoice_StartUpdateThread see Update Management

You can start a web server for configuration, see Web server

If it is needed, you can use metadata : see Metadata Management

If you need, you may use your own custom preset manager for saving files and presets. See Custom preset managagement

To access the presets/settings, you can either use JSON socket from Update Management or do all manually with Client's JSon config interfacing using JSON syntax

See full example cpp/sound4.bigvoice.cl-pipe.cpp

You can also use the C++ wrapper from header sound4.bigvoice.cl.hpp or the one with dynamic library loading sound4.bigvoice.cl_dyn.hpp.

Note

In all library, all `char*` are **UTF-8** encoded

1.2 Examples

See Sample using C interface

See Sample using Generic C++ interface (multi-process compatible)

See Sample using C++ interface wrapper

See Sample using C++ interface wrapper with dynamic library loading

Chapter 2

Deprecated List

Member bigvoice_GetChunkSizeInFrames ()

Use bigvoice_GetPossibleChunkSizeInFrames

Member bigvoice_InitProcess (const char ∗LoginKey, const char ∗RadioName, const char ∗Access_Key_ID, const char ∗Access_Key_Secret, const char ∗save_path)

Use bigvoice_InitProcess3

Member bigvoice_InitProcess2 (const char ∗LoginKey, const char ∗RadioName, const char ∗Access_Key_ID, const char ∗Access_Key_Secret, const char ∗save_path, const struct bigvoice_CParameters ∗parameters)

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7.1 File List

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Chapter 8

Topic Documentation

8.1 Sample using C interface

See full example cpp/sound4.bigvoice.cl-pipe.cpp

8.1.1 Sample to create the processing instance

see Process creation/destruction and Update Management

```
    // Setup parameters
    struct bigvoice_CParameters *params = bigvoice_NewParameters();
    // Optional: activate web authentication, set admin password
    // This creates the authentication only for a new storage path
    bigvoice_SetParameter(params,"ADMIN_USER", "admin");
    bigvoice_SetParameter(params,"ADMIN_SECRET", "admin");

    // Create the processing instance
    pInstance=bigvoice_InitProcess2(pLoginKey,pRadioName,pKeyId,pAccessKey,store_path.c_str(), params);
    bigvoice_FreeParameters(params);
    if (!pInstance) {
      std::cerr « "Failed to create the process instance"« std::endl;
      return 1;
    }

    // Start the update thread, without JSON server (low priority)
    std::thread updater([pInstance](){
       // will returned when stopped or destroyed
       std::cerr « "bigvoice_StartUpdateThread (no json port)" « std::endl;
       bigvoice_StartUpdateThread(pInstance, 0);
       std::cerr « "bigvoice_StartUpdateThread END" « std::endl;
     });

    // This is not mandatory, but better be sure we are ready right now
    std::cerr « "Waiting update thread" « std::endl;
    if (bigvoice_WaitUpdateThreadReady(pInstance, 5000)<0) {
        std::cerr « "Timeout to create the process instance"« std::endl;
    }
    std::cerr « "Waiting update thread DONE" « std::endl;

#if (BIGVOICE_HAS_WEBSERVER)
    // Starts a web server, listening on port http://localhost:8080, https://localhost:8443
    std::cerr « "Starting web server" « std::endl;
    int listenport= 8080;
    int listenport_secure= 8443;
    uint64_t webserver= SOUND4_INVALID_WEBSERVER_ID;
    if (listenport || listenport_secure) {
        webserver = bigvoice_Webserver(listenport,listenport_secure,pInstance);
        if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
            std::cerr « "Starting web server FAILED" « std::endl;
        } else {
            int web_status=bigvoice_Webserver_Status(webserver);
            if (listenport) {
                if (web_status & SOUND4_WEBSERVER_HTTP_OK) {
                    std::cerr « "Web server listening on port " « listenport;
                } else {
```

```
                    std::cerr « "Web server failed to listen on port " « listenport;
                }
            }
            if (listenport_secure) {
                if (web_status & SOUND4_WEBSERVER_HTTPS_OK) {
                    std::cerr « "Web server listening on secure port " « listenport_secure;
                } else {
                    std::cerr « "Web server failed to listen on secure port " « listenport_secure;
                }
            }
            std::cerr « "Starting web server DONE" « std::endl;
        }
    }
#endif // (BIGVOICE_HAS_WEBSERVER)

     // Force load a factory preset now
     // Could be used instead of setting a store_path
     /*{
         bigvoice_CClientInstance *pClient=bigvoice_NewClient(pInstance);
         const char *answer=bigvoice_ProcessJson(pClient, "{ \"factoryload\": \"All Programs\" }", NULL);
         std::cerr « "Loaded factory preset answer: " « answer« std::endl;
         bigvoice_FreeJsonAnswer(answer);
         bigvoice_DeleteClient(pClient);
     }*/
```

8.1.2 Sample processing loop

see Direct processing

```
bool stopthread=false;
alignas(64) float audio_in[CHUNK_SIZE*CHANNEL_COUNT];
alignas(64) float audio_out[CHUNK_SIZE*CHANNEL_COUNT];

    #if defined(_WIN32) || defined(WIN32)
        // Windows: The stdin, stdout, and stderr streams always open in text mode by default
        _setmode(_fileno(stdin), _O_BINARY);
        _setmode(_fileno(stdout), _O_BINARY);
    #endif

    while (!stopthread)
    {
        // Read a chunk from stdin
        if (std::fread(&audio_in[0], sizeof(float), CHUNK_SIZE*CHANNEL_COUNT, stdin) !=
      CHUNK_SIZE*CHANNEL_COUNT) {
            std::cerr « "ProcessLoop: input stopped"« std::endl;
            stopthread=true;
            break;
        }
        if (stopthread) break;
        // Process it
        bigvoice_ProcessAudio(pInstance, audio_in, audio_out);
        // Write it to stdout
        if (fwrite(&audio_out[0], sizeof(float), CHUNK_SIZE*CHANNEL_COUNT, stdout) !=
      CHUNK_SIZE*CHANNEL_COUNT) {
            std::cerr « "Failed to write audio output" « std::endl;
            stopthread=true;
        }
    }
```

8.1.3 Sample to stop the processing instance

see Process creation/destruction

```
#if (BIGVOICE_HAS_WEBSERVER)
    // Stopping the webserver
    std::cerr « "Stopping web server" « std::endl;
    bigvoice_Webserver_Stop(webserver, 1000);
    std::cerr « "Stopping web server DONE" « std::endl;
#endif // (BIGVOICE_HAS_WEBSERVER)

    // Stopping the processing instance
    std::cerr « "Stopping Update thread" « std::endl;
    bigvoice_StopUpdateThread(pInstance); // this will exit the update thread
    std::cerr « "Stopping Update thread DONE" « std::endl;

    updater.join();

    bigvoice_ExitProcess(pInstance);
```

8.2 Environment variables and parameters

8.2.1 Parameters defaulting from environment

The following environment variables are used by software library:

Note

Those variables can be passed as parameters with bigvoice_InitProcess2

8.2.1.1 Webserver authentification setup :

- `SETUP_USER` see bigvoice_InitProcess
- `SETUP_SECRET` see bigvoice_InitProcess
- `ADMIN_USER` see bigvoice_InitProcess
- `ADMIN_SECRET` see bigvoice_InitProcess

8.2.1.2 Webserver secure :

- `SSL_CERTIFICATE_PATH` : path to the SSL public certificate
- `SSL_PRIVATE_PATH` : path to the SSL private certificate

8.2.1.3 Network access :

- `LICENSE_SERVER` : the SOUND4 license server's URL
- `LICENSE_SERVER_PROXY` : proxy server to use for licenses [user:pass@]host:port
- `LICENSE_CERT_DIR` : optional certificates dirs for HTTPS verification
- `LICENSE_CERT_BUNDLE` : optional certificates bundle for HTTPS verification
- `LICENSE_CERT_CHECK` : if "false", do not check HTTPS certificates

8.2.2 Parameters

The following parameters can be set before creating instance, but are never taken from environment.

Run mode:

- `FILE_MODE=seconds` : force file mode, settings the maximum estimated audio duration (non realtime, wait license ok to process)
- `STATE_FILENAME=filename` : force this instance to store its state in file named `filename.json` (instead of `state.json`)
- `STATE_ONAIR=filename` : force this instance to store its on air preset name in file named `filename.onair` (instead of none). Used for sharing between instances.
- `STORAGE_RO=notempty` : force the storage in read-only mode
- `STATE_RO=notempty` : force the state in read-only mode (but can save presets/auth)
- `WAIT_LICENSE=notempty` : force to wait the license load before starting (always in file mode)
- `LOG_HEADER=string` : use string as header for logs in instance as much as possible

8.2.3 Preset sharing

You can use the same folder for multiple instances so they share their presets.

In this case, you should use a different `STATE_FILENAME` per instance so they keep their settings and on air presets separated. If not, each time settings or onair preset are changed, the changes will be reflected to the other intances using same `STATE_FILENAME`.

You may use the same `STATE_ONAIR` for multiple instances sharing the folder, so that changing the on air preset on one immediatly changes the on air preset on other instances using the same `STATE_ONAIR`. If the instance has pending unsaved changes in the on air preset, it will not be updated automatically to avoid loosing changes.

8.3 Global setup

Classes

- struct SOUND4_ProcessInfo

Macros

- #define BIGVOICE_AUDIOFRAME_COUNT 12
- #define BIGVOICE_CHANNEL_COUNT 1
- #define BIGVOICE_AUDIO_INPUT_COUNT 1
- #define BIGVOICE_AUDIO_OUTPUT_COUNT 1
- #define BIGVOICE_SAMPLE_RATE 48000

Typedefs

- typedef void(∗ bigvoice_loggerfn) (enum bigvoice_LogSeverity, const char ∗)

Enumerations

- enum bigvoice_LogSeverity {
  none = 0 , fatal = 1 , error = 2 , warning = 3 ,
  info = 4 , verbose = 5 , verbose2 = 6 , verbose3 = 7 ,
  verbose4 = 8 , verbose5 = 9 }

Functions

- const struct SOUND4_ProcessInfo ∗ SOUND4_GetProcessInfo ()
- const char ∗ bigvoice_GetVersion ()
- unsigned int bigvoice_GetChunkSizeInFrames ()
- unsigned int ∗ bigvoice_GetPossibleChunkSizeInFrames ()
- unsigned int bigvoice_GetChannelCount ()
- unsigned int bigvoice_GetAudioInputCount ()
- unsigned int bigvoice_GetAudioOutputCount ()
- unsigned int bigvoice_GetSampleRate ()
- void bigvoice_SetLoggerCallback (bigvoice_loggerfn logger)
- void bigvoice_SetLogSeverity (enum bigvoice_LogSeverity severity)

8.3.1 Detailed Description

Get information on the library. Set logging mode

8.3.2 Macro Definition Documentation

8.3.2.1 BIGVOICE_AUDIO_INPUT_COUNT

```
#define BIGVOICE_AUDIO_INPUT_COUNT 1
```

This version number of inputs for this process.

Remarks

For binary compatibility, this should be runtime checked to be the same as bigvoice_GetAudioInputCount()

Definition at line 173 of file sound4.bigvoice.cl.h.

8.3.2.2 BIGVOICE_AUDIO_OUTPUT_COUNT

```
#define BIGVOICE_AUDIO_OUTPUT_COUNT 1
```

This version number of outputs for this process.

Remarks

For binary compatibility, this should be runtime checked to be the same as bigvoice_GetAudioOutputCount()

Definition at line 179 of file sound4.bigvoice.cl.h.

8.3.2.3 BIGVOICE_AUDIOFRAME_COUNT

```
#define BIGVOICE_AUDIOFRAME_COUNT 12
```

This version number of frames in a process chunk.

Remarks

For binary compatibility, this should be runtime checked to be the same as bigvoice_GetChunkSizeInFrames()

Definition at line 161 of file sound4.bigvoice.cl.h.

8.3.2.4 BIGVOICE_CHANNEL_COUNT

```
#define BIGVOICE_CHANNEL_COUNT 1
```

This version number of channels.

Remarks

For binary compatibility, this should be runtime checked to be the same as bigvoice_GetChannelCount()

Definition at line 167 of file sound4.bigvoice.cl.h.

8.3.2.5 BIGVOICE_SAMPLE_RATE

```
#define BIGVOICE_SAMPLE_RATE 48000
```

This input/output sample-rate.

Remarks

For binary compatibility, this should be runtime checked to be the same as bigvoice_GetSampleRate()

Definition at line 185 of file sound4.bigvoice.cl.h.

8.3.3 Typedef Documentation

8.3.3.1 bigvoice_loggerfn

```
typedef void(* bigvoice_loggerfn) (enum bigvoice_LogSeverity, const char *)
```

The logging callback format

Warning

Do not block/wait in the callback, it can be called from any place in code

Note

In all library, all `char*` are **UTF-8** encoded

Definition at line 300 of file sound4.bigvoice.cl.h.

8.3.4 Enumeration Type Documentation

8.3.4.1 bigvoice_LogSeverity

```
enum bigvoice_LogSeverity
```

The logging levels

Enumerator

none	
fatal	
error	
warning	
info	
verbose	
verbose2	
verbose3	
verbose4	
verbose5	

Definition at line 281 of file sound4.bigvoice.cl.h.

8.3.5 Function Documentation

8.3.5.1 bigvoice_GetAudioInputCount()

```
unsigned int bigvoice_GetAudioInputCount ( )
```

Get the number of inputs for this process

Remarks

All inputs have bigvoice_GetChannelCount() channels

Fixed to 1, but should be checked for backward compatibility

Returns

The process input count

8.3.5.2 bigvoice_GetAudioOutputCount()

```
unsigned int bigvoice_GetAudioOutputCount ( )
```

Get the number of outputs for this process

Remarks

All outputs have bigvoice_GetChannelCount() channels

Fixed to 1, but should be checked for backward compatibility

Returns

The process outputs count

8.3.5.3 bigvoice_GetChannelCount()

```
unsigned int bigvoice_GetChannelCount ( )
```

Get the number of channels needed by this process

Remarks

Fixed to 1, but should be checked for backward compatibility

Returns

The process channels count

8.3.5.4 bigvoice_GetChunkSizeInFrames()

```
unsigned int bigvoice_GetChunkSizeInFrames ( )
```

Get the number of frames in a process chunk.

The output will be available only by chunks of this size.

Note

A Frame is a set of bigvoice_GetChannelCount samples

Remarks

Fixed to 12, but should be checked for backward compatibility

Returns

The process chunk size in frame

Deprecated Use bigvoice_GetPossibleChunkSizeInFrames

8.3.5.5 bigvoice_GetPossibleChunkSizeInFrames()

```
unsigned int * bigvoice_GetPossibleChunkSizeInFrames ( )
```

Get the possibles number of frames in a process chunk.

The output will be available only by chunks of this size.

Note

A Frame is a set of bigvoice_GetChannelCount samples

Returns

An array of possible process chunk size in frame, ending with 0

8.3.5.6 bigvoice_GetSampleRate()

```
unsigned int bigvoice_GetSampleRate ( )
```

Get the processing sample-rate

Remarks

For now, always return 48000, but should be checked for backward compatibility

Returns

The process sample-rate in Hz

8.3.5.7 bigvoice_GetVersion()

```
const char * bigvoice_GetVersion ( )
```

Get the process version string

Returns

version string

8.3.5.8 bigvoice_SetLoggerCallback()

```
void bigvoice_SetLoggerCallback (
            bigvoice_loggerfn logger )
```

Set a callback for logging

If not set, a default logger prints to stderr.

Warning

Do not block/wait in the callback, it can be called from any place in code

Parameters

logger	A C callback called for logging.

8.3.5.9 bigvoice_SetLogSeverity()

```
void bigvoice_SetLogSeverity (
            enum bigvoice_LogSeverity severity )
```

Change the global log severity

Logs above this level will not be printed.

Parameters

severity	Log severity

8.3.5.10 SOUND4_GetProcessInfo()

```
const struct SOUND4_ProcessInfo * SOUND4_GetProcessInfo ( )
```

Get this processor description

Common to all SOUND4 processors.

Returns

the process description

8.4 Process creation/destruction

Classes

- struct bigvoice_CInstance
- struct bigvoice_CParameters

Functions

- struct bigvoice_CParameters * bigvoice_NewParameters ()
- void bigvoice_FreeParameters (struct bigvoice_CParameters *params)
- void bigvoice_SetParameter (struct bigvoice_CParameters *params, const char *name, const char *value)
- const char * bigvoice_GetParameter (struct bigvoice_CParameters *params, const char *name)
- void bigvoice_FreeParameterValue (const char *value)
- struct bigvoice_CInstance * bigvoice_InitProcess (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path)
- struct bigvoice_CInstance * bigvoice_InitProcess2 (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path, const struct bigvoice_CParameters *parameters)
- struct bigvoice_CInstance * bigvoice_InitProcess3 (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path, const struct bigvoice_CParameters *parameters, unsigned int frames_per_chunk)
- unsigned int bigvoice_GetProcessChunkFrames (struct bigvoice_CInstance *instance)
- int bigvoice_TerminateProcess (struct bigvoice_CInstance *instance)
- void bigvoice_ExitProcess (struct bigvoice_CInstance *instance)

8.4.1 Detailed Description

Create and destroy a process instance, and retrieve some general information about the process.

8.4.2 Function Documentation

8.4.2.1 bigvoice_ExitProcess()

```
void bigvoice_ExitProcess (
            struct bigvoice_CInstance * instance )
```

Quit and destroy the instance

Parameters

instance	the instance to destroy

8.4.2.2 bigvoice_FreeParameters()

```
void bigvoice_FreeParameters (
            struct bigvoice_CParameters * params )
```

Free the parameters created with bigvoice_NewParameters.

8.4.2.3 bigvoice_FreeParameterValue()

```
void bigvoice_FreeParameterValue (
            const char * value )
```

Free a parameter value returned by bigvoice_GetParameter

Parameters

value	the returned value

8.4.2.4 bigvoice_GetParameter()

```
const char * bigvoice_GetParameter (
            struct bigvoice_CParameters * params,
            const char * name )
```

Get current parameter value.

Returned value must be freed with bigvoice_FreeParameterValue

8.4.2.5 bigvoice_GetProcessChunkFrames()

```
unsigned int bigvoice_GetProcessChunkFrames (
            struct bigvoice_CInstance * instance )
```

Get the number of audio frames in each chunk of processing.

The value reflects the frames_per_chunk parameter passed to bigvoice_InitProcess3

Parameters

instance	the instance to destroy

Returns

the number of audio frames in each chunk of processing

Note

A Frame is a set of bigvoice_GetChannelCount samples

8.4.2.6 bigvoice_InitProcess()

```
struct bigvoice_CInstance * bigvoice_InitProcess (
            const char * LoginKey,
            const char * RadioName,
            const char * Access_Key_ID,
            const char * Access_Key_Secret,
            const char * save_path )
```

Create a process instance with default parameters (from env)

Same as bigvoice_InitProcess2, but with default parameters (from env)

Deprecated Use bigvoice_InitProcess3

8.4.2.7 bigvoice_InitProcess2()

```
struct bigvoice_CInstance * bigvoice_InitProcess2 (
            const char * LoginKey,
            const char * RadioName,
            const char * Access_Key_ID,
            const char * Access_Key_Secret,
            const char * save_path,
            const struct bigvoice_CParameters * parameters )
```

Create a process instance with default frames_per_chunk (12)

Same as bigvoice_InitProcess3, but with default frames_per_chunk

Deprecated Use bigvoice_InitProcess3

8.4.2.8 bigvoice_InitProcess3()

```
struct bigvoice_CInstance * bigvoice_InitProcess3 (
            const char * LoginKey,
            const char * RadioName,
            const char * Access_Key_ID,
            const char * Access_Key_Secret,
            const char * save_path,
            const struct bigvoice_CParameters * parameters,
            unsigned int frames_per_chunk )
```

Create a process instance

The output will have to be freed with bigvoice_ExitProcess

Attention

The **save_path** must be an existing folder with R/W access, or be NULL (then it uses volatile memory storage)

If the save_path is NULL or the folder is empty, a default configuration with a default preset will be loaded, unless using Custom preset managagement.

If used in a container, we recommend to put a volume for this path, so it will survive updates.

Web login initialization

If the storage is not yet initialized, you can choose how to protect the web access.
There are 2 modes:

1. Setup mode: you define a setup account, which can then create an administrator account.
   The setup account always keeps the access and can delete the administrator.
2. Admin mode: you define the administrator, which will be the single administrator.

To select the mode, you have to put in the parameters

1. `SETUP_USER` (and optionally `SETUP_SECRET`) to select Setup mode
2. `ADMIN_USER` (and optionally `ADMIN_SECRET`) to select Admin mode
3. none: the web access is opened, no login will be asked

If you do not set the `xxx_SECRET`, then the setuppassword will be randomly generated and print in logs (at info severity).

You can also use the JSON api to change this after the storage is created : see Change setup account

License access

The licenses are retrieved via Internet and access some servers. You may use an alternate server by changing `LICENSE_SERVER` in the parameters.

Parameters

LoginKey	SOUND4 Login key (was User ID)
RadioName	SOUND4 RadioName
Access_Key_ID	SOUND4 AWS access ID
Access_Key_Secret	SOUND4 AWS access Secret
save_path	Path where we can load/save the configuration. If NULL, memory storage will be used.
parameters	Parameters
frames_per_chunk	The number of audio frames in each chunk of processing. Must be in the list returned by bigvoice_GetPossibleChunkSizeInFrames

Returns

A new process instance

8.4.2.9 bigvoice_NewParameters()

```
struct bigvoice_CParameters * bigvoice_NewParameters ( )
```

Create parameters to use with bigvoice_InitProcess2.

The output will have to be freed with bigvoice_FreeParameters

The default values are taken from environment (for compatibility).

8.4.2.10 bigvoice_SetParameter()

```
void bigvoice_SetParameter (
            struct bigvoice_CParameters * params,
            const char * name,
            const char * value )
```

Set a new parameter.

Some values are in taken from env, so see Environment variables and parameters for usable variables

See also Custom preset managagement

See also Instance's bus

8.4.2.11 bigvoice_TerminateProcess()

```
int bigvoice_TerminateProcess (
            struct bigvoice_CInstance * instance )
```

Terminate the processing

This is useful only with file processing, to get the final status. For some plugins, this is mandatory

Parameters

instance	the instance to terminate

Returns

0 is success, <0 if error, >0 if some status

8.5 Instance's bus

This allows instances to exchange real-time data.

Classes

- struct bigvoice_CBus

Functions

- struct bigvoice_CBus * bigvoice_NewBus ()
- void bigvoice_FreeBus (struct bigvoice_CBus *bus)
- void bigvoice_SetInstanceBus (struct bigvoice_CParameters *params, struct bigvoice_CBus *bus)

8.5.1 Detailed Description

The bus is used to manage Dominate-it between instances.

8.5.2 Function Documentation

8.5.2.1 bigvoice_FreeBus()

```
void bigvoice_FreeBus (
            struct bigvoice_CBus * bus )
```

Frees the bus allocated with bigvoice_NewBus

Parameters

bus	The bus to free

8.5.2.2 bigvoice_NewBus()

```
struct bigvoice_CBus * bigvoice_NewBus ( )
```

Creates a new bus

Returns

the new bus, to be freed with bigvoice_FreeBus

8.5.2.3 bigvoice_SetInstanceBus()

```
void bigvoice_SetInstanceBus (
            struct bigvoice_CParameters * params,
            struct bigvoice_CBus * bus )
```

Set the instance's bus. It can be used by instances to exchange real-time information if needed.

Attention

The bus should be created with the same library

Parameters

params	the parameters to configure
bus	the bus to use

8.6 Custom preset managagement

This allows to provide a customized preset management.

Typedefs

- typedef wchar_t fs_char
- typedef char *(* bigvoice_storage_reader) (const fs_char *filename, void *userdata)
- typedef void(* bigvoice_storage_reader_free) (char *content, void *userdata)
- typedef int(* bigvoice_storage_writer) (const fs_char *filename, const char *content, void *userdata)
- typedef int(* bigvoice_storage_exists) (const fs_char *filename, void *userdata)
- typedef fs_char **(* bigvoice_storage_getall) (void *userdata)
- typedef void(* bigvoice_storage_getall_free) (fs_char **all, void *userdata)
- typedef int(* bigvoice_storage_remove) (const fs_char *filename, void *userdata)
- typedef int(* bigvoice_storage_rename) (const fs_char *from, const fs_char *to, void *userdata)

Enumerations

- enum bigvoice_PresetChange_Kind { change_kind_created = 1 , change_kind_modified , change_kind_deleted }

Functions

- void bigvoice_SetPresetManager (struct bigvoice_CParameters *params, bigvoice_storage_reader reader, bigvoice_storage_reader_free, bigvoice_storage_writer writer, bigvoice_storage_exists exists, bigvoice_storage_getall getall, bigvoice_storage_getall_free getall_free, bigvoice_storage_remove remove, bigvoice_storage_rename rename, int IsReadOnly, void *userdata)
- void bigvoice_PresetManager_InformChange (struct bigvoice_CInstance *instance, const fs_char *relative↩ _path, enum bigvoice_PresetChange_Kind change_kind)

8.6.1 Detailed Description

This allows to provide a customized storage for presets and settings.

By default, the library store data on disk or in memory (see `save_path` parameter in bigvoice_InitProcess2), but you may use these functions to store data.

It can be used for remote storage, database storage, ...

Known files:

- Files with name ending with .pst are presets
- `state.json` is the instance state file, holding settings and unsaved preset changes.
- `auth.json` is the storage for web authentication settings.
- *.onair are used for sharing preset on air name between instances (see `STATE_ONAIR` in Parameters).

Attention

state.json name can be overriden per instance with `STATE_FILENAME` in parameters, see Parameters.

File names are in OS native characters (`wchar_t` for Windows, `char` in **UTF-8** for others)

8.6.2 Typedef Documentation

8.6.2.1 bigvoice_storage_exists

```
typedef int(* bigvoice_storage_exists) (const fs_char *filename, void *userdata)
```

Function to call to test if a stored file exists.

Parameters

filename	the name of the file to test.
userdata	the userdata passed to bigvoice_SetPresetManager

Returns

-1 if not exists, 0 if it exists

Definition at line 607 of file sound4.bigvoice.cl.h.

8.6.2.2 bigvoice_storage_getall

```
typedef fs_char **(* bigvoice_storage_getall) (void *userdata)
```

Function to call to get all stored files' name. Result has to be freed with bigvoice_storage_getall_free callback

Parameters

userdata	the userdata passed to bigvoice_SetPresetManager

Returns

A NULL terminated array of file names

Definition at line 616 of file sound4.bigvoice.cl.h.

8.6.2.3 bigvoice_storage_getall_free

```
typedef void(* bigvoice_storage_getall_free) (fs_char **all, void *userdata)
```

Function to call to free the result of getall.

Parameters

all	the returned value from bigvoice_storage_getall
userdata	the userdata passed to bigvoice_SetPresetManager

Definition at line 624 of file sound4.bigvoice.cl.h.

8.6.2.4 bigvoice_storage_reader

```
typedef char *(* bigvoice_storage_reader) (const fs_char *filename, void *userdata)
```

Function to call to read a stored file, returning its content.

Parameters

filename	the name of the file to read.
userdata	the userdata passed to bigvoice_SetPresetManager

Returns

the **UTF-8** content of the file

Definition at line 580 of file sound4.bigvoice.cl.h.

8.6.2.5 bigvoice_storage_reader_free

```
typedef void(* bigvoice_storage_reader_free) (char *content, void *userdata)
```

Function to call to free the result of bigvoice_storage_reader.

Parameters

content	the returned value from bigvoice_storage_reader
userdata	the userdata passed to bigvoice_SetPresetManager

Definition at line 588 of file sound4.bigvoice.cl.h.

8.6.2.6 bigvoice_storage_remove

```
typedef int(* bigvoice_storage_remove) (const fs_char *filename, void *userdata)
```

Function to call to remove a stored file.

Parameters

filename	the name of the file to remove.
userdata	the userdata passed to bigvoice_SetPresetManager

Returns

-1 if failed, 0 if OK

Definition at line 633 of file sound4.bigvoice.cl.h.

8.6.2.7 bigvoice_storage_rename

```
typedef int(* bigvoice_storage_rename) (const fs_char *from, const fs_char *to, void *userdata)
```

Function to call to rename a stored file.

Parameters

from	The source file name (must exist)
to	The destination file name (must not exist)
userdata	the userdata passed to bigvoice_SetPresetManager

Returns

-1 if failed, 0 if OK

Definition at line 643 of file sound4.bigvoice.cl.h.

8.6.2.8 bigvoice_storage_writer

```
typedef int(* bigvoice_storage_writer) (const fs_char *filename, const char *content, void
*userdata)
```

Function to call to write a stored file.

Parameters

filename	the name of the file to write.
content	the **UTF-8** content to write to the file
userdata	the userdata passed to bigvoice_SetPresetManager

Returns

-1 if failed, 0 if OK

Definition at line 598 of file sound4.bigvoice.cl.h.

8.6.2.9 fs_char

```
typedef wchar_t fs_char
```

Definition at line 568 of file sound4.bigvoice.cl.h.

8.6.3 Enumeration Type Documentation

8.6.3.1 bigvoice_PresetChange_Kind

```
enum bigvoice_PresetChange_Kind
```

Kind of change on a storage path

Enumerator

change_kind_created	Path has been created.
change_kind_modified	Path has been modified.
change_kind_deleted	Path has been deleted.

Definition at line 676 of file sound4.bigvoice.cl.h.

8.6.4 Function Documentation

8.6.4.1 bigvoice_PresetManager_InformChange()

```
void bigvoice_PresetManager_InformChange (
            struct bigvoice_CInstance * instance,
            const fs_char * relative_path,
            enum bigvoice_PresetChange_Kind change_kind )
```

Inform that a change happened in the storage. This must be used only in conjonction with bigvoice_SetPresetManager

Parameters

instance	the processing instance
relative_path	The path which changed, relative to the root storage
change_kind	What happened to this path

8.6.4.2 bigvoice_SetPresetManager()

```
void bigvoice_SetPresetManager (
            struct bigvoice_CParameters * params,
            bigvoice_storage_reader reader,
            bigvoice_storage_reader_free ,
            bigvoice_storage_writer writer,
            bigvoice_storage_exists exists,
            bigvoice_storage_getall getall,
            bigvoice_storage_getall_free getall_free,
            bigvoice_storage_remove remove,
            bigvoice_storage_rename rename,
            int IsReadOnly,
            void * userdata )
```

Setup a custom preset manager. This overrides the save_path in bigvoice_InitProcess2

To dynamically update when storage change, see bigvoice_PresetManager_InformChange

Parameters

params	The params to set up
reader	The function to read a file
writer	The function to write a file
exists	The function to test for a file presence

Parameters

getall	The function to get all files in storage
getall_free	The function to free the result from getall
remove	The function to remove a file from storage
rename	The function to rename a file
IsReadOnly	Set to 1 if storage is read-only
userdata	The userdata parameter for callbacks

8.7 Metadata Management

Functions

- void bigvoice_SetMetadata (struct bigvoice_CInstance *instance, const char *key, const char *value)
- void bigvoice_SetMetadataMulti (struct bigvoice_CInstance *instance, const char **keyvalue)
- const char ** bigvoice_GetMetadataInfos (struct bigvoice_CInstance *instance)
- void bigvoice_FreeMetadataInfos (struct bigvoice_CInstance *instance, const char **infos)

8.7.1 Detailed Description

Metadata handling.

Metadata is used on-need, and might be used by extensions modules (Watermarking, Streaming, ...)

8.7.2 Function Documentation

8.7.2.1 bigvoice_FreeMetadataInfos()

```
void bigvoice_FreeMetadataInfos (
            struct bigvoice_CInstance * instance,
            const char ** infos )
```

Frees the information returned by bigvoice_GetMetadataInfos.

Parameters

instance	the instance
infos	the infos

8.7.2.2 bigvoice_GetMetadataInfos()

```
const char ** bigvoice_GetMetadataInfos (
            struct bigvoice_CInstance * instance )
```

Get information on known metadata keys.

Parameters

instance	the instance

Returns

a list of key,descriptions, null terminated, of known metadata keys used in process and extensions. May be null. Should be freed with bigvoice_FreeMetadataInfos

8.7.2.3 bigvoice_SetMetadata()

```
void bigvoice_SetMetadata (
            struct bigvoice_CInstance * instance,
            const char * key,
            const char * value )
```

Adds the specific metadata to the process.

It can come from any thread, and will be used as soon as possible.

Setting a null value erase the metadata, which is different from setting an empty string. Initial metadata might be set as soon as instance is created (and before update thread).

See also

bigvoice_SetMetadataMulti

Parameters

instance	the instance
key	the metadata key. If key contains a dot (like wm.KEY), it will be sent only to the matching plugin (ie wm here) without the prefix (ie KEY here). Use empty prefix for routing to main only.
value	the metadata value or nullptr to erase it.

8.7.2.4 bigvoice_SetMetadataMulti()

```
void bigvoice_SetMetadataMulti (
            struct bigvoice_CInstance * instance,
            const char ** keyvalue )
```

Adds multiple metadata to the process.

This works like bigvoice_SetMetadata but with multiple metadata at once.

See also

bigvoice_SetMetadata

Parameters

instance	the instance
keyvalue	a list of key/value pair, ending with null key.

8.8 Update Management

Functions

- void bigvoice_StartUpdateThread (struct bigvoice_CInstance *instance, unsigned int port)
- void bigvoice_StopUpdateThread (struct bigvoice_CInstance *instance)
- int bigvoice_WaitUpdateThreadReady (struct bigvoice_CInstance *instance, int milliseconds)

8.8.1 Detailed Description

Manage the process update.

8.8.2 Function Documentation

8.8.2.1 bigvoice_StartUpdateThread()

```
void bigvoice_StartUpdateThread (
            struct bigvoice_CInstance * instance,
            unsigned int port )
```

Update function

This needs to run in a thread, which can have low priority. It will also allow the JSON access via TCP.

Remarks

This function does not return until it is stopped with bigvoice_StopUpdateThread

Parameters

instance	the instance
port	the port to listen for incoming JSON connections. If 0, the JSON server is not accessible

8.8.2.2 bigvoice_StopUpdateThread()

```
void bigvoice_StopUpdateThread (
            struct bigvoice_CInstance * instance )
```

Stop the update thread

Parameters

instance	the processing instance

8.8.2.3 bigvoice_WaitUpdateThreadReady()

```
int bigvoice_WaitUpdateThreadReady (
            struct bigvoice_CInstance * instance,
            int milliseconds )
```

Wait for the update thread to be ready

Parameters

instance	the processing instance
milliseconds	maximum time to wait in milliseconds

Returns

-1 if timeout waiting for the thread, 0 if OK

8.9 Direct processing

Functions

- void bigvoice_ProcessAudio (struct bigvoice_CInstance *instance, const float *input, float *output)
- void bigvoice_ProcessAudio_Planar (struct bigvoice_CInstance *instance, float const *const *input, float *const *output)
- float * bigvoice_GetBufferIn (struct bigvoice_CInstance *instance)
- float * bigvoice_GetBufferOut (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_GetEstimatedDelay (struct bigvoice_CInstance *instance)

8.9.1 Detailed Description

Optimized processing with direct in->out.

8.9.2 Function Documentation

8.9.2.1 bigvoice_GetBufferIn()

```
float * bigvoice_GetBufferIn (
            struct bigvoice_CInstance * instance )
```

Get preallocated aligned buffer for audio input for bigvoice_ProcessAudio()

The buffer is a float[256 * bigvoice_GetAudioInputCount() * bigvoice_GetChannelCount()]

So for this process/version : float[256*1*1]

Note

The calling process can allocate the buffer itself, but it must be aligned.

Parameters

instance	the processing instance

Returns

An audio input dedicated buffer.

8.9.2.2 bigvoice_GetBufferOut()

```
float * bigvoice_GetBufferOut (
            struct bigvoice_CInstance * instance )
```

Get preallocated aligned buffer for audio output for bigvoice_ProcessAudio()

The buffer is a float[256 * bigvoice_GetAudioOutputCount() * bigvoice_GetChannelCount()]

So for this process/version : float[256*1*1]

Note

The calling process can allocate the buffer itself, but it must be aligned.

Parameters

instance	the processing instance

Returns

An audio output dedicated buffer.

8.9.2.3 bigvoice_GetEstimatedDelay()

```
unsigned int bigvoice_GetEstimatedDelay (
            struct bigvoice_CInstance * instance )
```

Get the delay (estimated) of current processing algorithm

Remarks

This is not very accurate, it does not take into account group delays.

Returns

Estimated delay in frames

8.9.2.4 bigvoice_ProcessAudio()

```
void bigvoice_ProcessAudio (
            struct bigvoice_CInstance * instance,
            const float * input,
            float * output )
```

Process an audio chunk

A chunk contains bigvoice_GetProcessChunkFrames frames, set at init by frames_per_chunk in bigvoice_InitProcess3

Input has bigvoice_GetAudioInputCount() ∗ bigvoice_GetChannelCount() channels

Ouput has bigvoice_GetAudioOutputCount() ∗ bigvoice_GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are interlaced, so the buffers are [L0,R0,L1,R1,...,Ln,Rn] (L=Left, R=Right)

In case of multiple audio input/output, buffer is [aL0,aR0,bL0,bR0,...,aLn,aRn,bLn,bRn]

Warning

Buffers must be 64-byte aligned

Note

With 64 frames per chunk and 2 channels and 1 audio input, input buffer size is 64∗1∗2∗4=512 bytes

Parameters

instance	the processing instance
input	audio input buffer (64 byte aligned) or NULL to use internal buffer bigvoice_GetBufferIn
output	audio output buffer (64 byte aligned) or NULL to use internal buffer bigvoice_GetBufferOut

8.9.2.5 bigvoice_ProcessAudio_Planar()

```
void bigvoice_ProcessAudio_Planar (
            struct bigvoice_CInstance * instance,
            float const *const * input,
            float *const * output )
```

Process an audio chunk of planar audio

A chunk contains bigvoice_GetProcessChunkFrames frames, set at init by frames_per_chunk in bigvoice_InitProcess3

Input has bigvoice_GetAudioInputCount() ∗ bigvoice_GetChannelCount() channels

Ouput has bigvoice_GetAudioOutputCount() ∗ bigvoice_GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are NOT interlaced, so the buffers are arrays of planar audio : [[L0,L1,...,Ln] , [R0,R1,...,Rn]] (L=Left, R=Right)

In case of multiple audio input/output, buffer are [[aL...], [aR...], [bL...], [bR...], ...]

Parameters

instance	the processing instance
input	array of audio input buffers for each input channel (no alignment required)
output	array of audio output buffers for each input channel (no alignment required)

8.10 Audio managing (any audio)

Enumerations

- enum bigvoice_SampleFormat {
  INVALID_FORMAT =0 , S16_LE , S16_BE , S24_LE ,
  S24_BE , S32_LE , S32_BE , F32_LE ,
  F32_BE , S16_NATIVE =S16_LE , S24_NATIVE =S24_LE , S32_NATIVE =S32_LE ,
  F32_NATIVE =F32_LE }

Functions

- const char * bigvoice_GetFormatName (const enum bigvoice_SampleFormat fmt)
- enum bigvoice_SampleFormat bigvoice_GetFormatFromName (const char *name)
- unsigned int bigvoice_GetBytesFromFormat (const enum bigvoice_SampleFormat fmt)
- unsigned int bigvoice_GetMaxPacketFrame (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_AddAudio (struct bigvoice_CInstance *instance, const uint8_t *payload, unsigned int nFrame, enum bigvoice_SampleFormat fmt)
- unsigned int bigvoice_AddPadAudio (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_GetOutputCount (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_GetAudio (struct bigvoice_CInstance *instance, uint8_t *payload, unsigned int max↩_nFrame, enum bigvoice_SampleFormat fmt)

8.10.1 Detailed Description

This allows various payload size and formats, at the expense of internal conversions. This can be useful when receiving audio from network.

Remarks

It is more optimized to use Direct processing.

8.10.2 Enumeration Type Documentation

8.10.2.1 bigvoice_SampleFormat

`enum bigvoice_SampleFormat`

Supported formats for audio I/O

Enumerator

INVALID_FORMAT	Invalid.
S16_LE	16-bit signed integer, little-endian
S16_BE	16-bit signed integer, big-endian
S24_LE	24-bit signed integer, little-endian
S24_BE	24-bit signed integer, big-endian
S32_LE	32-bit signed integer, little-endian
S32_BE	32-bit signed integer, big-endian
F32_LE	32-bit floating-point, little-endian
F32_BE	32-bit floating-point, big-endian
S16_NATIVE	16-bit signed integer, native
S24_NATIVE	24-bit signed integer, native
S32_NATIVE	32-bit signed integer, native
F32_NATIVE	32-bit floating-point, native

Definition at line 899 of file sound4.bigvoice.cl.h.

8.10.3 Function Documentation

8.10.3.1 bigvoice_AddAudio()

```
unsigned int bigvoice_AddAudio (
            struct bigvoice_CInstance * instance,
            const uint8_t * payload,
            unsigned int nFrame,
            enum bigvoice_SampleFormat fmt )
```

Convert and process the payload.

Parameters

instance	the processing instance
payload	the binary raw audio buffer
nFrame	the number of frames in the payload
fmt	the format of the payload

Returns

number of unprocessed frames (if can not store output) if non zero, consume output and restart where it stopped

8.10.3.2 bigvoice_AddPadAudio()

```
unsigned int bigvoice_AddPadAudio (
            struct bigvoice_CInstance * instance )
```

Add silence to finish the current audio chunk and process it

Parameters

instance	the processing instance

Returns

number of added silence frame

8.10.3.3 bigvoice_GetAudio()

```
unsigned int bigvoice_GetAudio (
            struct bigvoice_CInstance * instance,
            uint8_t * payload,
            unsigned int max_nFrame,
            enum bigvoice_SampleFormat fmt )
```

Consume the output

Parameters

instance	the processing instance
payload	the binary raw audio buffer to store output
max_nFrame	the maximum number of frames that can be stored in the payload
fmt	the wanted format of the payload

Returns

number of frames put in the buffer

8.10.3.4 bigvoice_GetBytesFromFormat()

```
unsigned int bigvoice_GetBytesFromFormat (
            const enum bigvoice_SampleFormat fmt )
```

Get the format byte size

Parameters

fmt	the format

Returns

the number of bytes used by this format for a single channel audio sample

8.10.3.5 bigvoice_GetFormatFromName()

```
enum bigvoice_SampleFormat bigvoice_GetFormatFromName (
            const char * name )
```

Convert string to format

Parameters

name	the format string

Returns

the matching format, or INVALID_FORMAT if invalid.

8.10.3.6 bigvoice_GetFormatName()

```
const char * bigvoice_GetFormatName (
            const enum bigvoice_SampleFormat fmt )
```

Convert format to string

Parameters

fmt	the format

Returns

the string name of the format

8.10.3.7 bigvoice_GetMaxPacketFrame()

```
unsigned int bigvoice_GetMaxPacketFrame (
            struct bigvoice_CInstance * instance )
```

Maximum packet size (in frames) that can be queued at output.

Parameters

instance	The process instance

Returns

Maximum packet size (in frames) that can be queued at output.

8.10.3.8 bigvoice_GetOutputCount()

```
unsigned int bigvoice_GetOutputCount (
            struct bigvoice_CInstance * instance )
```

Get the available output size

Parameters

instance	the processing instance

Returns

number of available frames at output

8.11 Audio convert helpers

Functions

- void bigvoice_AudioConvertFrom (const uint8_t ∗payload, float ∗output, size_t nSpl, enum bigvoice_SampleFormat fmt)
- void bigvoice_AudioConvertTo (const float ∗input, uint8_t ∗payload, size_t nSpl, enum bigvoice_SampleFormat fmt)
- void bigvoice_StereoToMono (const float ∗input, float ∗output, size_t nFrame)
- void bigvoice_MonoToStereo (const float ∗input, float ∗output, size_t nFrame)
- void bigvoice_StereoToMono_Planar (const float ∗inputL, const float ∗inputR, float ∗output, size_t nFrame)
- void bigvoice_MonoToStereo_Planar (const float ∗input, float ∗outputL, float ∗outputR, size_t nFrame)
- void bigvoice_AudioMonoFromLiveStereo (const uint8_t ∗payload, float ∗output)
- void bigvoice_AudioMonoToLiveStereo (const float ∗input, uint8_t ∗payload)

8.11.1 Detailed Description

8.11.2 Function Documentation

8.11.2.1 bigvoice_AudioConvertFrom()

```
void bigvoice_AudioConvertFrom (
            const uint8_t * payload,
            float * output,
            size_t nSpl,
            enum bigvoice_SampleFormat fmt )
```

Convert the payload to floating-point array

Warning

Output buffer must be 64-byte aligned

Parameters

payload	the binary raw audio buffer
output	audio output buffer (64 byte aligned)
nSpl	the number of samples (not frames)
fmt	the format of the payload

8.11.2.2 bigvoice_AudioConvertTo()

```
void bigvoice_AudioConvertTo (
            const float * input,
            uint8_t * payload,
            size_t nSpl,
            enum bigvoice_SampleFormat fmt )
```

Convert floating-point array to payload

Warning

Input buffer must be 64-byte aligned

Parameters

input	audio input buffer (64 byte aligned)
payload	the binary raw audio buffer
nSpl	the number of samples (not frames)
fmt	the format of the payload

8.11.2.3 bigvoice_AudioMonoFromLiveStereo()

```
void bigvoice_AudioMonoFromLiveStereo (
            const uint8_t * payload,
            float * output )
```

Convert Livewire Livestereo payload to floating-point Mono (12 samples)

Parameters

payload	Livewire Live Stereo raw buffer
output	audio output mono buffer (64 byte aligned)

8.11.2.4 bigvoice_AudioMonoToLiveStereo()

```
void bigvoice_AudioMonoToLiveStereo (
            const float * input,
            uint8_t * payload )
```

Convert floating-point Mono (12 samples) to Livewire Livestereo payload

Parameters

input	audio input mono buffer (64 byte aligned)
payload	Livewire Live Stereo raw buffer

8.11.2.5 bigvoice_MonoToStereo()

```
void bigvoice_MonoToStereo (
            const float * input,
            float * output,
            size_t nFrame )
```

Convert floating-point Mono to Stereo (L,L)

Warning

Buffers must be 64-byte aligned

Parameters

input	audio input mono buffer (64 byte aligned)
output	audio output stereo buffer (64 byte aligned)
nFrame	the number of frames

8.11.2.6 bigvoice_MonoToStereo_Planar()

```
void bigvoice_MonoToStereo_Planar (
            const float * input,
            float * outputL,
            float * outputR,
            size_t nFrame )
```

Convert floating-point Mono to Stereo (planar) (L,L)

Warning

Buffers must be 64-byte aligned

Parameters

input	audio input mono buffer (64 byte aligned)
outputL	audio output left buffer (64 byte aligned)
outputR	audio output right buffer (64 byte aligned)
nFrame	the number of frames

8.11.2.7 bigvoice_StereoToMono()

```
void bigvoice_StereoToMono (
            const float * input,
            float * output,
            size_t nFrame )
```

Convert floating-point Stereo to Mono (L+R)/2

Warning

Buffers must be 64-byte aligned

Parameters

input	audio input stereo buffer (64 byte aligned)
output	audio output mono buffer (64 byte aligned)
nFrame	the number of frames

8.11.2.8 bigvoice_StereoToMono_Planar()

```
void bigvoice_StereoToMono_Planar (
            const float * inputL,
            const float * inputR,
            float * output,
            size_t nFrame )
```

Convert floating-point Stereo (planar) to Mono (L+R)/2

Warning

Buffers must be 64-byte aligned

Parameters

inputL	audio input left buffer (64 byte aligned)
inputR	audio input right buffer (64 byte aligned)
output	audio output mono buffer (64 byte aligned)
nFrame	the number of frames

8.12 Client's JSon config interfacing

Classes

- struct bigvoice_CClientInstance

Functions

- struct bigvoice_CClientInstance * bigvoice_NewClient (struct bigvoice_CInstance *instance)
- void bigvoice_DeleteClient (struct bigvoice_CClientInstance *client)
- const char * bigvoice_ProcessJson (struct bigvoice_CClientInstance *client, const char *json_str, int *need_save)
- void bigvoice_FreeJsonAnswer (const char *json_str)
- int bigvoice_SaveState (struct bigvoice_CInstance *instance)

8.12.1 Detailed Description

Allow low-level JSON configuration. see also JSON syntax

8.12.2 Function Documentation

8.12.2.1 bigvoice_DeleteClient()

```
void bigvoice_DeleteClient (
            struct bigvoice_CClientInstance * client )
```

Deletes a client

Parameters

client	the client instance

8.12.2.2 bigvoice_FreeJsonAnswer()

```
void bigvoice_FreeJsonAnswer (
            const char * json_str )
```

Free a JSON answer returned by bigvoice_ProcessJson

Parameters

json_str	the JSON request

8.12.2.3 bigvoice_NewClient()

```
struct bigvoice_CClientInstance * bigvoice_NewClient (
            struct bigvoice_CInstance * instance )
```

Creates a new client

Remarks

not needed if using a port for JSON socket in Update Management

Parameters

instance	the processing instance

Returns

A new client instance

8.12.2.4 bigvoice_ProcessJson()

```
const char * bigvoice_ProcessJson (
            struct bigvoice_CClientInstance * client,
            const char * json_str,
            int * need_save )
```

Process a JSON request

For syntax, see JSON syntax

Note

In all library, all `char*` are **UTF-8** encoded

Attention

the return value needs to be freed with bigvoice_FreeJsonAnswer

Parameters

client	the client instance
json_str	the JSON request
need_save	on return will be 1 is saving is required (maybe delayed)

Returns

a JSON answer (to be freed with bigvoice_FreeJsonAnswer)

8.12.2.5 bigvoice_SaveState()

```
int bigvoice_SaveState (
            struct bigvoice_CInstance * instance )
```

Save the current state

Needed when bigvoice_ProcessJson returned with need_save to 1. However it can be postponed as much as wanted.

Remarks

Works only when update thread is running

Parameters

instance	the processing instance

Returns

0 if success, <0 on error

8.13 JSON syntax

JSON protocol to configure the process

8.13.1 Commands

```
{ "get" : `object` }
```

get values.
If `object` is null, get all parameters, and so show the possibilities

```
{ "set" : `object` }
```

set values.
`object` can be any subpart, only those will be changed

```
{ "change" : `object` }
```

like get, but shows only changes since last request.
If `object` is null, get all changes.
Each call resets the state for this connection to current.

Note

In BigVoice.cl version <= 0.9.7, the state resetted also for filtered out objects. So avoid alterning `object` filter between calls, or you will miss some changes.

```
{ "load" : "`presetname`" }
```

load the preset

```
{ "save" : "`presetname`" }
```

save the preset.
If null is given, save onair preset

```
{ "delete" : "`presetname`" }
```

delete the preset.
can also be an array of presetnames

```
{ "factoryload" : "`presetname`" }
```

Create a preset from factory and load it

```
{ "rename" : { "preset" : "`presetname`", "name": "`newname`" } }
```

Rename a preset

```
{ "import" : { "preset" : "`presetname`", "content": `presetcontent` } }
```

Import a preset

```
{ "export" : "`presetname`"  }
```

Export a preset: get preset's content so it can be imported later

```
{ "new" : { "name": "`presetname`", "factory": "`presetname`" } }
```

Create a new preset from a factory.
Can use array for multiple.

```
{ "undo" : `count`  }
```

Undo last(s) `count` preset change

```
{ "redo" : `count`  }
```

Redo last(s) `count` preset change

See also JSON syntax for internal setup

8.13.2 Answers

Answer is also a JSON object, starting with the command for `get` and `change`.

```
{ "get" : ... }
{ "change" : ... }
```

For other commands, if there is no error the answer is

```
{ "OK" : {"command" : "original command" } }
```

If there is an error, answer has the syntax

```
{ "ERROR" : {"command" : "faulty command", "message" : "explaining"} }
```

and may have more properties. The message may be empty.

8.13.3 Examples

8.13.3.1 Get status

```
{"get":{"status":null}}
```

answer:

```
{"get":{"status":{"preset_changed":false,"license_valid":true,"version":"1.1.19"}}}
```

8.13.3.2 Get all changes since last request

```
{"change":null}
```

answer:

```
{"change":{
       "processorname":"Best Radio of the world",
       "settings":{"general":{"operate":true},...},
       "preset":{"setup": {"gate_on": true, ...},...},
       "vu":{"setup": null,"in":{...}},
       ...
       }
```

8.13.3.3 Check license

```
{"get":{"status":{"license_valid":null}}}
```

answer:

```
{"get":{"status":{"license_valid":true}}}
```

8.13.3.4 Set Processor name

```
{"set":{"processorname":"Best Radio of the world"}}
```

answer:

```
{"OK":"set"}
```

8.13.3.5 Get presetlist

```
{"get":{"presetlist":null}}
```

answer:

```
{"get":{"presetlist":[
          {"name":"Urban","factory_name":"Urban","create":"2020-10-15 16:19:17","modify":"2020-10-15
      16:19:17"},
          {"name":"Rock Classic","factory_name":"Rock Classic","create":"2020-10-15
      16:19:17","modify":"2020-10-15 16:19:17"},
          {"name":"Rock","factory_name":"Rock","create":"2020-10-15 16:19:17","modify":"2020-10-15
      16:19:17"},
          ...
       ]}}
```

8.13.3.6 Load a preset

```
{"load":"Rock Classic"}
```

answer:

```
{"OK":"load"}
```

8.13.3.7 Get information on preset on air

```
{"get":{"presetinfo":null}}
```

answer:

```
{"get":{"presetinfo":{"name":"Rock Classic","factory_name":"Rock Classic","create":"2020-10-15
      16:19:17","modify":"2020-10-15 16:19:17"}}}
```

8.13.3.8 Set input gain

```
{"set":{"settings":{"gain":{"in":-3.0}}}}
```

answer:

```
{"OK":"set"}
```

8.13.3.9 Set bypass

```
{"set":{"settings":{"general":{"operate":false}}}}
```

answer:

```
{"OK":"set"}
```

8.13.3.10 Export a preset

```
{"export":"MyPresetName"}
```

answer:

```
{"export":{"processor":"Best Radio of the world","presets":{
           "MyPresetName":{
               "presetinfo":{"name":"MyPresetName","factory_name":"Open Sound","create":"2020-10-16
      06:53:20","modify":"2020-10-16 06:53:26"},
               "preset":{"setup":{"gate":-39.0}},
               "undoredo":{"undo":[{"time":"2020-10-16
      06:53:23","action":{"preset":{"setup":{"gate":-30.0}}}}],"redo":[],"has_undo":true,"has_redo":false}
               }
           }}}
```

Note

the object *export.presets["MyPresetName"]* in the answer is the one to use as *content* in Import a preset

8.13.3.11 Import a preset

```
{"import":{"preset":"MyNewPreset","content":{
           "presetinfo":{"name":"MyPresetName","factory_name":"Open Sound","create":"2020-10-16
      06:53:20","modify":"2020-10-16 06:53:26"},
           "preset":{"setup":{"gate":-39.0}},
           "undoredo":{"undo":[{"time":"2020-10-16
      06:53:23","action":{"preset":{"setup":{"gate":-30.0}}}}],"redo":[],"has_undo":true,"has_redo":false}
           }
       }}
```

answer:

```
{"OK":"import"}
```

8.14 JSON syntax for internal setup

JSON commands for internal setup and information.

This is used internally for the web server.

This API might change in the future.

Those commands can be used when directly interfacing to the process (see Client's JSon config interfacing). They are blocked web going through web server (`http://.../json`)

The Authentication is effective only through the web server. The direct JSON commands are not filtered.

8.14.1 Get process and modules information

```
{"_info": null}
```

answer:

```
{"_info":{"product":"SOUND4 x1.CLOUD","version": "1.3.7","title": "x1
      .CLOUD","preset_extension":"clx1","use_presets":true,"use_undoredo":true,
       "_modules_":["","wm"],
       "_modules_infos_":{
            "wm":{"product":"SOUND4 WM","version": "0.1.0","title":"SOUND4
      WM","use_presets":false,"use_undoredo":false}
       }}}
```

8.14.2 Authentication management

Some API are available only if there is a setup/admin account.

Secret stored is

```
MD5(username+":"+realm+":"+password)
```

8.14.2.1 Difference between setup and admin account

There are 2 modes:

1. Setup mode: you define a setup account, which can then create an administrator account.
   The setup account always keeps the access and can delete the administrator.
2. Admin mode: you define the administrator, which will be the single administrator.

From JSON, changing setup_is_admin can change the mode.

8.14.2.2 Access encoding

Access is a combinaison of letters.

- **'S'** Setup account : Allow Admin and delete admin
- **'A'** Admin access : Access to all overrides any other except setup
- **'x'** eXecute : change preset, list presets and preset infos and access settings.general fields
- **'v'** View : read preset and settings values
- **'w'** Write : change preset/settings (and undo/redo)
- **'s'** Save : create/save/delete/rename/import preset
- **'p'** Password : change own password
- **'-'** inactive : account is inactive

8.14.2.3 Change setup account

Allows to setup a setup account (even when is was not configured) or to remove it

8.14.2.3.1 Set the setup/admin account

```
{"_auth":{"init":{"setup_account":{"user":"admin","secret":"be666f22c03f199e05d3805430d69599"},"setup_is_admin":true,"unlogge
```

answer:
```
{"OK":{"command":"_auth"}}
```

8.14.2.3.2 Set the setup/admin account with clear password

```
{"_auth":{"init":{"setup_account":{"user":"admin","secret_clear":"admin"},"setup_is_admin":true,"unlogged_access":"rx"}}}
```

answer:
```
{"OK":{"command":"_auth"}}
```

8.14.2.3.3 Remove the setup/admin account

```
{"_auth":{"init":{"setup_account":null}}}
```

answer:
```
{"OK":{"command":"_auth"}}
```

8.14.2.4 Get user info

```
{"_auth":{"get":{"user":"username"}}}
```

answer:
```
{"_auth":{"get":{"user":"username","secret":"secrethash","access":"rwx"}}}
```

8.14.2.5 Add or modify a user

```
{"_auth":{"add":{"user":"username","secret":"secrethash","access":"rwx"}}}
```

answer:
```
{"_auth":{"add":{"user":"username","secret":"secrethash","access":"rwx"}}}
```

8.14.2.6 Removes a user

```
{"_auth":{"remove":{"user":"username"}}
```

answer:
```
{"_auth":{"remove":{"user":"username"}}
```

8.14.2.7 List users

```
{"_auth":{"list":null}}
```

answer:
```
{"_auth":{"list":["user1","user2",...]}}
```

8.14.2.8 Get/set unlogged access

```
{"_auth":{"get":{"unlogged_access":null}}}
```

answer:
```
{"_auth":{"get":{"unlogged_access":"rwx"}}}
```

8.14.2.9 Get realm

```
{"_auth":{"get":{"realm":null}}}
```

answer:
```
{"_auth":{"get":{"realm":"Authentification is required"}}}
```

8.14.2.10 Get API version

```
{"_auth":{"get":{"api_version":null}}}
```

answer:
```
{"_auth":{"get":{"api_version":2}}}
```

8.14.2.11 Get setup is admin

```
{"_auth":{"get":{"setup_is_admin":null}}}
```

answer:
```
{"_auth":{"get":{"setup_is_admin":true}}}
```

8.14.2.12 Get/set setup account

```
{"_auth":{"get":{"setup_account":null}}}
```

answer:
```
{"_auth":{"get":{"setup_account":{"user":"setup","secret":"secrethash","access":"sarwx"}}}}
```

8.14.2.13 Get/set custom storage

Implementation defined extra storage, stored in auth.json
```
{"_auth":{"get":{"storage":null}}}
```

answer:
```
{"_auth":{"get":{"storage":whateverjson...}}}
```

8.14.3 Get process' interface description

8.14.3.1 Get XML decription

```
{"_vars_xml": null}
```

answer:
```
<?xml version="1.0"?>
<Process title="x1 .CLOUD" default_name="" preset_extension="clx1">
...
</Process>
```

Attention

The answer is XML, not JSON !

8.14.3.2 Get Process Image

```
{"_image": null}
```

answer:
```
{"_image":"iVBORw0KGgoAA..." }
```

The string is the base64 encoding of the image (png format)

8.14.3.3 Get Process Ico

```
{"_ico": null}
```

answer:
```
{"_ico":"AAABAAUAEBAAAAEAIABo..." }
```

The string is the base64 encoding of the icon (ico format)

8.15 Web server

Macros

- #define SOUND4_INVALID_WEBSERVER_ID ((uint64_t)-1)
- #define SOUND4_WEBSERVER_HTTP_OK (1<<0)
- #define SOUND4_WEBSERVER_HTTPS_OK (1<<1)

Functions

- uint64_t bigvoice_Webserver_tcp (unsigned int listenport, unsigned int listenport_secure, const char *socket_ip, unsigned int socket_port)
- uint64_t bigvoice_Webserver_tcp2 (unsigned int listenport, unsigned int listenport_secure, const char *socket_ip, unsigned int socket_port, const struct bigvoice_CParameters *parameters)
- uint64_t bigvoice_Webserver (unsigned int listenport, unsigned int listenport_secure, struct bigvoice_CInstance *instance)
- int bigvoice_Webserver_Stop (uint64_t id, int timeout_ms)
- int bigvoice_Webserver_Status (uint64_t id)
- void bigvoice_Webserver_SetAppHealth (struct bigvoice_CInstance *instance, int httpcode, const char *contenttype, const char *content)
- void bigvoice_Webserver_GetAppHealth (struct bigvoice_CInstance *instance, int *httpcode, char **contenttype, char **content)
- void bigvoice_Webserver_FreeString (char *str)

8.15.1 Detailed Description

Run a web server to configure the processor

See also how to setup authentication with Environment variables and parameters. Their use is documented in bigvoice_InitProcess.

8.15.2 Macro Definition Documentation

8.15.2.1 SOUND4_INVALID_WEBSERVER_ID

```
#define SOUND4_INVALID_WEBSERVER_ID ((uint64_t)-1)
```

This represents an invalid webserver id bigvoice_Webserver and bigvoice_Webserver_tcp will never return this value

Definition at line 1575 of file sound4.bigvoice.cl.h.

8.15.2.2 SOUND4_WEBSERVER_HTTP_OK

```
#define SOUND4_WEBSERVER_HTTP_OK (1<<0)
```

If this bit is set in the return value from bigvoice_Webserver_Status, then HTTP server is OK

Definition at line 1580 of file sound4.bigvoice.cl.h.

8.15.2.3 SOUND4_WEBSERVER_HTTPS_OK

```
#define SOUND4_WEBSERVER_HTTPS_OK (1<<1)
```

If this bit is set in the return value from bigvoice_Webserver_Status, then HTTPS server is OK

Definition at line 1584 of file sound4.bigvoice.cl.h.

8.15.3 Function Documentation

8.15.3.1 bigvoice_Webserver()

```
uint64_t bigvoice_Webserver (
            unsigned int listenport,
            unsigned int listenport_secure,
            struct bigvoice_CInstance * instance )
```

Run a web server, connecting to local instance internally (no expose port needed)

This function returns after connecting to the process, and continue to run in background See bigvoice_Webserver_Stop too stop it gracefully

For secure connection, it will use privatekey.pem and certificate.pem from current directory. Environment variables `SSL_PRIVATE_PATH` and `SSL_CERTIFICATE_PATH` can override those (see Environment variables and parameters). If none is valid, it will try also /etc/ssl/certs/server.key and /etc/ssl/certs/server.crt.

Warning

On Windows, calling this from Go<1.20 code will crash.

Parameters

listenport	The port to listen for HTTP connections (0 to disable)
listenport_secure	The port to listen for HTTPS connections (0 to disable)
instance	The process instance to connect to

Returns

id of webserver (starting at 0), to use with bigvoice_Webserver_Stop

8.15.3.2 bigvoice_Webserver_FreeString()

```
void bigvoice_Webserver_FreeString (
            char * str )
```

Free a a string returned by bigvoice_Webserver_GetAppHealth

Parameters

str	the string to free

8.15.3.3 bigvoice_Webserver_GetAppHealth()

```
void bigvoice_Webserver_GetAppHealth (
            struct bigvoice_CInstance * instance,
            int * httpcode,
            char ** contenttype,
            char ** content )
```

Get the current web server /apphealth returned http code,content-type and content

Parameters

instance	The process instance
httpcode	The http code pointer
contenttype	The http Content-Type header pointer (to be freed with bigvoice_Webserver_FreeString)
content	The http body content pointer (to be freed with bigvoice_Webserver_FreeString)

8.15.3.4 bigvoice_Webserver_SetAppHealth()

```
void bigvoice_Webserver_SetAppHealth (
            struct bigvoice_CInstance * instance,
            int httpcode,
            const char * contenttype,
            const char * content )
```

Set the web server /apphealth status info

The hosting application can use this to customize the handling of /apphealth path.

Parameters

instance	The process instance
httpcode	The http code
contenttype	The http Content-Type header
content	The http body content

8.15.3.5 bigvoice_Webserver_Status()

```
int bigvoice_Webserver_Status (
            uint64_t id )
```

Get the web server status

Warning

On Windows, calling this from Go<1.20 code will crash.

Parameters

id	The web server Id, returned by bigvoice_Webserver_tcp or bigvoice_Webserver

Returns

a combinaison of SOUND4_WEBSERVER_HTTP_OK and SOUND4_WEBSERVER_HTTPS_OK depending on the server status

8.15.3.6 bigvoice_Webserver_Stop()

```
int bigvoice_Webserver_Stop (
            uint64_t id,
            int timeout_ms )
```

Stop a web server started with bigvoice_Webserver_tcp

Warning

On Windows, calling this from Go<1.20 code will crash.

Parameters

id	The web server Id, returned by bigvoice_Webserver_tcp or bigvoice_Webserver
timeout_ms	The timeout to wait gracefull shutdown

Returns

0 if succeed, -1 if the id is not found

8.15.3.7 bigvoice_Webserver_tcp()

```
uint64_t bigvoice_Webserver_tcp (
            unsigned int listenport,
            unsigned int listenport_secure,
```

```
            const char * socket_ip,
            unsigned int socket_port )
```

Run a web server, connecting to process with JSON over TCP

This function returns after connecting to the process, and continue to run in background See bigvoice_Webserver_Stop too stop it gracefully

For secure connection, it will use privatekey.pem and certificate.pem from current directory. Environment variables SSL_PRIVATE_PATH and SSL_CERTIFICATE_PATH can override those (see Environment variables and parameters). If none is valid, it will try also /etc/ssl/certs/server.key and /etc/ssl/certs/server.crt.

Warning

On Windows, calling this from Go<1.20 code will crash.

Parameters

listenport	The port to listen for HTTP connections
listenport_secure	The port to listen for HTTPS connections
socket_ip	The ip of the process to connect to
socket_port	The port of the process's JSON server to connect to

Returns

id of webserver (starting at 0), to use with bigvoice_Webserver_Stop

8.15.3.8 bigvoice_Webserver_tcp2()

```
uint64_t bigvoice_Webserver_tcp2 (
            unsigned int listenport,
            unsigned int listenport_secure,
            const char * socket_ip,
            unsigned int socket_port,
            const struct bigvoice_CParameters * parameters )
```

Run a web server, connecting to process with JSON over TCP, using parameters

This function returns after connecting to the process, and continue to run in background See bigvoice_Webserver_Stop too stop it gracefully

For secure connection, it will use privatekey.pem and certificate.pem from current directory. Environment variables SSL_PRIVATE_PATH and SSL_CERTIFICATE_PATH can override those (see Environment variables and parameters). If none is valid, it will try also /etc/ssl/certs/server.key and /etc/ssl/certs/server.crt.

Warning

On Windows, calling this from Go<1.20 code will crash.

Parameters

listenport	The port to listen for HTTP connections
listenport_secure	The port to listen for HTTPS connections
socket_ip	The ip of the process to connect to
socket_port	The port of the process's JSON server to connect to
parameters	The parameters to use, created with bigvoice_NewParameters

Returns

id of webserver (starting at 0), to use with bigvoice_Webserver_Stop

8.16 Sample using C++ interface wrapper

See full example cpp/sound4.bigvoice.cl-pipe-cxx.cpp

8.16.1 Setup and sanity checks

```
sound4::bigvoice::SetLogSeverity(verbose5);
sound4::bigvoice::SetLoggerCallback(MyLogger);

sound4::bigvoice::CInstance instance;
instance.SetParam("ADMIN_USER","admin");
instance.SetParam("ADMIN_SECRET","admin");
```

8.16.2 Sample to create the processing instance

```
if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, store_path)) {
    std::cerr « "Failed to create the processing instance" « std::endl;
    return 1;
}
```

8.16.3 Communicating with the instance

See also

JSON syntax

```
auto client = instance.NewClient();
auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
std::cerr « "Request for processor name returned "«answer«std::endl;
```

8.16.4 Starting a web-server

```
if (!instance.StartWebServer(listen_port,0)) {
    std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
    return 1;
}
```

8.16.5 Sample processing loop

```
while (!stopthread)
{
    // Read a chunk from stdin
    if (std::fread(instance.GetBufferIn().data(), sizeof(float), sound4::bigvoice::InputSampleSize,
  stdin) != sound4::bigvoice::InputSampleSize) {
        std::cerr « "ProcessLoop: input stopped"« std::endl;
        stopthread=true;
        break;
    }
    if (stopthread) break;
    // Process it
    instance.ProcessAudio();
    // Write it to stdout
    if (fwrite(instance.GetBufferOut().data(), sizeof(float), sound4::bigvoice::OutputSampleSize,
  stdout) != sound4::bigvoice::OutputSampleSize) {
        std::cerr « "Failed to write audio output" « std::endl;
        stopthread=true;
    }
}
```

8.17 Sample using C++ interface wrapper with dynamic library loading

See full example cpp/sound4.bigvoice.cl-pipe-dyn.cpp

8.17.1 Dynamic loading

```
sound4::bigvoice::dyn::CDynLib dynlib;
if (!dynlib.Load()) {
    std::cerr « "Failed to load processing library" « std::endl;
    return 1;
}
```

8.17.2 Setup and sanity checks

```
sound4::bigvoice::dyn::SetLogSeverity(dynlib, verbose5);
sound4::bigvoice::dyn::SetLoggerCallback(dynlib, MyLogger);

sound4::bigvoice::dyn::CInstance instance(dynlib);
instance.SetParam("ADMIN_USER","admin");
instance.SetParam("ADMIN_SECRET","admin");
```

8.17.3 Sample to create the processing instance

```
if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, {})) {
    std::cerr « "Failed to create the processing instance" « std::endl;
    return 1;
}
```

8.17.4 Communicating with the instance

See also

JSON syntax

```
auto client = instance.NewClient();
auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
std::cerr « "Request for processor name returned "«answer«std::endl;
```

8.17.5 Starting a web-server

```
if (!instance.StartWebServer(listen_port,0)) {
    std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
    return 1;
}
```

8.17.6 Sample processing loop

```
    while (!stopthread)
    {
        // Read a chunk from stdin
        if (std::fread(instance.GetBufferIn().data(), sizeof(float), sound4::bigvoice::dyn::InputSampleSize,
      stdin) != sound4::bigvoice::dyn::InputSampleSize) {
            std::cerr « "ProcessLoop: input stopped"« std::endl;
            stopthread=true;
            break;
        }
        if (stopthread) break;
        // Process it
        instance.ProcessAudio();
        // Write it to stdout
        if (fwrite(instance.GetBufferOut().data(), sizeof(float), sound4::bigvoice::dyn::OutputSampleSize,
      stdout) != sound4::bigvoice::dyn::OutputSampleSize) {
            std::cerr « "Failed to write audio output" « std::endl;
            stopthread=true;
        }
    }
```

8.17.7 Custom preset manager

```
class MyPresetManager : public sound4::bigvoice::dyn::CPresetLoader {
public:
    MyPresetManager() = default;
    virtual ~MyPresetManager() = default;

    bool SetupPath(const std::filesystem::path& a_preset_path)
        {
            m_preset_path=a_preset_path;
            if ( !std::filesystem::exists(m_preset_path ) ) {
                return false;
            }
            std::error_code ec;
            if ( !std::filesystem::is_directory(m_preset_path, ec) ) {
                return false;
            }
            return true;
        }
    virtual bool IsReadOnly() override { return false; };
    virtual bool Exists(const std::filesystem::path &name) override
        {
            std::error_code ec;
            return std::filesystem::exists(GetRealPath(name), ec);
        }
    virtual bool Remove(const std::filesystem::path &name) override
        {
            std::error_code ec;
            return std::filesystem::remove(GetRealPath(name), ec);
        }
    virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) override
        {
            std::error_code ec;
            std::filesystem::rename(GetRealPath(from), GetRealPath(to), ec);
            return (!ec);
        }
    virtual std::vector<std::filesystem::path> GetAll() override
        {
            std::vector<std::filesystem::path> list;
            for (const auto & entry : std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied)) {
                if (entry.is_regular_file()) {
                    list.push_back(entry.path().lexically_relative(m_preset_path));
                }
            }
            return list;
        }
    virtual std::string Read(const std::filesystem::path &filename) override
        {
            std::ifstream f(GetRealPath(filename));
            if ( f.fail() ) {
                return std::string();
            }
            std::ostringstream ss;
            ss « f.rdbuf();
            return ss.str();
        }
    virtual bool Write(const std::filesystem::path &filename, const std::string &content) override
        {
            std::ofstream f(GetRealPath(filename));
            if ( f.fail() ) {
                return false;
```

```
            }
            f « content;
            if ( f.fail() ) {
                return false;
            }
            return true;
        }
private:
    std::filesystem::path m_preset_path;
    std::filesystem::path GetRealPath(const std::filesystem::path &name)
        {
            return m_preset_path / name;
        }
};
```

8.17.8 Custom preset manager loading

```
    MyPresetManager preset_manager;
    if (!store_path.empty()) {
        if (!preset_manager.SetupPath(store_path)) {
            std::cerr « "Failed to setup the custom preset manager on path " « store_path.c_str() «
      std::endl;
            return 1;
        }
        instance.SetPresetManager(&preset_manager);
    }
```

8.18 Sample using Generic C++ interface (multi-process compatible)

This wrapper abstracts the processing specifics, working with any SOUND4 .CL process.

It uses sound4cl.hpp header.

See full example cpp/sound4cl-pipe.cpp

8.18.1 Loading the library

```
    std::string libname =  "libsound4.bigvoice.cl.so";
    sound4::CProcessor processor;
    if (!processor.Load(libname)) {
        std::cerr « "Failed to load processing library" « std::endl;
        return 1;
    }
```

8.18.2 Setup and configure

```
    processor.SetLogSeverity(sound4::verbose5);
    processor.SetLoggerCallback([](sound4::LogSeverity severity,const std::string& msg) {
            std::cerr « msg « std::endl;
        });

    sound4::CInstance instance(processor);
    instance.SetParam("ADMIN_USER","admin");
    instance.SetParam("ADMIN_SECRET","admin");
```

8.18.3 Create the processing instance

```
    if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, {})) {
        std::cerr « "Failed to create the processing instance" « std::endl;
        return 1;
    }
```

8.18.4 Processing loop

```
size_t input_sample_count = instance.GetChunkFrames() * processor.GetChannelCount();
size_t output_sample_count = instance.GetChunkFrames() * processor.GetChannelCount();
while (!stopthread)
{
    // Read a chunk from stdin
    if (std::fread(instance.GetBufferIn(), sizeof(float), input_sample_count, stdin) !=
  input_sample_count) {
        std::cerr « "ProcessLoop: input stopped"« std::endl;
        stopthread=true;
        break;
    }
    if (stopthread) break;
    // Process it
    instance.ProcessAudio();
    // Write it to stdout
    if (fwrite(instance.GetBufferOut(), sizeof(float), output_sample_count, stdout) !=
  output_sample_count) {
        std::cerr « "Failed to write audio output" « std::endl;
        stopthread=true;
    }
}
```

8.18.5 Starting a web-server

```
if (!instance.StartWebServer(listen_port,0)) {
    std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
    return 1;
}
```

8.18.6 Communicating with the instance

See also

JSON syntax

```
auto client = instance.NewClient();
auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
std::cerr « "Request for processor name returned "«answer«std::endl;
```

8.18.7 Custom preset manager example

```
class MyPresetManager : public sound4::CPresetLoader {
public:
    MyPresetManager() = default;
    virtual ~MyPresetManager() = default;

    bool SetupPath(const std::filesystem::path& a_preset_path)
        {
            m_preset_path=a_preset_path;
            if ( !std::filesystem::exists(m_preset_path ) ) {
                return false;
            }
            std::error_code ec;
            if ( !std::filesystem::is_directory(m_preset_path, ec) ) {
                return false;
            }
            return true;
        }
    virtual bool IsReadOnly() override { return false; };
    virtual bool Exists(const std::filesystem::path &name) override
        {
            std::error_code ec;
            return std::filesystem::exists(GetRealPath(name), ec);
        }
    virtual bool Remove(const std::filesystem::path &name) override
        {
            std::error_code ec;
            return std::filesystem::remove(GetRealPath(name), ec);
        }
    virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) override
        {
            std::error_code ec;
            std::filesystem::rename(GetRealPath(from), GetRealPath(to), ec);
            return (!ec);
        }
```

```
    virtual std::vector<std::filesystem::path> GetAll() override
        {
            std::vector<std::filesystem::path> list;
            for (const auto & entry : std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied)) {
                if (entry.is_regular_file()) {
                    list.push_back(entry.path().lexically_relative(m_preset_path));
                }
            }
            return list;
        }
    virtual std::string Read(const std::filesystem::path &filename) override
        {
            std::ifstream f(GetRealPath(filename));
            if ( f.fail() ) {
                return std::string();
            }
            std::ostringstream ss;
            ss « f.rdbuf();
            return ss.str();
        }
    virtual bool Write(const std::filesystem::path &filename, const std::string &content) override
        {
            std::ofstream f(GetRealPath(filename));
            if ( f.fail() ) {
                return false;
            }
            f « content;
            if ( f.fail() ) {
                return false;
            }
            return true;
        }
private:
    std::filesystem::path m_preset_path;
    std::filesystem::path GetRealPath(const std::filesystem::path &name)
        {
            return m_preset_path / name;
        }
};
```

8.18.8 Custom preset manager loading

```
    MyPresetManager preset_manager;
    if (!store_path.empty()) {
        if (!preset_manager.SetupPath(store_path)) {
            std::cerr « "Failed to setup the custom preset manager on path " « store_path.c_str() «
      std::endl;
            return 1;
        }
        instance.SetPresetManager(&preset_manager);
    }
```

Chapter 9

Namespace Documentation

9.1 dyn Namespace Reference

9.1.1 Detailed Description

Dynamic loading namespace

9.2 sound4 Namespace Reference

Namespaces

- namespace bigvoice
- namespace helper

Classes

- class CBus

  Shared Bus.
- class CInstance

  Instance handling class.
- class CPresetLoader

  Custom preset handler helper.
- class CProcessor

  Dynamic library interface.

Typedefs

- using LogSeverity = sound4cl_LogSeverity
- using log_cb_t = std::function< void(LogSeverity, const std::string &)>
- using PresetChange_Kind = sound4cl_PresetChange_Kind

Variables

- const LogSeverity none = (LogSeverity) sound4cl_none
- const LogSeverity fatal = (LogSeverity) sound4cl_fatal
- const LogSeverity error = (LogSeverity) sound4cl_error
- const LogSeverity warning = (LogSeverity) sound4cl_warning
- const LogSeverity info = (LogSeverity) sound4cl_info
- const LogSeverity verbose = (LogSeverity) sound4cl_verbose
- const LogSeverity verbose2 = (LogSeverity) sound4cl_verbose2
- const LogSeverity verbose3 = (LogSeverity) sound4cl_verbose3
- const LogSeverity verbose4 = (LogSeverity) sound4cl_verbose4
- const LogSeverity verbose5 = (LogSeverity) sound4cl_verbose5

9.2.1 Detailed Description

SOUND4 namespace

9.2.2 Typedef Documentation

9.2.2.1 log_cb_t

```
using sound4::log_cb_t = typedef std::function<void(LogSeverity,const std::string&)>
```

Log callback type

Definition at line 258 of file sound4cl.hpp.

9.2.2.2 LogSeverity

```
using sound4::LogSeverity = typedef sound4cl_LogSeverity
```

Log Severity levels

Definition at line 243 of file sound4cl.hpp.

9.2.2.3 PresetChange_Kind

```
using sound4::PresetChange_Kind = typedef sound4cl_PresetChange_Kind
```

Definition at line 749 of file sound4cl.hpp.

9.2.3 Variable Documentation

9.2.3.1 error

```
const LogSeverity sound4::error = (LogSeverity) sound4cl_error
```

Definition at line 246 of file sound4cl.hpp.

9.2.3.2 fatal

```
const LogSeverity sound4::fatal = (LogSeverity) sound4cl_fatal
```

Definition at line 245 of file sound4cl.hpp.

9.2.3.3 info

```
const LogSeverity sound4::info = (LogSeverity) sound4cl_info
```

Definition at line 248 of file sound4cl.hpp.

9.2.3.4 none

```
const LogSeverity sound4::none = (LogSeverity) sound4cl_none
```

Definition at line 244 of file sound4cl.hpp.

9.2.3.5 verbose

```
const LogSeverity sound4::verbose = (LogSeverity) sound4cl_verbose
```

Definition at line 249 of file sound4cl.hpp.

9.2.3.6 verbose2

```
const LogSeverity sound4::verbose2 = (LogSeverity) sound4cl_verbose2
```

Definition at line 250 of file sound4cl.hpp.

9.2.3.7 verbose3

```
const LogSeverity sound4::verbose3 = (LogSeverity) sound4cl_verbose3
```

Definition at line 251 of file sound4cl.hpp.

9.2.3.8 verbose4

```
const LogSeverity sound4::verbose4 = (LogSeverity) sound4cl_verbose4
```

Definition at line 252 of file sound4cl.hpp.

9.2.3.9 verbose5

```
const LogSeverity sound4::verbose5 = (LogSeverity) sound4cl_verbose5
```

Definition at line 253 of file sound4cl.hpp.

9.2.3.10 warning

```
const LogSeverity sound4::warning = (LogSeverity) sound4cl_warning
```

Definition at line 247 of file sound4cl.hpp.

9.3 sound4::bigvoice Namespace Reference

Namespaces

- namespace dyn
- namespace helper

Classes

- class CBus
- class CInstance
- class CPresetLoader

Typedefs

- using SampleFormat = bigvoice_SampleFormat
- using LogSeverity = bigvoice_LogSeverity
- using log_cb_t = std::function< void(LogSeverity, const std::string &)>
- using PresetChange_Kind = bigvoice_PresetChange_Kind

Variables

- const size_t ChunkFrames = 12
- const size_t InputChannels = 1 * 1
- const size_t OutputChannels = 1 * 1
- const size_t InputSampleSize =ChunkFrames*InputChannels
- const size_t OutputSampleSize =ChunkFrames*OutputChannels
- const size_t SampleRate = 48000

9.3.1 Detailed Description

bigvoice namespace

9.3.2 Typedef Documentation

9.3.2.1 log_cb_t

```
using sound4::bigvoice::log_cb_t = typedef std::function<void(LogSeverity,const std::string&)>
```

Log callback type

Definition at line 320 of file sound4.bigvoice.cl.hpp.

9.3.2.2 LogSeverity

```
using sound4::bigvoice::LogSeverity = typedef bigvoice_LogSeverity
```

Log Severity levels

Definition at line 316 of file sound4.bigvoice.cl.hpp.

9.3.2.3 PresetChange_Kind

```
using sound4::bigvoice::PresetChange_Kind = typedef bigvoice_PresetChange_Kind
```

Definition at line 380 of file sound4.bigvoice.cl.hpp.

9.3.2.4 SampleFormat

```
using sound4::bigvoice::SampleFormat = typedef bigvoice_SampleFormat
```

Definition at line 53 of file sound4.bigvoice.cl.hpp.

9.3.3 Variable Documentation

9.3.3.1 ChunkFrames

```
const size_t sound4::bigvoice::ChunkFrames = 12
```

Number of frames in a chunk

Definition at line 57 of file sound4.bigvoice.cl.hpp.

9.3.3.2 InputChannels

```
const size_t sound4::bigvoice::InputChannels = 1 * 1
```

Number of float values in an input frame

Definition at line 61 of file sound4.bigvoice.cl.hpp.

9.3.3.3 InputSampleSize

```
const size_t sound4::bigvoice::InputSampleSize =ChunkFrames*InputChannels
```

Number of float values for an input chunk

Definition at line 69 of file sound4.bigvoice.cl.hpp.

9.3.3.4 OutputChannels

```
const size_t sound4::bigvoice::OutputChannels = 1 * 1
```

Number of float values in an output frame

Definition at line 65 of file sound4.bigvoice.cl.hpp.

9.3.3.5 OutputSampleSize

```
const size_t sound4::bigvoice::OutputSampleSize =ChunkFrames*OutputChannels
```

Number of float values for an output chunk

Definition at line 73 of file sound4.bigvoice.cl.hpp.

9.3.3.6 SampleRate

```
const size_t sound4::bigvoice::SampleRate = 48000
```

Sample rate of library

Definition at line 77 of file sound4.bigvoice.cl.hpp.

9.4 sound4::bigvoice::dyn Namespace Reference

Namespaces

- namespace helper

Classes

- class CBus
- class CDynLib

  Dynamic library interface.
- class CInstance
- class CPresetLoader

Typedefs

- using SampleFormat = bigvoice_SampleFormat
- using LogSeverity = bigvoice_LogSeverity
- using log_cb_t = std::function< void(LogSeverity, const std::string &)>
- using PresetChange_Kind = bigvoice_PresetChange_Kind

Variables

- const size_t ChunkFrames = 12
- const size_t InputChannels = 1 ∗ 1
- const size_t OutputChannels = 1 ∗ 1
- const size_t InputSampleSize =ChunkFrames∗InputChannels
- const size_t OutputSampleSize =ChunkFrames∗OutputChannels
- const size_t SampleRate = 48000

9.4.1 Typedef Documentation

9.4.1.1 log_cb_t

```
using sound4::bigvoice::dyn::log_cb_t = typedef std::function<void(LogSeverity,const std↩
::string&)>
```

Log callback type

Definition at line 739 of file sound4.bigvoice.cl_dyn.hpp.

9.4.1.2 LogSeverity

```
using sound4::bigvoice::dyn::LogSeverity = typedef bigvoice_LogSeverity
```

Log Severity levels

Definition at line 735 of file sound4.bigvoice.cl_dyn.hpp.

9.4.1.3 PresetChange_Kind

```
using sound4::bigvoice::dyn::PresetChange_Kind = typedef bigvoice_PresetChange_Kind
```

Definition at line 807 of file sound4.bigvoice.cl_dyn.hpp.

9.4.1.4 SampleFormat

```
using sound4::bigvoice::dyn::SampleFormat = typedef bigvoice_SampleFormat
```

Definition at line 468 of file sound4.bigvoice.cl_dyn.hpp.

9.4.2 Variable Documentation

9.4.2.1 ChunkFrames

```
const size_t sound4::bigvoice::dyn::ChunkFrames = 12
```

Number of frames in a chunk

Definition at line 472 of file sound4.bigvoice.cl_dyn.hpp.

9.4.2.2 InputChannels

```
const size_t sound4::bigvoice::dyn::InputChannels = 1 * 1
```

Number of float values in an input frame

Definition at line 476 of file sound4.bigvoice.cl_dyn.hpp.

9.4.2.3 InputSampleSize

```
const size_t sound4::bigvoice::dyn::InputSampleSize =ChunkFrames*InputChannels
```

Number of float values for an input chunk

Definition at line 484 of file sound4.bigvoice.cl_dyn.hpp.

9.4.2.4 OutputChannels

```
const size_t sound4::bigvoice::dyn::OutputChannels = 1 * 1
```

Number of float values in an output frame

Definition at line 480 of file sound4.bigvoice.cl_dyn.hpp.

9.4.2.5 OutputSampleSize

```
const size_t sound4::bigvoice::dyn::OutputSampleSize =ChunkFrames*OutputChannels
```

Number of float values for an output chunk

Definition at line 488 of file sound4.bigvoice.cl_dyn.hpp.

9.4.2.6 SampleRate

```
const size_t sound4::bigvoice::dyn::SampleRate = 48000
```

Sample rate of library

Definition at line 492 of file sound4.bigvoice.cl_dyn.hpp.

9.5 sound4::bigvoice::dyn::helper Namespace Reference

Classes

- class CDynLoader
  Helper to load dynamic library.
- class DynFuncHolder
  Helper to wrap a function pointer.
- struct SampleFormat
  Helper for Sample format types.
- struct SampleFormat< float >
- struct SampleFormat< int16_t >
- struct SampleFormat< int32_t >

Typedefs

- using DynLib_t = HMODULE
- using DynFunc_t = FARPROC

9.5.1 Detailed Description

helper functions for unicode strings in Windows

9.5.2 Typedef Documentation

9.5.2.1 DynFunc_t

```
using sound4::bigvoice::dyn::helper::DynFunc_t = typedef FARPROC
```

Definition at line 83 of file sound4.bigvoice.cl_dyn.hpp.

9.5.2.2 DynLib_t

```
using sound4::bigvoice::dyn::helper::DynLib_t = typedef HMODULE
```

Definition at line 82 of file sound4.bigvoice.cl_dyn.hpp.

9.6 sound4::bigvoice::helper Namespace Reference

Classes

- struct SampleFormat

  Helper for Sample format types.
- struct SampleFormat< float >
- struct SampleFormat< int16_t >
- struct SampleFormat< int32_t >

9.6.1 Detailed Description

helper functions for unicode strings in Windows

9.7 sound4::helper Namespace Reference

Classes

- class CDynLoader

  Helper to load dynamic library.
- class DynFuncHolder

  Helper to wrap a function pointer.
- struct SampleFormat

  Helper for Sample format types.
- struct SampleFormat< float >
- struct SampleFormat< int16_t >
- struct SampleFormat< int32_t >

Typedefs

- using DynLib_t = HMODULE
- using DynFunc_t = FARPROC

9.7.1 Detailed Description

helper functions for unicode strings in Windows

9.7.2 Typedef Documentation

9.7.2.1 DynFunc_t

```
using sound4::helper::DynFunc_t = typedef FARPROC
```

Definition at line 112 of file sound4cl.hpp.

9.7.2.2 DynLib_t

```
using sound4::helper::DynLib_t = typedef HMODULE
```

Definition at line 111 of file sound4cl.hpp.

9.8 std Namespace Reference

Chapter 10

Class Documentation

10.1 bigvoice_CBus Struct Reference

`#include <sound4.bigvoice.cl.h>`

10.1.1 Detailed Description

Abstract holder for a instances' bus

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.h

10.2 bigvoice_CClientInstance Struct Reference

`#include <sound4.bigvoice.cl.h>`

10.2.1 Detailed Description

Abstract pointer for a client instance

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.h

10.3 bigvoice_CInstance Struct Reference

`#include <sound4.bigvoice.cl.h>`

10.3.1 Detailed Description

Abstract holder for a process instance

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.h

10.4 bigvoice_CParameters Struct Reference

`#include <sound4.bigvoice.cl.h>`

10.4.1 Detailed Description

Abstract holder for a process instance parameters

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.h

10.5 sound4::bigvoice::CBus Class Reference

`#include <sound4.bigvoice.cl.hpp>`

Public Member Functions

- CBus ()
- ~CBus ()
- bigvoice_CBus * Get () const

10.5.1 Detailed Description

Definition at line 348 of file sound4.bigvoice.cl.hpp.

10.5.2 Constructor & Destructor Documentation

10.5.2.1 CBus()

`sound4::bigvoice::CBus::CBus ( ) [inline]`

Definition at line 350 of file sound4.bigvoice.cl.hpp.

10.5.2.2 ~CBus()

```
sound4::bigvoice::CBus::~CBus ( )  [inline]
```

Definition at line 352 of file sound4.bigvoice.cl.hpp.

10.5.3 Member Function Documentation

10.5.3.1 Get()

```
bigvoice_CBus * sound4::bigvoice::CBus::Get ( ) const  [inline]
```

Definition at line 357 of file sound4.bigvoice.cl.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl.hpp

10.6 sound4::bigvoice::dyn::CBus Class Reference

```
#include <sound4.bigvoice.cl_dyn.hpp>
```

Public Member Functions

- CBus (CDynLib &dynlib)
- ~CBus ()
- bigvoice_CBus * Get () const

10.6.1 Detailed Description

Definition at line 767 of file sound4.bigvoice.cl_dyn.hpp.

10.6.2 Constructor & Destructor Documentation

10.6.2.1 CBus()

```
sound4::bigvoice::dyn::CBus::CBus (
            CDynLib & dynlib )  [inline]
```

Definition at line 769 of file sound4.bigvoice.cl_dyn.hpp.

10.6.2.2 ~CBus()

```
sound4::bigvoice::dyn::CBus::~CBus ( )  [inline]
```

Definition at line 776 of file sound4.bigvoice.cl_dyn.hpp.

10.6.3 Member Function Documentation

10.6.3.1 Get()

```
bigvoice_CBus * sound4::bigvoice::dyn::CBus::Get ( ) const  [inline]
```

Definition at line 783 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.7 sound4::CBus Class Reference

Shared Bus.

```
#include <sound4cl.hpp>
```

Public Member Functions

- CBus (CProcessor &dynlib)
- ~CBus ()
- sound4cl_CBus * Get () const

10.7.1 Detailed Description

Some processor can share a bus for realtime data exchange

Definition at line 709 of file sound4cl.hpp.

10.7.2 Constructor & Destructor Documentation

10.7.2.1 CBus()

```
sound4::CBus::CBus (
            CProcessor & dynlib )  [inline]
```

Definition at line 711 of file sound4cl.hpp.

10.7.2.2 ~CBus()

```
sound4::CBus::~CBus ( )  [inline]
```

Definition at line 718 of file sound4cl.hpp.

10.7.3 Member Function Documentation

10.7.3.1 Get()

```
sound4cl_CBus * sound4::CBus::Get ( ) const  [inline]
```

Definition at line 725 of file sound4cl.hpp.

The documentation for this class was generated from the following file:

- sound4cl.hpp

10.8 sound4::bigvoice::CInstance::CClient Class Reference

```
#include <sound4.bigvoice.cl.hpp>
```

Public Member Functions

- CClient (bigvoice_CInstance *instance)
- CClient (const CInstance &)=delete
- CClient & operator= (const CInstance &)=delete
- ~CClient ()
- std::string ProcessJson (const std::string &request, bool *NeedSave=nullptr)

  Process a JSON request and returns the answer.

10.8.1 Detailed Description

Low-level JSON client.

See also

JSON syntax

Definition at line 827 of file sound4.bigvoice.cl.hpp.

10.8.2 Constructor & Destructor Documentation

10.8.2.1 CClient() [1/2]

```
sound4::bigvoice::CInstance::CClient::CClient (
            bigvoice_CInstance * instance )  [inline]
```

Definition at line 829 of file sound4.bigvoice.cl.hpp.

10.8.2.2 CClient() [2/2]

```
sound4::bigvoice::CInstance::CClient::CClient (
            const CInstance &  )  [delete]
```

10.8.2.3 ~CClient()

```
sound4::bigvoice::CInstance::CClient::~CClient ( )  [inline]
```

Definition at line 838 of file sound4.bigvoice.cl.hpp.

10.8.3 Member Function Documentation

10.8.3.1 operator=()

```
CClient & sound4::bigvoice::CInstance::CClient::operator= (
            const CInstance &  )  [delete]
```

10.8.3.2 ProcessJson()

```
std::string sound4::bigvoice::CInstance::CClient::ProcessJson (
            const std::string & request,
            bool * NeedSave = nullptr )  [inline]
```

Parameters

request	the JSON request.

See also

JSON syntax

Parameters

NeedSave	if non null, returns if the saving is required (maybe delayed)

Returns

the JSON answer

Definition at line 852 of file sound4.bigvoice.cl.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl.hpp

10.9 sound4::bigvoice::dyn::CInstance::CClient Class Reference

`#include <sound4.bigvoice.cl_dyn.hpp>`

Public Member Functions

- CClient (bigvoice_CInstance *instance, CDynLib &dynlib)
- CClient (const CInstance &)=delete
- CClient & operator= (const CInstance &)=delete
- ~CClient ()
- std::string ProcessJson (const std::string &request, bool *NeedSave=nullptr)

  Process a JSON request and returns the answer.

10.9.1 Detailed Description

Low-level JSON client.

See also

JSON syntax

Definition at line 1278 of file sound4.bigvoice.cl_dyn.hpp.

10.9.2 Constructor & Destructor Documentation

10.9.2.1 CClient() [1/2]

```
sound4::bigvoice::dyn::CInstance::CClient::CClient (
            bigvoice_CInstance * instance,
            CDynLib & dynlib )  [inline]
```

Definition at line 1280 of file sound4.bigvoice.cl_dyn.hpp.

10.9.2.2 CClient() [2/2]

```
sound4::bigvoice::dyn::CInstance::CClient::CClient (
            const CInstance &  )  [delete]
```

10.9.2.3 ~CClient()

```
sound4::bigvoice::dyn::CInstance::CClient::~CClient ( )  [inline]
```

Definition at line 1290 of file sound4.bigvoice.cl_dyn.hpp.

10.9.3 Member Function Documentation

10.9.3.1 operator=()

```
CClient & sound4::bigvoice::dyn::CInstance::CClient::operator= (
            const CInstance &  )  [delete]
```

10.9.3.2 ProcessJson()

```
std::string sound4::bigvoice::dyn::CInstance::CClient::ProcessJson (
            const std::string & request,
            bool * NeedSave = nullptr )  [inline]
```

Parameters

request	the JSON request.

See also

JSON syntax

Parameters

NeedSave	if non null, returns if the saving is required (maybe delayed)

Returns

the JSON answer

Definition at line 1304 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.10 sound4::CInstance::CClient Class Reference

`#include <sound4cl.hpp>`

Public Member Functions

- CClient (sound4cl_CInstance *instance, CProcessor &dynlib)
- CClient (const CInstance &)=delete
- CClient & operator= (const CInstance &)=delete
- ~CClient ()
- std::string ProcessJson (const std::string &request, bool *NeedSave=nullptr)

  Process a JSON request and returns the answer.

10.10.1 Detailed Description

Low-level JSON client.

See also

JSON syntax

Definition at line 1221 of file sound4cl.hpp.

10.10.2 Constructor & Destructor Documentation

10.10.2.1 CClient() [1/2]

```
sound4::CInstance::CClient::CClient (
            sound4cl_CInstance * instance,
            CProcessor & dynlib )  [inline]
```

Definition at line 1223 of file sound4cl.hpp.

10.10.2.2 CClient() [2/2]

```
sound4::CInstance::CClient::CClient (
            const CInstance &  )  [delete]
```

10.10.2.3 ~CClient()

```
sound4::CInstance::CClient::~CClient ( )  [inline]
```

Definition at line 1233 of file sound4cl.hpp.

10.10.3 Member Function Documentation

10.10.3.1 operator=()

```
CClient & sound4::CInstance::CClient::operator= (
            const CInstance &  )  [delete]
```

10.10.3.2 ProcessJson()

```
std::string sound4::CInstance::CClient::ProcessJson (
            const std::string & request,
            bool * NeedSave = nullptr )  [inline]
```

Parameters

request	the JSON request.

See also

JSON syntax

Parameters

NeedSave	if non null, returns if the saving is required (maybe delayed)

Returns

the JSON answer

Definition at line 1247 of file sound4cl.hpp.

The documentation for this class was generated from the following file:

- sound4cl.hpp

10.11 sound4::bigvoice::dyn::CDynLib Class Reference

Dynamic library interface.

`#include <sound4.bigvoice.cl_dyn.hpp>`

Public Member Functions

- CDynLib ()=default
- bool Load (const std::filesystem::path &path={})

  Loads the library.
- bool IsOk () const

  Check if the library was loaded correctly.

Public Attributes

- helper::DynFuncHolder< decltype(bigvoice_GetVersion) > GetVersion
- helper::DynFuncHolder< decltype(bigvoice_GetChunkSizeInFrames) > GetChunkSizeInFrames
- helper::DynFuncHolder< decltype(bigvoice_GetChannelCount) > GetChannelCount
- helper::DynFuncHolder< decltype(bigvoice_GetAudioInputCount) > GetAudioInputCount
- helper::DynFuncHolder< decltype(bigvoice_GetAudioOutputCount) > GetAudioOutputCount
- helper::DynFuncHolder< decltype(bigvoice_GetSampleRate) > GetSampleRate
- helper::DynFuncHolder< decltype(bigvoice_SetLoggerCallback) > SetLoggerCallback
- helper::DynFuncHolder< decltype(bigvoice_SetLogSeverity) > SetLogSeverity
- helper::DynFuncHolder< decltype(bigvoice_NewParameters) > NewParameters
- helper::DynFuncHolder< decltype(bigvoice_FreeParameters) > FreeParameters
- helper::DynFuncHolder< decltype(bigvoice_SetParameter) > SetParameter
- helper::DynFuncHolder< decltype(bigvoice_GetParameter) > GetParameter
- helper::DynFuncHolder< decltype(bigvoice_FreeParameterValue) > FreeParameterValue
- helper::DynFuncHolder< decltype(bigvoice_InitProcess) > InitProcess
- helper::DynFuncHolder< decltype(bigvoice_InitProcess2) > InitProcess2
- helper::DynFuncHolder< decltype(bigvoice_TerminateProcess) > TerminateProcess
- helper::DynFuncHolder< decltype(bigvoice_ExitProcess) > ExitProcess
- helper::DynFuncHolder< decltype(bigvoice_StartUpdateThread) > StartUpdateThread
- helper::DynFuncHolder< decltype(bigvoice_StopUpdateThread) > StopUpdateThread
- helper::DynFuncHolder< decltype(bigvoice_WaitUpdateThreadReady) > WaitUpdateThreadReady
- helper::DynFuncHolder< decltype(bigvoice_ProcessAudio) > ProcessAudio
- helper::DynFuncHolder< decltype(bigvoice_ProcessAudio_Planar) > ProcessAudio_Planar
- helper::DynFuncHolder< decltype(bigvoice_GetBufferIn) > GetBufferIn
- helper::DynFuncHolder< decltype(bigvoice_GetBufferOut) > GetBufferOut
- helper::DynFuncHolder< decltype(bigvoice_GetEstimatedDelay) > GetEstimatedDelay

- helper::DynFuncHolder< decltype(bigvoice_GetFormatName) > GetFormatName
- helper::DynFuncHolder< decltype(bigvoice_GetFormatFromName) > GetFormatFromName
- helper::DynFuncHolder< decltype(bigvoice_GetBytesFromFormat) > GetBytesFromFormat
- helper::DynFuncHolder< decltype(bigvoice_GetMaxPacketFrame) > GetMaxPacketFrame
- helper::DynFuncHolder< decltype(bigvoice_AddAudio) > AddAudio
- helper::DynFuncHolder< decltype(bigvoice_AddPadAudio) > AddPadAudio
- helper::DynFuncHolder< decltype(bigvoice_GetOutputCount) > GetOutputCount
- helper::DynFuncHolder< decltype(bigvoice_GetAudio) > GetAudio
- helper::DynFuncHolder< decltype(bigvoice_AudioConvertFrom) > AudioConvertFrom
- helper::DynFuncHolder< decltype(bigvoice_AudioConvertTo) > AudioConvertTo
- helper::DynFuncHolder< decltype(bigvoice_StereoToMono) > StereoToMono
- helper::DynFuncHolder< decltype(bigvoice_MonoToStereo) > MonoToStereo
- helper::DynFuncHolder< decltype(bigvoice_AudioMonoFromLiveStereo) > AudioMonoFromLiveStereo
- helper::DynFuncHolder< decltype(bigvoice_AudioMonoToLiveStereo) > AudioMonoToLiveStereo
- helper::DynFuncHolder< decltype(bigvoice_NewClient) > NewClient
- helper::DynFuncHolder< decltype(bigvoice_DeleteClient) > DeleteClient
- helper::DynFuncHolder< decltype(bigvoice_ProcessJson) > ProcessJson
- helper::DynFuncHolder< decltype(bigvoice_FreeJsonAnswer) > FreeJsonAnswer
- helper::DynFuncHolder< decltype(bigvoice_SaveState) > SaveState
- helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp) > Webserver_tcp
- helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp2) > Webserver_tcp2
- helper::DynFuncHolder< decltype(bigvoice_Webserver) > Webserver
- helper::DynFuncHolder< decltype(bigvoice_Webserver_Stop) > Webserver_Stop
- helper::DynFuncHolder< decltype(bigvoice_Webserver_Status) > Webserver_Status
- helper::DynFuncHolder< decltype(bigvoice_StereoToMono_Planar) > StereoToMono_Planar
- helper::DynFuncHolder< decltype(bigvoice_MonoToStereo_Planar) > MonoToStereo_Planar
- helper::DynFuncHolder< decltype(bigvoice_SetMetadata) > SetMetadata
- helper::DynFuncHolder< decltype(bigvoice_GetMetadataInfos) > GetMetadataInfos
- helper::DynFuncHolder< decltype(bigvoice_FreeMetadataInfos) > FreeMetadataInfos
- helper::DynFuncHolder< decltype(bigvoice_SetPresetManager) > SetPresetManager
- helper::DynFuncHolder< decltype(bigvoice_PresetManager_InformChange) > PresetManager_InformChange
- helper::DynFuncHolder< decltype(bigvoice_GetPossibleChunkSizeInFrames) > GetPossibleChunkSizeInFrames
- helper::DynFuncHolder< decltype(bigvoice_GetProcessChunkFrames) > GetProcessChunkFrames
- helper::DynFuncHolder< decltype(bigvoice_InitProcess3) > InitProcess3
- helper::DynFuncHolder< decltype(bigvoice_NewBus) > NewBus
- helper::DynFuncHolder< decltype(bigvoice_FreeBus) > FreeBus
- helper::DynFuncHolder< decltype(bigvoice_SetInstanceBus) > SetInstanceBus
- helper::DynFuncHolder< decltype(bigvoice_SetMetadataMulti) > SetMetadataMulti
- helper::DynFuncHolder< decltype(bigvoice_Webserver_SetAppHealth) > Webserver_SetAppHealth
- helper::DynFuncHolder< decltype(bigvoice_Webserver_GetAppHealth) > Webserver_GetAppHealth
- helper::DynFuncHolder< decltype(bigvoice_Webserver_FreeString) > Webserver_FreeString

10.11.1 Detailed Description

Once you loaded the library with Load(), if it succeed you can use all the standard C functions from this library.

Definition at line 216 of file sound4.bigvoice.cl_dyn.hpp.

10.11.2 Constructor & Destructor Documentation

10.11.2.1 CDynLib()

```
sound4::bigvoice::dyn::CDynLib::CDynLib ( )  [default]
```

10.11.3 Member Function Documentation

10.11.3.1 IsOk()

```
bool sound4::bigvoice::dyn::CDynLib::IsOk ( ) const  [inline]
```

Returns

true if OK.

false if not OK.

Definition at line 458 of file sound4.bigvoice.cl_dyn.hpp.

10.11.3.2 Load()

```
bool sound4::bigvoice::dyn::CDynLib::Load (
            const std::filesystem::path & path = {} )  [inline]
```

Parameters

path	the path of the library to load.

Returns

true if library was loaded correctly.

false if library load failed. Do not use in this case !

Definition at line 318 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4 Member Data Documentation

10.11.4.1 AddAudio

```
helper::DynFuncHolder< decltype(bigvoice_AddAudio ) > sound4::bigvoice::dyn::CDynLib::AddAudio
```

Definition at line 253 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.2 AddPadAudio

```
helper::DynFuncHolder< decltype(bigvoice_AddPadAudio ) > sound4::bigvoice::dyn::CDynLib::Add↩
PadAudio
```

Definition at line 254 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.3 AudioConvertFrom

helper::DynFuncHolder< decltype(bigvoice_AudioConvertFrom) > sound4::bigvoice::dyn::CDynLib↩
::AudioConvertFrom

Definition at line 257 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.4 AudioConvertTo

helper::DynFuncHolder< decltype(bigvoice_AudioConvertTo) > sound4::bigvoice::dyn::CDynLib::↩
AudioConvertTo

Definition at line 258 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.5 AudioMonoFromLiveStereo

helper::DynFuncHolder< decltype(bigvoice_AudioMonoFromLiveStereo) > sound4::bigvoice::dyn::↩
CDynLib::AudioMonoFromLiveStereo

Definition at line 261 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.6 AudioMonoToLiveStereo

helper::DynFuncHolder< decltype(bigvoice_AudioMonoToLiveStereo) > sound4::bigvoice::dyn::↩
CDynLib::AudioMonoToLiveStereo

Definition at line 262 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.7 DeleteClient

helper::DynFuncHolder< decltype(bigvoice_DeleteClient) > sound4::bigvoice::dyn::CDynLib::↩
DeleteClient

Definition at line 264 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.8 ExitProcess

helper::DynFuncHolder< decltype(bigvoice_ExitProcess) > sound4::bigvoice::dyn::CDynLib::↩
ExitProcess

Definition at line 240 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.9 FreeBus

helper::DynFuncHolder< decltype(bigvoice_FreeBus) > sound4::bigvoice::dyn::CDynLib::FreeBus

Definition at line 297 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.10 FreeJsonAnswer

```
helper::DynFuncHolder< decltype(bigvoice_FreeJsonAnswer ) > sound4::bigvoice::dyn::CDynLib::↩
FreeJsonAnswer
```

Definition at line 266 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.11 FreeMetadataInfos

```
helper::DynFuncHolder< decltype(bigvoice_FreeMetadataInfos ) > sound4::bigvoice::dyn::CDyn↩
Lib::FreeMetadataInfos
```

Definition at line 283 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.12 FreeParameters

```
helper::DynFuncHolder< decltype(bigvoice_FreeParameters ) > sound4::bigvoice::dyn::CDynLib::↩
FreeParameters
```

Definition at line 233 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.13 FreeParameterValue

```
helper::DynFuncHolder< decltype(bigvoice_FreeParameterValue ) > sound4::bigvoice::dyn::CDyn↩
Lib::FreeParameterValue
```

Definition at line 236 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.14 GetAudio

```
helper::DynFuncHolder< decltype(bigvoice_GetAudio ) > sound4::bigvoice::dyn::CDynLib::GetAudio
```

Definition at line 256 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.15 GetAudioInputCount

```
helper::DynFuncHolder< decltype(bigvoice_GetAudioInputCount ) > sound4::bigvoice::dyn::CDyn↩
Lib::GetAudioInputCount
```

Definition at line 227 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.16 GetAudioOutputCount

```
helper::DynFuncHolder< decltype(bigvoice_GetAudioOutputCount ) > sound4::bigvoice::dyn::CDyn↩
Lib::GetAudioOutputCount
```

Definition at line 228 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.17 GetBufferIn

helper::DynFuncHolder< decltype(bigvoice_GetBufferIn) > sound4::bigvoice::dyn::CDynLib::GetBufferIn

Definition at line 246 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.18 GetBufferOut

helper::DynFuncHolder< decltype(bigvoice_GetBufferOut) > sound4::bigvoice::dyn::CDynLib::GetBufferOut

Definition at line 247 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.19 GetBytesFromFormat

helper::DynFuncHolder< decltype(bigvoice_GetBytesFromFormat) > sound4::bigvoice::dyn::CDynLib::GetBytesFromFormat

Definition at line 251 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.20 GetChannelCount

helper::DynFuncHolder< decltype(bigvoice_GetChannelCount) > sound4::bigvoice::dyn::CDynLib::GetChannelCount

Definition at line 226 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.21 GetChunkSizeInFrames

helper::DynFuncHolder< decltype(bigvoice_GetChunkSizeInFrames) > sound4::bigvoice::dyn::CDynLib::GetChunkSizeInFrames

Definition at line 225 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.22 GetEstimatedDelay

helper::DynFuncHolder< decltype(bigvoice_GetEstimatedDelay) > sound4::bigvoice::dyn::CDynLib::GetEstimatedDelay

Definition at line 248 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.23 GetFormatFromName

helper::DynFuncHolder< decltype(bigvoice_GetFormatFromName) > sound4::bigvoice::dyn::CDynLib::GetFormatFromName

Definition at line 250 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.24 GetFormatName

helper::DynFuncHolder< decltype(bigvoice_GetFormatName) > sound4::bigvoice::dyn::CDynLib::↩
GetFormatName

Definition at line 249 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.25 GetMaxPacketFrame

helper::DynFuncHolder< decltype(bigvoice_GetMaxPacketFrame) > sound4::bigvoice::dyn::CDyn↩
Lib::GetMaxPacketFrame

Definition at line 252 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.26 GetMetadataInfos

helper::DynFuncHolder< decltype(bigvoice_GetMetadataInfos) > sound4::bigvoice::dyn::CDynLib↩
::GetMetadataInfos

Definition at line 282 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.27 GetOutputCount

helper::DynFuncHolder< decltype(bigvoice_GetOutputCount) > sound4::bigvoice::dyn::CDynLib::↩
GetOutputCount

Definition at line 255 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.28 GetParameter

helper::DynFuncHolder< decltype(bigvoice_GetParameter) > sound4::bigvoice::dyn::CDynLib::↩
GetParameter

Definition at line 235 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.29 GetPossibleChunkSizeInFrames

helper::DynFuncHolder< decltype(bigvoice_GetPossibleChunkSizeInFrames) > sound4::bigvoice↩
::dyn::CDynLib::GetPossibleChunkSizeInFrames

Definition at line 290 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.30 GetProcessChunkFrames

helper::DynFuncHolder< decltype(bigvoice_GetProcessChunkFrames) > sound4::bigvoice::dyn::↩
CDynLib::GetProcessChunkFrames

Definition at line 291 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.31 GetSampleRate

helper::DynFuncHolder< decltype(bigvoice_GetSampleRate) > sound4::bigvoice::dyn::CDynLib::↩
GetSampleRate

Definition at line 229 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.32 GetVersion

helper::DynFuncHolder< decltype(bigvoice_GetVersion) > sound4::bigvoice::dyn::CDynLib::Get↩
Version

Definition at line 224 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.33 InitProcess

helper::DynFuncHolder< decltype(bigvoice_InitProcess) > sound4::bigvoice::dyn::CDynLib::↩
InitProcess

Definition at line 237 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.34 InitProcess2

helper::DynFuncHolder< decltype(bigvoice_InitProcess2) > sound4::bigvoice::dyn::CDynLib::↩
InitProcess2

Definition at line 238 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.35 InitProcess3

helper::DynFuncHolder< decltype(bigvoice_InitProcess3) > sound4::bigvoice::dyn::CDynLib::↩
InitProcess3

Definition at line 292 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.36 MonoToStereo

helper::DynFuncHolder< decltype(bigvoice_MonoToStereo) > sound4::bigvoice::dyn::CDynLib::↩
MonoToStereo

Definition at line 260 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.37 MonoToStereo_Planar

helper::DynFuncHolder< decltype(bigvoice_MonoToStereo_Planar) > sound4::bigvoice::dyn::CDyn↩
Lib::MonoToStereo_Planar

Definition at line 278 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.38 NewBus

```
helper::DynFuncHolder< decltype(bigvoice_NewBus ) > sound4::bigvoice::dyn::CDynLib::NewBus
```

Definition at line 296 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.39 NewClient

```
helper::DynFuncHolder< decltype(bigvoice_NewClient ) > sound4::bigvoice::dyn::CDynLib::New↩
Client
```

Definition at line 263 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.40 NewParameters

```
helper::DynFuncHolder< decltype(bigvoice_NewParameters ) > sound4::bigvoice::dyn::CDynLib::↩
NewParameters
```

Definition at line 232 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.41 PresetManager_InformChange

```
helper::DynFuncHolder< decltype(bigvoice_PresetManager_InformChange ) > sound4::bigvoice↩
::dyn::CDynLib::PresetManager_InformChange
```

Definition at line 287 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.42 ProcessAudio

```
helper::DynFuncHolder< decltype(bigvoice_ProcessAudio ) > sound4::bigvoice::dyn::CDynLib::↩
ProcessAudio
```

Definition at line 244 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.43 ProcessAudio_Planar

```
helper::DynFuncHolder< decltype(bigvoice_ProcessAudio_Planar ) > sound4::bigvoice::dyn::CDyn↩
Lib::ProcessAudio_Planar
```

Definition at line 245 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.44 ProcessJson

```
helper::DynFuncHolder< decltype(bigvoice_ProcessJson ) > sound4::bigvoice::dyn::CDynLib::↩
ProcessJson
```

Definition at line 265 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.45 SaveState

helper::DynFuncHolder< decltype(bigvoice_SaveState) > sound4::bigvoice::dyn::CDynLib::SaveState

Definition at line 267 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.46 SetInstanceBus

helper::DynFuncHolder< decltype(bigvoice_SetInstanceBus) > sound4::bigvoice::dyn::CDynLib::SetInstanceBus

Definition at line 298 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.47 SetLoggerCallback

helper::DynFuncHolder< decltype(bigvoice_SetLoggerCallback) > sound4::bigvoice::dyn::CDynLib::SetLoggerCallback

Definition at line 230 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.48 SetLogSeverity

helper::DynFuncHolder< decltype(bigvoice_SetLogSeverity) > sound4::bigvoice::dyn::CDynLib::SetLogSeverity

Definition at line 231 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.49 SetMetadata

helper::DynFuncHolder< decltype(bigvoice_SetMetadata) > sound4::bigvoice::dyn::CDynLib::SetMetadata

Definition at line 281 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.50 SetMetadataMulti

helper::DynFuncHolder< decltype(bigvoice_SetMetadataMulti) > sound4::bigvoice::dyn::CDynLib::SetMetadataMulti

Definition at line 302 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.51 SetParameter

helper::DynFuncHolder< decltype(bigvoice_SetParameter) > sound4::bigvoice::dyn::CDynLib::SetParameter

Definition at line 234 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.52 SetPresetManager

```
helper::DynFuncHolder< decltype(bigvoice_SetPresetManager ) > sound4::bigvoice::dyn::CDynLib↩
::SetPresetManager
```

Definition at line 286 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.53 StartUpdateThread

```
helper::DynFuncHolder< decltype(bigvoice_StartUpdateThread ) > sound4::bigvoice::dyn::CDyn↩
Lib::StartUpdateThread
```

Definition at line 241 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.54 StereoToMono

```
helper::DynFuncHolder< decltype(bigvoice_StereoToMono ) > sound4::bigvoice::dyn::CDynLib::↩
StereoToMono
```

Definition at line 259 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.55 StereoToMono_Planar

```
helper::DynFuncHolder< decltype(bigvoice_StereoToMono_Planar ) > sound4::bigvoice::dyn::CDyn↩
Lib::StereoToMono_Planar
```

Definition at line 277 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.56 StopUpdateThread

```
helper::DynFuncHolder< decltype(bigvoice_StopUpdateThread ) > sound4::bigvoice::dyn::CDynLib↩
::StopUpdateThread
```

Definition at line 242 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.57 TerminateProcess

```
helper::DynFuncHolder< decltype(bigvoice_TerminateProcess ) > sound4::bigvoice::dyn::CDynLib↩
::TerminateProcess
```

Definition at line 239 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.58 WaitUpdateThreadReady

```
helper::DynFuncHolder< decltype(bigvoice_WaitUpdateThreadReady ) > sound4::bigvoice::dyn::↩
CDynLib::WaitUpdateThreadReady
```

Definition at line 243 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.59 Webserver

helper::DynFuncHolder< decltype(bigvoice_Webserver) > sound4::bigvoice::dyn::CDynLib::↩
Webserver

Definition at line 271 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.60 Webserver_FreeString

helper::DynFuncHolder< decltype(bigvoice_Webserver_FreeString) > sound4::bigvoice::dyn::↩
CDynLib::Webserver_FreeString

Definition at line 308 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.61 Webserver_GetAppHealth

helper::DynFuncHolder< decltype(bigvoice_Webserver_GetAppHealth) > sound4::bigvoice::dyn::↩
CDynLib::Webserver_GetAppHealth

Definition at line 307 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.62 Webserver_SetAppHealth

helper::DynFuncHolder< decltype(bigvoice_Webserver_SetAppHealth) > sound4::bigvoice::dyn::↩
CDynLib::Webserver_SetAppHealth

Definition at line 306 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.63 Webserver_Status

helper::DynFuncHolder< decltype(bigvoice_Webserver_Status) > sound4::bigvoice::dyn::CDynLib↩
::Webserver_Status

Definition at line 273 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.64 Webserver_Stop

helper::DynFuncHolder< decltype(bigvoice_Webserver_Stop) > sound4::bigvoice::dyn::CDynLib::↩
Webserver_Stop

Definition at line 272 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.65 Webserver_tcp

helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp) > sound4::bigvoice::dyn::CDynLib::↩
Webserver_tcp

Definition at line 269 of file sound4.bigvoice.cl_dyn.hpp.

10.11.4.66 Webserver_tcp2

```
helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp2 ) > sound4::bigvoice::dyn::CDynLib::↩
Webserver_tcp2
```

Definition at line 270 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.12 sound4::bigvoice::dyn::helper::CDynLoader Class Reference

Helper to load dynamic library.

```
#include <sound4.bigvoice.cl_dyn.hpp>
```

Public Member Functions

- CDynLoader ()=default
- CDynLoader (CDynLoader &&)=default
- CDynLoader (const CDynLoader &)=delete
- CDynLoader & operator= (CDynLoader const &)=delete
- operator bool () const
- bool IsOk () const
- bool Load (const std::filesystem::path &dynlib, uint32_t loadflags=LOAD_LIBRARY_SEARCH_DLL_LOAD_DIR|LOAD_LIBRAR
- void Close ()
- template<typename T >
  DynFuncHolder< T > GetSymbol (const std::string &name)
- template<typename T >
  DynFuncHolder< T > GetSymbol_safe (const std::string &name)
- virtual ~CDynLoader ()

Static Public Member Functions

- static std::filesystem::path GetThisLibraryPath (void)

10.12.1 Detailed Description

Definition at line 107 of file sound4.bigvoice.cl_dyn.hpp.

10.12.2 Constructor & Destructor Documentation

10.12.2.1 CDynLoader() [1/3]

```
sound4::bigvoice::dyn::helper::CDynLoader::CDynLoader ( )  [default]
```

10.12.2.2 CDynLoader() [2/3]

```
sound4::bigvoice::dyn::helper::CDynLoader::CDynLoader (
            CDynLoader &&  )  [default]
```

10.12.2.3 CDynLoader() [3/3]

```
sound4::bigvoice::dyn::helper::CDynLoader::CDynLoader (
            const CDynLoader &  )  [delete]
```

10.12.2.4 ~CDynLoader()

```
virtual sound4::bigvoice::dyn::helper::CDynLoader::~CDynLoader ( )  [inline], [virtual]
```

Definition at line 204 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3 Member Function Documentation

10.12.3.1 Close()

```
void sound4::bigvoice::dyn::helper::CDynLoader::Close ( )  [inline]
```

Definition at line 165 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3.2 GetSymbol()

```
template<typename T >
DynFuncHolder< T > sound4::bigvoice::dyn::helper::CDynLoader::GetSymbol (
            const std::string & name )  [inline]
```

Definition at line 178 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3.3 GetSymbol_safe()

```
template<typename T >
DynFuncHolder< T > sound4::bigvoice::dyn::helper::CDynLoader::GetSymbol_safe (
            const std::string & name )  [inline]
```

Definition at line 186 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3.4 GetThisLibraryPath()

```
static std::filesystem::path sound4::bigvoice::dyn::helper::CDynLoader::GetThisLibraryPath (
            void  )  [inline], [static]
```

Definition at line 190 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3.5 IsOk()

```
bool sound4::bigvoice::dyn::helper::CDynLoader::IsOk ( ) const  [inline]
```

Definition at line 119 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3.6 Load()

```
bool sound4::bigvoice::dyn::helper::CDynLoader::Load (
            const std::filesystem::path & dynlib,
            uint32_t loadflags = LOAD_LIBRARY_SEARCH_DLL_LOAD_DIR|LOAD_LIBRARY_SEARCH_APPLICATION_DIR|LOAD_LIB
)  [inline]
```

Definition at line 159 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3.7 operator bool()

```
sound4::bigvoice::dyn::helper::CDynLoader::operator bool ( ) const  [inline]
```

Definition at line 116 of file sound4.bigvoice.cl_dyn.hpp.

10.12.3.8 operator=()

```
CDynLoader & sound4::bigvoice::dyn::helper::CDynLoader::operator= (
            CDynLoader const &  )  [delete]
```

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.13 sound4::helper::CDynLoader Class Reference

Helper to load dynamic library.

`#include <sound4cl.hpp>`

Public Member Functions

- CDynLoader ()=default
- CDynLoader (CDynLoader &&)=default
- CDynLoader (const CDynLoader &)=delete
- CDynLoader & operator= (CDynLoader const &)=delete
- operator bool () const
- bool IsOk () const
- bool Load (const std::filesystem::path &dynlib, uint32_t loadflags=LOAD_LIBRARY_SEARCH_DLL_LOAD_DIR|LOAD_LIBRAF
- void Close ()
- template<typename T >
  DynFuncHolder< T > GetSymbol (const std::string &name)
- template<typename T >
  DynFuncHolder< T > GetSymbol_safe (const std::string &name)
- virtual ~CDynLoader ()

Static Public Member Functions

- static std::filesystem::path GetThisLibraryPath (void)

10.13.1 Detailed Description

Definition at line 136 of file sound4cl.hpp.

10.13.2 Constructor & Destructor Documentation

10.13.2.1 CDynLoader() [1/3]

```
sound4::helper::CDynLoader::CDynLoader ( )  [default]
```

10.13.2.2 CDynLoader() [2/3]

```
sound4::helper::CDynLoader::CDynLoader (
            CDynLoader &&  )  [default]
```

10.13.2.3 CDynLoader() [3/3]

```
sound4::helper::CDynLoader::CDynLoader (
            const CDynLoader &  )  [delete]
```

10.13.2.4 ~CDynLoader()

```
virtual sound4::helper::CDynLoader::~CDynLoader ( )  [inline], [virtual]
```

Definition at line 233 of file sound4cl.hpp.

10.13.3 Member Function Documentation

10.13.3.1 Close()

```
void sound4::helper::CDynLoader::Close ( )  [inline]
```

Definition at line 194 of file sound4cl.hpp.

10.13.3.2 GetSymbol()

```
template<typename T >
DynFuncHolder< T > sound4::helper::CDynLoader::GetSymbol (
            const std::string & name )  [inline]
```

Definition at line 207 of file sound4cl.hpp.

10.13.3.3 GetSymbol_safe()

```
template<typename T >
DynFuncHolder< T > sound4::helper::CDynLoader::GetSymbol_safe (
            const std::string & name )  [inline]
```

Definition at line 215 of file sound4cl.hpp.

10.13.3.4 GetThisLibraryPath()

```
static std::filesystem::path sound4::helper::CDynLoader::GetThisLibraryPath (
            void  )  [inline], [static]
```

Definition at line 219 of file sound4cl.hpp.

10.13.3.5 IsOk()

```
bool sound4::helper::CDynLoader::IsOk ( ) const  [inline]
```

Definition at line 148 of file sound4cl.hpp.

10.13.3.6 Load()

```
bool sound4::helper::CDynLoader::Load (
            const std::filesystem::path & dynlib,
            uint32_t loadflags = LOAD_LIBRARY_SEARCH_DLL_LOAD_DIR|LOAD_LIBRARY_SEARCH_APPLICATION_DIR|LOAD_LIB
)  [inline]
```

Definition at line 188 of file sound4cl.hpp.

10.13.3.7 operator bool()

```
sound4::helper::CDynLoader::operator bool ( ) const  [inline]
```

Definition at line 145 of file sound4cl.hpp.

10.13.3.8 operator=()

```
CDynLoader & sound4::helper::CDynLoader::operator= (
            CDynLoader const &  )  [delete]
```

The documentation for this class was generated from the following file:

- sound4cl.hpp

10.14 sound4::bigvoice::CInstance Class Reference

`#include <sound4.bigvoice.cl.hpp>`

Classes

- class CClient

Public Member Functions

- CInstance ()
- CInstance (const CInstance &)=delete
- CInstance & operator= (const CInstance &)=delete
- virtual ~CInstance ()
- bool IsOk () const
- void SetParam (const std::string &name, const std::string &value)
- std::string GetParam (const std::string &name)
- void SetPresetManager (CPresetLoader *preset_manager)
- void SetBus (const CBus &bus)
- bool Create (const std::string &LoginKey, const std::string &RadioName, const std::string &AWS_Access_ID, const std::string &AWS_Access_Secret, const std::filesystem::path &save_path, int json_port=0, unsigned int frames_per_chunk=12)
- unsigned int GetChunkFrames ()
- void PresetManager_InformChange (const std::filesystem::path &relative_path, PresetChange_Kind change_kind)
- void SetMetadata (const std::string &key, const char *value)
- void SetMetadataMulti (const std::unordered_map< std::string, const char * > &list)
- std::vector< std::tuple< std::string, std::string > > GetMetadataInfos ()
- virtual void OnUpdateThreadStart ()
- virtual void OnUpdateThreadStop ()
- bool StartWebServer (int http_port, int https_port=0)
- void StopWebServer ()
- void SetWebServerAppHealth (int httpcode, const std::string &contenttype, const std::string &content)
- void GetWebServerAppHealth (int &httpcode, std::string &contenttype, std::string &content)
- int Terminate ()
- void Stop ()
- unsigned int GetEstimatedDelay ()
- std::array< float, InputSampleSize > & GetBufferIn ()
- std::array< float, OutputSampleSize > & GetBufferOut ()
- void ProcessAudio ()
- void ProcessAudio_Planar (float const *const *input, float *const *output)
- template<typename T >
  std::vector< T > ProcessAnyAudio (const std::vector< T > input)
- std::shared_ptr< CClient > NewClient ()

Protected Member Functions

- template<typename T >
  unsigned int AddAudio (const T *payload, unsigned int nFrame)
- template<typename T >
  unsigned int GetAudio (T *payload, unsigned int max_nFrame)

10.14.1 Detailed Description

Instance handling class

Definition at line 385 of file sound4.bigvoice.cl.hpp.

10.14.2 Constructor & Destructor Documentation

10.14.2.1 CInstance() [1/2]

```
sound4::bigvoice::CInstance::CInstance ( )  [inline]
```

Creates the instance, with default parameters

Definition at line 390 of file sound4.bigvoice.cl.hpp.

10.14.2.2 CInstance() [2/2]

```
sound4::bigvoice::CInstance::CInstance (
            const CInstance &  )  [delete]
```

10.14.2.3 ~CInstance()

```
virtual sound4::bigvoice::CInstance::~CInstance ( )  [inline], [virtual]
```

Destructor, stopping any running tasks

Definition at line 401 of file sound4.bigvoice.cl.hpp.

10.14.3 Member Function Documentation

10.14.3.1 AddAudio()

```
template<typename T >
unsigned int sound4::bigvoice::CInstance::AddAudio (
            const T * payload,
            unsigned int nFrame )  [inline], [protected]
```

Definition at line 883 of file sound4.bigvoice.cl.hpp.

10.14.3.2 Create()

```
bool sound4::bigvoice::CInstance::Create (
            const std::string & LoginKey,
            const std::string & RadioName,
            const std::string & AWS_Access_ID,
            const std::string & AWS_Access_Secret,
            const std::filesystem::path & save_path,
            int json_port = 0,
            unsigned int frames_per_chunk = 12 )  [inline]
```

Creates and initialize the instance, and starts its update thread

See also

bigvoice_InitProcess2

Parameters

LoginKey	SOUND4 Login key
RadioName	SOUND4 RadioName
AWS_Access_ID	SOUND4 AWS access ID
AWS_Access_Secret	SOUND4 AWS access Secret
save_path	Path where we can load/save the configuration
json_port	Optional json listening port
frames_per_chunk	The number of audio frames in each chunk of processing. Must be in the list returned by bigvoice_GetPossibleChunkSizeInFrames, or 0 to set default

Returns

false if failed

Definition at line 487 of file sound4.bigvoice.cl.hpp.

10.14.3.3 GetAudio()

```
template<typename T >
unsigned int sound4::bigvoice::CInstance::GetAudio (
            T * payload,
            unsigned int max_nFrame )  [inline], [protected]
```

Definition at line 889 of file sound4.bigvoice.cl.hpp.

10.14.3.4 GetBufferIn()

```
std::array< float, InputSampleSize > & sound4::bigvoice::CInstance::GetBufferIn ( )  [inline]
```

Gets the input buffer used in ProcessAudio

Input has GetAudioInputCount() * GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are interlaced, so the buffers are [L0,R0,L1,R1,...,Ln,Rn] (L=Left, R=Right)

In case of multiple audio input/output, buffer is [aL0,aR0,bL0,bR0,...,aLn,aRn,bLn,bRn]

Definition at line 738 of file sound4.bigvoice.cl.hpp.

10.14.3.5 GetBufferOut()

```
std::array< float, OutputSampleSize > & sound4::bigvoice::CInstance::GetBufferOut ( )  [inline]
```

Gets the output buffer used in ProcessAudio

Output has GetAudioOutputCount() * GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are interlaced, so the buffers are [L0,R0,L1,R1,...,Ln,Rn] (L=Left, R=Right)

In case of multiple audio input/output, buffer is [aL0,aR0,bL0,bR0,...,aLn,aRn,bLn,bRn]

Definition at line 755 of file sound4.bigvoice.cl.hpp.

10.14.3.6 GetChunkFrames()

```
unsigned int sound4::bigvoice::CInstance::GetChunkFrames ( )  [inline]
```

Get the number of audio frames in each chunk of processing.

The value reflects the frames_per_chunk parameter passed to Create

Returns

the number of audio frames in each chunk of processing

Definition at line 524 of file sound4.bigvoice.cl.hpp.

10.14.3.7 GetEstimatedDelay()

```
unsigned int sound4::bigvoice::CInstance::GetEstimatedDelay ( )  [inline]
```

Gets an estimated delay of current processing

See also

bigvoice_GetEstimatedDelay

Definition at line 722 of file sound4.bigvoice.cl.hpp.

10.14.3.8 GetMetadataInfos()

```
std::vector< std::tuple< std::string, std::string > > sound4::bigvoice::CInstance::Get↩
MetadataInfos ( )  [inline]
```

Get information on known metadata keys.

Returns

a list of {key,description} of known metadata used in process and extensions.

Definition at line 602 of file sound4.bigvoice.cl.hpp.

10.14.3.9 GetParam()

```
std::string sound4::bigvoice::CInstance::GetParam (
            const std::string & name )  [inline]
```

Gets a parameter value

See also

bigvoice_GetParameter

Definition at line 427 of file sound4.bigvoice.cl.hpp.

10.14.3.10 GetWebServerAppHealth()

```
void sound4::bigvoice::CInstance::GetWebServerAppHealth (
            int & httpcode,
            std::string & contenttype,
            std::string & content )  [inline]
```

Get the web server /apphealth status info

Definition at line 673 of file sound4.bigvoice.cl.hpp.

10.14.3.11 IsOk()

```
bool sound4::bigvoice::CInstance::IsOk ( ) const  [inline]
```

Returns true if an instance has been created and not stopped.

Definition at line 409 of file sound4.bigvoice.cl.hpp.

10.14.3.12 NewClient()

```
std::shared_ptr< CClient > sound4::bigvoice::CInstance::NewClient ( )  [inline]
```

Creates a low-level JSON client

See also

JSON syntax

Returns

a new client to communicate with the processing

Definition at line 875 of file sound4.bigvoice.cl.hpp.

10.14.3.13 OnUpdateThreadStart()

```
virtual void sound4::bigvoice::CInstance::OnUpdateThreadStart ( )  [inline], [virtual]
```

Definition at line 622 of file sound4.bigvoice.cl.hpp.

10.14.3.14 OnUpdateThreadStop()

```
virtual void sound4::bigvoice::CInstance::OnUpdateThreadStop ( )  [inline], [virtual]
```

Definition at line 624 of file sound4.bigvoice.cl.hpp.

10.14.3.15 operator=()

```
CInstance & sound4::bigvoice::CInstance::operator= (
            const CInstance &  )  [delete]
```

10.14.3.16 PresetManager_InformChange()

```
void sound4::bigvoice::CInstance::PresetManager_InformChange (
            const std::filesystem::path & relative_path,
            PresetChange_Kind change_kind )  [inline]
```

Inform that a change happened in the storage. This must be used only in conjonction with SetPresetManager

Parameters

relative_path	The path which changed, relative to the root storage
change_kind	What happened to this path

Definition at line 538 of file sound4.bigvoice.cl.hpp.

10.14.3.17 ProcessAnyAudio()

```
template<typename T >
std::vector< T > sound4::bigvoice::CInstance::ProcessAnyAudio (
            const std::vector< T > input )  [inline]
```

Process audio (different formats, less optimized)

Supports for int16_t, int32_t and float (32) in native endianness

Attention

the return count is independent from the input count due to BIGVOICE_AUDIOFRAME_COUNT

Template Parameters

T	the C type for one audio sample

Parameters

input	audio to process

Returns

processed audio

Definition at line 803 of file sound4.bigvoice.cl.hpp.

10.14.3.18 ProcessAudio()

```
void sound4::bigvoice::CInstance::ProcessAudio ( )  [inline]
```

Process one audio chunk, from GetBufferIn() to GetBufferOut()

See also

bigvoice_ProcessAudio

Definition at line 766 of file sound4.bigvoice.cl.hpp.

10.14.3.19 ProcessAudio_Planar()

```
void sound4::bigvoice::CInstance::ProcessAudio_Planar (
            float const *const * input,
            float *const * output )  [inline]
```

Process one audio chunk, but with planar audio

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are NOT interlaced, so the buffers are arrays of planar audio : [[L0,L1,...,Ln] , [R0,R1,...,Rn]] (L=Left, R=Right)

In case of multiple audio input/output, buffer are [[aL...], [aR...], [bL...], [bR...], ...]

See also

bigvoice_ProcessAudio_Planar

Parameters

input	has GetAudioInputCount() * GetChannelCount() channels
output	has GetAudioOutputCount() * GetChannelCount() channels

Definition at line 785 of file sound4.bigvoice.cl.hpp.

10.14.3.20 SetBus()

```
void sound4::bigvoice::CInstance::SetBus (
            const CBus & bus )  [inline]
```

Set the instance bus

Definition at line 467 of file sound4.bigvoice.cl.hpp.

10.14.3.21 SetMetadata()

```
void sound4::bigvoice::CInstance::SetMetadata (
            const std::string & key,
            const char * value )  [inline]
```

Adds the specific metadata to the process.

It can come from any thread, and will be used as soon as possible. Setting a null value erase the metadata, which is different from setting an empty string.

Parameters

key	the metadata key If key contains a dot (like wm.KEY), it will be sent only to the matching plugin (ie wm here) without the prefix (ie KEY here) Use empty prefix for routing to main only.
value	the metadata value or nullptr to erase it.

Definition at line 554 of file sound4.bigvoice.cl.hpp.

10.14.3.22 SetMetadataMulti()

```
void sound4::bigvoice::CInstance::SetMetadataMulti (
            const std::unordered_map< std::string, const char * > & list )  [inline]
```

Adds multiple metadata to the process.

This works like CInstance::SetMetadata but with multiple metadata at once.

See also

CInstance::SetMetadata

Parameters

list	a map of key/value pair.

Definition at line 572 of file sound4.bigvoice.cl.hpp.

10.14.3.23 SetParam()

```
void sound4::bigvoice::CInstance::SetParam (
            const std::string & name,
            const std::string & value )  [inline]
```

Set a parameter value

Must be done before Create

See also

bigvoice_SetParameter

Definition at line 417 of file sound4.bigvoice.cl.hpp.

10.14.3.24 SetPresetManager()

```
void sound4::bigvoice::CInstance::SetPresetManager (
            CPresetLoader * preset_manager )  [inline]
```

Sets a custom preset manager Optional, this overrides the `save_path` in Create

See also

bigvoice_SetPresetManager

Must be done before Create

Parameters

preset_manager	The custom preset manager

Definition at line 445 of file sound4.bigvoice.cl.hpp.

10.14.3.25 SetWebServerAppHealth()

```
void sound4::bigvoice::CInstance::SetWebServerAppHealth (
            int httpcode,
            const std::string & contenttype,
            const std::string & content )  [inline]
```

Set the web server /apphealth status info

Definition at line 665 of file sound4.bigvoice.cl.hpp.

10.14.3.26 StartWebServer()

```
bool sound4::bigvoice::CInstance::StartWebServer (
            int http_port,
            int https_port = 0 )  [inline]
```

Starts a Web server on requested ports

See also

bigvoice_Webserver

Definition at line 632 of file sound4.bigvoice.cl.hpp.

10.14.3.27 Stop()

```
void sound4::bigvoice::CInstance::Stop ( )  [inline]
```

Stops the instance and its web server and its update thread.

See also

bigvoice_ExitProcess,
bigvoice_StopUpdateThread and
bigvoice_Webserver_Stop

Definition at line 703 of file sound4.bigvoice.cl.hpp.

10.14.3.28 StopWebServer()

```
void sound4::bigvoice::CInstance::StopWebServer ( )  [inline]
```

Stops the Web server

See also

bigvoice_Webserver_Stop

Definition at line 654 of file sound4.bigvoice.cl.hpp.

10.14.3.29 Terminate()

```
int sound4::bigvoice::CInstance::Terminate ( )  [inline]
```

Terminate the processing. This is useful only with file processing, to get the final status.

See also

bigvoice_TerminateProcess

Definition at line 692 of file sound4.bigvoice.cl.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl.hpp

10.15 sound4::bigvoice::dyn::CInstance Class Reference

```
#include <sound4.bigvoice.cl_dyn.hpp>
```

Classes

- class CClient

Public Member Functions

- CInstance (CDynLib &dynlib)
- CInstance (const CInstance &)=delete
- CInstance & operator= (const CInstance &)=delete
- virtual ~CInstance ()
- bool IsOk () const
- void SetParam (const std::string &name, const std::string &value)
- std::string GetParam (const std::string &name)
- void SetBus (const CBus &bus)
- void SetPresetManager (CPresetLoader *preset_manager)
- bool Create (const std::string &LoginKey, const std::string &RadioName, const std::string &Access_Key_ID, const std::string &Access_Key_Secret, const std::filesystem::path &save_path, int json_port=0, unsigned int frames_per_chunk=12)
- unsigned int GetChunkFrames ()
- void PresetManager_InformChange (const std::filesystem::path &relative_path, PresetChange_Kind change_kind)
- void SetMetadata (const std::string &key, const char *value)
- void SetMetadataMulti (const std::unordered_map< std::string, const char * > &list)
- std::vector< std::tuple< std::string, std::string > > GetMetadataInfos ()
- virtual void OnUpdateThreadStart ()
- virtual void OnUpdateThreadStop ()
- bool StartWebServer (int http_port, int https_port=0)
- void StopWebServer ()
- void SetWebServerAppHealth (int httpcode, const std::string &contenttype, const std::string &content)
- void GetWebServerAppHealth (int &httpcode, std::string &contenttype, std::string &content)
- int Terminate ()
- void Stop ()
- unsigned int GetEstimatedDelay ()
- std::array< float, InputSampleSize > & GetBufferIn ()
- std::array< float, OutputSampleSize > & GetBufferOut ()
- void ProcessAudio ()
- void ProcessAudio_Planar (float const *const *input, float *const *output)
- template<typename T >
  std::vector< T > ProcessAnyAudio (const std::vector< T > input)
- std::shared_ptr< CClient > NewClient ()

Protected Member Functions

- template<typename T >
  unsigned int AddAudio (const T *payload, unsigned int nFrame)
- template<typename T >
  unsigned int GetAudio (T *payload, unsigned int max_nFrame)

10.15.1 Detailed Description

Instance handling class

Definition at line 812 of file sound4.bigvoice.cl_dyn.hpp.

10.15.2 Constructor & Destructor Documentation

10.15.2.1 CInstance() [1/2]

```
sound4::bigvoice::dyn::CInstance::CInstance (
            CDynLib & dynlib )  [inline]
```

Creates the instance, with default parameters

Definition at line 817 of file sound4.bigvoice.cl_dyn.hpp.

10.15.2.2 CInstance() [2/2]

```
sound4::bigvoice::dyn::CInstance::CInstance (
            const CInstance &  )  [delete]
```

10.15.2.3 ~CInstance()

```
virtual sound4::bigvoice::dyn::CInstance::~CInstance ( )  [inline], [virtual]
```

Destructor, stopping any running tasks

Definition at line 829 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3 Member Function Documentation

10.15.3.1 AddAudio()

```
template<typename T >
unsigned int sound4::bigvoice::dyn::CInstance::AddAudio (
            const T * payload,
            unsigned int nFrame )  [inline], [protected]
```

Definition at line 1336 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.2 Create()

```
bool sound4::bigvoice::dyn::CInstance::Create (
            const std::string & LoginKey,
            const std::string & RadioName,
            const std::string & Access_Key_ID,
            const std::string & Access_Key_Secret,
            const std::filesystem::path & save_path,
            int json_port = 0,
            unsigned int frames_per_chunk = 12 )  [inline]
```

Creates and initialize the instance, and starts its update thread

See also

bigvoice_InitProcess2

Parameters

LoginKey	SOUND4 Login key
RadioName	SOUND4 RadioName
Access_Key_ID	SOUND4 AWS access ID
Access_Key_Secret	SOUND4 AWS access Secret
save_path	Path where we can load/save the configuration
json_port	Optional json listening port
frames_per_chunk	The number of audio frames in each chunk of processing. Must be in the list returned by bigvoice_GetPossibleChunkSizeInFrames, or 0 to set default

Returns

false if failed

Definition at line 917 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.3 GetAudio()

```
template<typename T >
unsigned int sound4::bigvoice::dyn::CInstance::GetAudio (
            T * payload,
            unsigned int max_nFrame )  [inline], [protected]
```

Definition at line 1342 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.4 GetBufferIn()

```
std::array< float, InputSampleSize > & sound4::bigvoice::dyn::CInstance::GetBufferIn ( )
[inline]
```

Gets the input buffer used in ProcessAudio

Input has GetAudioInputCount() * GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are interlaced, so the buffers are [L0,R0,L1,R1,...,Ln,Rn] (L=Left, R=Right)

In case of multiple audio input/output, buffer is [aL0,aR0,bL0,bR0,...,aLn,aRn,bLn,bRn]

Definition at line 1189 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.5 GetBufferOut()

```
std::array< float, OutputSampleSize > & sound4::bigvoice::dyn::CInstance::GetBufferOut ( )
[inline]
```

Gets the output buffer used in ProcessAudio

Output has GetAudioOutputCount() * GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are interlaced, so the buffers are [L0,R0,L1,R1,...,Ln,Rn] (L=Left, R=Right)

In case of multiple audio input/output, buffer is [aL0,aR0,bL0,bR0,...,aLn,aRn,bLn,bRn]

Definition at line 1206 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.6 GetChunkFrames()

```
unsigned int sound4::bigvoice::dyn::CInstance::GetChunkFrames ( )  [inline]
```

Get the number of audio frames in each chunk of processing.

The value reflects the frames_per_chunk parameter passed to Create

Returns

the number of audio frames in each chunk of processing

Definition at line 960 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.7 GetEstimatedDelay()

```
unsigned int sound4::bigvoice::dyn::CInstance::GetEstimatedDelay ( )  [inline]
```

Gets an estimated delay of current processing

See also

bigvoice_GetEstimatedDelay

Definition at line 1173 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.8 GetMetadataInfos()

```
std::vector< std::tuple< std::string, std::string > > sound4::bigvoice::dyn::CInstance::Get↩
MetadataInfos ( )  [inline]
```

Get information on known metadata keys.

Returns

a list of {key,description} of known metadata used in process and extensions.

Definition at line 1049 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.9 GetParam()

```
std::string sound4::bigvoice::dyn::CInstance::GetParam (
            const std::string & name )  [inline]
```

Gets a parameter value

See also

bigvoice_GetParameter

Definition at line 855 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.10 GetWebServerAppHealth()

```
void sound4::bigvoice::dyn::CInstance::GetWebServerAppHealth (
            int & httpcode,
            std::string & contenttype,
            std::string & content )  [inline]
```

Get the web server /apphealth status info

Definition at line 1123 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.11 IsOk()

```
bool sound4::bigvoice::dyn::CInstance::IsOk ( ) const  [inline]
```

Returns true if an instance has been created and not stopped.

Definition at line 837 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.12 NewClient()

```
std::shared_ptr< CClient > sound4::bigvoice::dyn::CInstance::NewClient ( )  [inline]
```

Creates a low-level JSON client

See also

JSON syntax

Returns

a new client to communicate with the processing

Definition at line 1328 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.13 OnUpdateThreadStart()

```
virtual void sound4::bigvoice::dyn::CInstance::OnUpdateThreadStart ( )  [inline], [virtual]
```

Definition at line 1071 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.14 OnUpdateThreadStop()

```
virtual void sound4::bigvoice::dyn::CInstance::OnUpdateThreadStop ( )  [inline], [virtual]
```

Definition at line 1073 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.15 operator=()

```
CInstance & sound4::bigvoice::dyn::CInstance::operator= (
            const CInstance &  )  [delete]
```

10.15.3.16 PresetManager_InformChange()

```
void sound4::bigvoice::dyn::CInstance::PresetManager_InformChange (
            const std::filesystem::path & relative_path,
            PresetChange_Kind change_kind )  [inline]
```

Inform that a change happened in the storage. This must be used only in conjonction with SetPresetManager

Parameters

relative_path	The path which changed, relative to the root storage
change_kind	What happened to this path

Definition at line 974 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.17 ProcessAnyAudio()

```
template<typename T >
std::vector< T > sound4::bigvoice::dyn::CInstance::ProcessAnyAudio (
            const std::vector< T > input )  [inline]
```

Process audio (different formats, less optimized)

Supports for int16_t, int32_t and float (32) in native endianness

Attention

the return count is independent from the input count due to BIGVOICE_AUDIOFRAME_COUNT

Template Parameters

T	the C type for one audio sample

Parameters

input	audio to process

Returns

processed audio

Definition at line 1254 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.18 ProcessAudio()

```
void sound4::bigvoice::dyn::CInstance::ProcessAudio ( )  [inline]
```

Process one audio chunk, from GetBufferIn() to GetBufferOut()

See also

bigvoice_ProcessAudio

Definition at line 1217 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.19 ProcessAudio_Planar()

```
void sound4::bigvoice::dyn::CInstance::ProcessAudio_Planar (
            float const *const * input,
            float *const * output )  [inline]
```

Process one audio chunk, but with planar audio

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are NOT interlaced, so the buffers are arrays of planar audio : [[L0,L1,...,Ln] , [R0,R1,...,Rn]] (L=Left, R=Right)

In case of multiple audio input/output, buffer are [[aL...], [aR...], [bL...], [bR...], ...]

See also

bigvoice_ProcessAudio_Planar

Parameters

input	has GetAudioInputCount() * GetChannelCount() channels
output	has GetAudioOutputCount() * GetChannelCount() channels

Definition at line 1236 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.20 SetBus()

```
void sound4::bigvoice::dyn::CInstance::SetBus (
            const CBus & bus )  [inline]
```

Set the instance bus

Definition at line 867 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.21 SetMetadata()

```
void sound4::bigvoice::dyn::CInstance::SetMetadata (
            const std::string & key,
            const char * value )  [inline]
```

Adds the specific metadata to the process.

It can come from any thread, and will be used as soon as possible. Setting a null value erase the metadata, which is different from setting an empty string.

Parameters

key	the metadata key If key contains a dot (like wm.KEY), it will be sent only to the matching plugin (ie wm here) without the prefix (ie KEY here) Use empty prefix for routing to main only.
value	the metadata value or nullptr to erase it.

Definition at line 992 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.22 SetMetadataMulti()

```
void sound4::bigvoice::dyn::CInstance::SetMetadataMulti (
            const std::unordered_map< std::string, const char * > & list )  [inline]
```

Adds multiple metadata to the process.

This works like CInstance::SetMetadata but with multiple metadata at once.

See also

CInstance::SetMetadata

Parameters

list	a map of key/value pair.

Definition at line 1013 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.23 SetParam()

```
void sound4::bigvoice::dyn::CInstance::SetParam (
            const std::string & name,
            const std::string & value )  [inline]
```

Set a parameter value

Must be done before Create

See also

bigvoice_SetParameter

Definition at line 845 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.24 SetPresetManager()

```
void sound4::bigvoice::dyn::CInstance::SetPresetManager (
            CPresetLoader * preset_manager )  [inline]
```

Sets a custom preset manager Optional, this overrides the `save_path` in Create

See also

bigvoice_SetPresetManager

Must be done before Create

Parameters

preset_manager	The custom preset manager

Definition at line 884 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.25 SetWebServerAppHealth()

```
void sound4::bigvoice::dyn::CInstance::SetWebServerAppHealth (
            int httpcode,
            const std::string & contenttype,
            const std::string & content )  [inline]
```

Set the web server /apphealth status info

Definition at line 1114 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.26 StartWebServer()

```
bool sound4::bigvoice::dyn::CInstance::StartWebServer (
            int http_port,
            int https_port = 0 )  [inline]
```

Starts a Web server on requested ports

See also

bigvoice_Webserver

Definition at line 1081 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.27 Stop()

```
void sound4::bigvoice::dyn::CInstance::Stop ( )  [inline]
```

Stops the instance and its web server and its update thread.

See also

bigvoice_ExitProcess,
bigvoice_StopUpdateThread and
bigvoice_Webserver_Stop

Definition at line 1154 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.28 StopWebServer()

```
void sound4::bigvoice::dyn::CInstance::StopWebServer ( )  [inline]
```

Stops the Web server

See also

bigvoice_Webserver_Stop

Definition at line 1103 of file sound4.bigvoice.cl_dyn.hpp.

10.15.3.29 Terminate()

```
int sound4::bigvoice::dyn::CInstance::Terminate ( )  [inline]
```

Terminate the processing. This is useful only with file processing, to get the final status.

See also

bigvoice_TerminateProcess

Definition at line 1143 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.16 sound4::CInstance Class Reference

Instance handling class.

```
#include <sound4cl.hpp>
```

Classes

- class CClient

Public Member Functions

- CInstance (CProcessor &dynlib)
- CInstance (const CInstance &)=delete
- CInstance & operator= (const CInstance &)=delete
- virtual ~CInstance ()
- bool IsOk () const
- void SetParam (const std::string &name, const std::string &value)
- std::string GetParam (const std::string &name)
- void SetBus (const CBus &bus)
- void SetPresetManager (CPresetLoader *preset_manager)
- bool Create (const std::string &LoginKey, const std::string &RadioName, const std::string &Access_Key_ID, const std::string &Access_Key_Secret, const std::filesystem::path &save_path, int json_port=0, unsigned int frames_per_chunk=0)
- unsigned int GetChunkFrames ()
- void PresetManager_InformChange (const std::filesystem::path &relative_path, PresetChange_Kind change_kind)
- void SetMetadata (const std::string &key, const char *value)
- void SetMetadataMulti (const std::unordered_map< std::string, const char * > &list)
- std::vector< std::tuple< std::string, std::string > > GetMetadataInfos ()
- virtual void OnUpdateThreadStart ()
- virtual void OnUpdateThreadStop ()
- bool StartWebServer (int http_port, int https_port=0)
- void StopWebServer ()
- void SetWebServerAppHealth (int httpcode, const std::string &contenttype, const std::string &content)
- void GetWebServerAppHealth (int &httpcode, std::string &contenttype, std::string &content)
- int Terminate ()
- void Stop ()
- unsigned int GetEstimatedDelay ()
- float * GetBufferIn ()
- float * GetBufferOut ()
- void ProcessAudio ()
- void ProcessAudio_Planar (float const *const *input, float *const *output)
- template<typename T >
  std::vector< T > ProcessAnyAudio (const std::vector< T > input)
- std::shared_ptr< CClient > NewClient ()

Protected Member Functions

- template<typename T >
  unsigned int AddAudio (const T *payload, unsigned int nFrame)
- template<typename T >
  unsigned int GetAudio (T *payload, unsigned int max_nFrame)

10.16.1 Detailed Description

Holds an instance of processing

Definition at line 756 of file sound4cl.hpp.

10.16.2 Constructor & Destructor Documentation

10.16.2.1 CInstance() [1/2]

```
sound4::CInstance::CInstance (
            CProcessor & dynlib )  [inline]
```

Creates the instance, with default parameters

Definition at line 761 of file sound4cl.hpp.

10.16.2.2 CInstance() [2/2]

```
sound4::CInstance::CInstance (
            const CInstance &  )  [delete]
```

10.16.2.3 ~CInstance()

```
virtual sound4::CInstance::~CInstance ( )  [inline], [virtual]
```

Destructor, stopping any running tasks

Definition at line 773 of file sound4cl.hpp.

10.16.3 Member Function Documentation

10.16.3.1 AddAudio()

```
template<typename T >
unsigned int sound4::CInstance::AddAudio (
            const T * payload,
            unsigned int nFrame )  [inline], [protected]
```

Definition at line 1279 of file sound4cl.hpp.

10.16.3.2 Create()

```
bool sound4::CInstance::Create (
            const std::string & LoginKey,
            const std::string & RadioName,
            const std::string & Access_Key_ID,
            const std::string & Access_Key_Secret,
            const std::filesystem::path & save_path,
            int json_port = 0,
            unsigned int frames_per_chunk = 0 )  [inline]
```

Creates and initialize the instance, and starts its update thread

See also

sound4cl_InitProcess2

Parameters

LoginKey	SOUND4 Login key
RadioName	SOUND4 RadioName
Access_Key_ID	SOUND4 AWS access ID
Access_Key_Secret	SOUND4 AWS access Secret
save_path	Path where we can load/save the configuration
json_port	Optional json listening port
frames_per_chunk	The number of audio frames in each chunk of processing. Must be in the list returned by sound4cl_GetPossibleChunkSizeInFrames, or 0 to set default

Returns

false if failed

Definition at line 860 of file sound4cl.hpp.

10.16.3.3 GetAudio()

```
template<typename T >
unsigned int sound4::CInstance::GetAudio (
            T * payload,
            unsigned int max_nFrame )  [inline], [protected]
```

Definition at line 1285 of file sound4cl.hpp.

10.16.3.4 GetBufferIn()

```
float * sound4::CInstance::GetBufferIn ( )  [inline]
```

Gets the input buffer used in ProcessAudio

Input has GetAudioInputCount() * GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are interlaced, so the buffers are [L0,R0,L1,R1,...,Ln,Rn] (L=Left, R=Right)

In case of multiple audio input/output, buffer is [aL0,aR0,bL0,bR0,...,aLn,aRn,bLn,bRn]

Definition at line 1134 of file sound4cl.hpp.

10.16.3.5 GetBufferOut()

```
float * sound4::CInstance::GetBufferOut ( )  [inline]
```

Gets the output buffer used in ProcessAudio

Output has GetAudioOutputCount() * GetChannelCount() channels

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are interlaced, so the buffers are [L0,R0,L1,R1,...,Ln,Rn] (L=Left, R=Right)

In case of multiple audio input/output, buffer is [aL0,aR0,bL0,bR0,...,aLn,aRn,bLn,bRn]

Definition at line 1150 of file sound4cl.hpp.

10.16.3.6 GetChunkFrames()

```
unsigned int sound4::CInstance::GetChunkFrames ( )  [inline]
```

Get the number of audio frames in each chunk of processing.

The value reflects the frames_per_chunk parameter passed to Create

Returns

the number of audio frames in each chunk of processing

Definition at line 906 of file sound4cl.hpp.

10.16.3.7 GetEstimatedDelay()

```
unsigned int sound4::CInstance::GetEstimatedDelay ( )  [inline]
```

Gets an estimated delay of current processing

See also

sound4cl_GetEstimatedDelay

Definition at line 1118 of file sound4cl.hpp.

10.16.3.8 GetMetadataInfos()

```
std::vector< std::tuple< std::string, std::string > > sound4::CInstance::GetMetadataInfos ( )
[inline]
```

Get information on known metadata keys.

Returns

a list of {key,description} of known metadata used in process and extensions.

Definition at line 995 of file sound4cl.hpp.

10.16.3.9 GetParam()

```
std::string sound4::CInstance::GetParam (
            const std::string & name )  [inline]
```

Gets a parameter value

See also

sound4cl_GetParameter

Definition at line 799 of file sound4cl.hpp.

10.16.3.10 GetWebServerAppHealth()

```
void sound4::CInstance::GetWebServerAppHealth (
            int & httpcode,
            std::string & contenttype,
            std::string & content )  [inline]
```

Get the web server /apphealth status info

Definition at line 1072 of file sound4cl.hpp.

10.16.3.11 IsOk()

```
bool sound4::CInstance::IsOk ( ) const  [inline]
```

Returns true if an instance has been created and not stopped.

Definition at line 781 of file sound4cl.hpp.

10.16.3.12 NewClient()

```
std::shared_ptr< CClient > sound4::CInstance::NewClient ( )  [inline]
```

Creates a low-level JSON client

See also

JSON syntax

Returns

a new client to communicate with the processing

Definition at line 1271 of file sound4cl.hpp.

10.16.3.13 OnUpdateThreadStart()

```
virtual void sound4::CInstance::OnUpdateThreadStart ( )  [inline], [virtual]
```

Definition at line 1017 of file sound4cl.hpp.

10.16.3.14 OnUpdateThreadStop()

```
virtual void sound4::CInstance::OnUpdateThreadStop ( )  [inline], [virtual]
```

Definition at line 1019 of file sound4cl.hpp.

10.16.3.15 operator=()

```
CInstance & sound4::CInstance::operator= (
            const CInstance &  )  [delete]
```

10.16.3.16 PresetManager_InformChange()

```
void sound4::CInstance::PresetManager_InformChange (
            const std::filesystem::path & relative_path,
            PresetChange_Kind change_kind )  [inline]
```

Inform that a change happened in the storage. This must be used only in conjonction with SetPresetManager

Parameters

relative_path	The path which changed, relative to the root storage
change_kind	What happened to this path

Definition at line 920 of file sound4cl.hpp.

10.16.3.17 ProcessAnyAudio()

```
template<typename T >
std::vector< T > sound4::CInstance::ProcessAnyAudio (
            const std::vector< T > input )  [inline]
```

Process audio (different formats, less optimized)

Supports for int16_t, int32_t and float (32) in native endianness

Attention

the return count is independent from the input count

Template Parameters

T	the C type for one audio sample

Parameters

input	audio to process

Returns

processed audio

Definition at line 1197 of file sound4cl.hpp.

10.16.3.18 ProcessAudio()

```
void sound4::CInstance::ProcessAudio ( )  [inline]
```

Process one audio chunk, from GetBufferIn() to GetBufferOut()

See also

sound4cl_ProcessAudio

Definition at line 1160 of file sound4cl.hpp.

10.16.3.19 ProcessAudio_Planar()

```
void sound4::CInstance::ProcessAudio_Planar (
            float const *const * input,
            float *const * output )  [inline]
```

Process one audio chunk, but with planar audio

Each sample is a native 32-bit floating-point number where 1.0 is full scale. Channels are NOT interlaced, so the buffers are arrays of planar audio : [[L0,L1,...,Ln] , [R0,R1,...,Rn]] (L=Left, R=Right)

In case of multiple audio input/output, buffer are [[aL...], [aR...], [bL...], [bR...], ...]

See also

sound4cl_ProcessAudio_Planar

Parameters

input	has GetAudioInputCount() * GetChannelCount() channels
output	has GetAudioOutputCount() * GetChannelCount() channels

Definition at line 1179 of file sound4cl.hpp.

10.16.3.20 SetBus()

```
void sound4::CInstance::SetBus (
            const CBus & bus )  [inline]
```

Set the instance bus

Definition at line 811 of file sound4cl.hpp.

10.16.3.21 SetMetadata()

```
void sound4::CInstance::SetMetadata (
            const std::string & key,
            const char * value )  [inline]
```

Adds the specific metadata to the process.

It can come from any thread, and will be used as soon as possible. Setting a null value erase the metadata, which is different from setting an empty string.

Parameters

key	the metadata key If key contains a dot (like wm.KEY), it will be sent only to the matching plugin (ie wm here) without the prefix (ie KEY here) Use empty prefix for routing to main only.
value	the metadata value or nullptr to erase it.

Definition at line 938 of file sound4cl.hpp.

10.16.3.22 SetMetadataMulti()

```
void sound4::CInstance::SetMetadataMulti (
            const std::unordered_map< std::string, const char * > & list )  [inline]
```

Adds multiple metadata to the process.

This works like CInstance::SetMetadata but with multiple metadata at once.

See also

CInstance::SetMetadata

Parameters

list	a map of key/value pair.

Definition at line 959 of file sound4cl.hpp.

10.16.3.23 SetParam()

```
void sound4::CInstance::SetParam (
            const std::string & name,
            const std::string & value )  [inline]
```

Set a parameter value

Must be done before Create

See also

sound4cl_SetParameter

Definition at line 789 of file sound4cl.hpp.

10.16.3.24 SetPresetManager()

```
void sound4::CInstance::SetPresetManager (
            CPresetLoader * preset_manager )  [inline]
```

Sets a custom preset manager Optional, this overrides the `save_path` in Create

See also

sound4cl_SetPresetManager

Must be done before Create

Parameters

preset_manager	The custom preset manager

Definition at line 827 of file sound4cl.hpp.

10.16.3.25 SetWebServerAppHealth()

```
void sound4::CInstance::SetWebServerAppHealth (
            int httpcode,
            const std::string & contenttype,
            const std::string & content )  [inline]
```

Set the web server /apphealth status info

Definition at line 1063 of file sound4cl.hpp.

10.16.3.26 StartWebServer()

```
bool sound4::CInstance::StartWebServer (
            int http_port,
            int https_port = 0 )  [inline]
```

Starts a Web server on requested ports

See also

sound4cl_Webserver

Definition at line 1026 of file sound4cl.hpp.

10.16.3.27 Stop()

```
void sound4::CInstance::Stop ( )  [inline]
```

Stops the instance and its web server and its update thread.

See also

sound4cl_ExitProcess,
sound4cl_StopUpdateThread and
sound4cl_Webserver_Stop

Definition at line 1101 of file sound4cl.hpp.

10.16.3.28 StopWebServer()

```
void sound4::CInstance::StopWebServer ( )  [inline]
```

Stops the Web server

See also

sound4cl_Webserver_Stop

Definition at line 1051 of file sound4cl.hpp.

10.16.3.29 Terminate()

```
int sound4::CInstance::Terminate ( )  [inline]
```

Terminate the processing. This is useful only with file processing, to get the final status.

See also

sound4cl_TerminateProcess

Definition at line 1090 of file sound4cl.hpp.

The documentation for this class was generated from the following file:

- sound4cl.hpp

10.17 sound4::bigvoice::CPresetLoader Class Reference

```
#include <sound4.bigvoice.cl.hpp>
```

Public Member Functions

- CPresetLoader ()=default
- virtual ~CPresetLoader ()=default
- virtual bool IsReadOnly ()=0
- virtual bool Exists (const std::filesystem::path &name)=0
- virtual bool Remove (const std::filesystem::path &name)=0
- virtual bool Rename (const std::filesystem::path &from, const std::filesystem::path &to)=0
- virtual std::vector< std::filesystem::path > GetAll ()=0
- virtual std::string Read (const std::filesystem::path &filename)=0
- virtual bool Write (const std::filesystem::path &filename, const std::string &content)=0

10.17.1 Detailed Description

Custom preset handler helper Derive from this class and call CInstance::SetPresetManager

Definition at line 367 of file sound4.bigvoice.cl.hpp.

10.17.2 Constructor & Destructor Documentation

10.17.2.1 CPresetLoader()

```
sound4::bigvoice::CPresetLoader::CPresetLoader ( )  [default]
```

10.17.2.2 ~CPresetLoader()

```
virtual sound4::bigvoice::CPresetLoader::~CPresetLoader ( )  [virtual], [default]
```

10.17.3 Member Function Documentation

10.17.3.1 Exists()

```
virtual bool sound4::bigvoice::CPresetLoader::Exists (
            const std::filesystem::path & name )  [pure virtual]
```

10.17.3.2 GetAll()

```
virtual std::vector< std::filesystem::path > sound4::bigvoice::CPresetLoader::GetAll ( )
[pure virtual]
```

10.17.3.3 IsReadOnly()

```
virtual bool sound4::bigvoice::CPresetLoader::IsReadOnly ( )  [pure virtual]
```

10.17.3.4 Read()

```
virtual std::string sound4::bigvoice::CPresetLoader::Read (
            const std::filesystem::path & filename )  [pure virtual]
```

10.17.3.5 Remove()

```
virtual bool sound4::bigvoice::CPresetLoader::Remove (
            const std::filesystem::path & name )  [pure virtual]
```

10.17.3.6 Rename()

```
virtual bool sound4::bigvoice::CPresetLoader::Rename (
            const std::filesystem::path & from,
            const std::filesystem::path & to )  [pure virtual]
```

10.17.3.7 Write()

```
virtual bool sound4::bigvoice::CPresetLoader::Write (
            const std::filesystem::path & filename,
            const std::string & content )  [pure virtual]
```

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl.hpp

10.18 sound4::bigvoice::dyn::CPresetLoader Class Reference

`#include <sound4.bigvoice.cl_dyn.hpp>`

Inherited by MyPresetManager.

Public Member Functions

- CPresetLoader ()=default
- virtual ~CPresetLoader ()=default
- virtual bool IsReadOnly ()=0
- virtual bool Exists (const std::filesystem::path &name)=0
- virtual bool Remove (const std::filesystem::path &name)=0
- virtual bool Rename (const std::filesystem::path &from, const std::filesystem::path &to)=0
- virtual std::vector< std::filesystem::path > GetAll ()=0
- virtual std::string Read (const std::filesystem::path &filename)=0
- virtual bool Write (const std::filesystem::path &filename, const std::string &content)=0

10.18.1 Detailed Description

Custom preset handler helper Derive from this class and call CInstance::SetPresetManager

Definition at line 794 of file sound4.bigvoice.cl_dyn.hpp.

10.18.2 Constructor & Destructor Documentation

10.18.2.1 CPresetLoader()

```
sound4::bigvoice::dyn::CPresetLoader::CPresetLoader ( )  [default]
```

10.18.2.2 ~CPresetLoader()

```
virtual sound4::bigvoice::dyn::CPresetLoader::~CPresetLoader ( )  [virtual], [default]
```

10.18.3 Member Function Documentation

10.18.3.1 Exists()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::Exists (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.18.3.2 GetAll()

```
virtual std::vector< std::filesystem::path > sound4::bigvoice::dyn::CPresetLoader::GetAll ( )
[pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.18.3.3 IsReadOnly()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::IsReadOnly ( )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.18.3.4 Read()

```
virtual std::string sound4::bigvoice::dyn::CPresetLoader::Read (
            const std::filesystem::path & filename )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.18.3.5 Remove()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::Remove (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.18.3.6 Rename()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::Rename (
            const std::filesystem::path & from,
            const std::filesystem::path & to )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.18.3.7 Write()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::Write (
            const std::filesystem::path & filename,
            const std::string & content )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.19 sound4::CPresetLoader Class Reference

Custom preset handler helper.

```
#include <sound4cl.hpp>
```

Inherited by MyPresetManager.

Public Member Functions

- CPresetLoader ()=default
- virtual ~CPresetLoader ()=default
- virtual bool IsReadOnly ()=0
- virtual bool Exists (const std::filesystem::path &name)=0
- virtual bool Remove (const std::filesystem::path &name)=0
- virtual bool Rename (const std::filesystem::path &from, const std::filesystem::path &to)=0
- virtual std::vector< std::filesystem::path > GetAll ()=0
- virtual std::string Read (const std::filesystem::path &filename)=0
- virtual bool Write (const std::filesystem::path &filename, const std::string &content)=0

10.19.1 Detailed Description

Derive from this class and call CInstance::SetPresetManager

Definition at line 736 of file sound4cl.hpp.

10.19.2 Constructor & Destructor Documentation

10.19.2.1 CPresetLoader()

```
sound4::CPresetLoader::CPresetLoader ( )  [default]
```

10.19.2.2 ~CPresetLoader()

```
virtual sound4::CPresetLoader::~CPresetLoader ( )  [virtual], [default]
```

10.19.3 Member Function Documentation

10.19.3.1 Exists()

```
virtual bool sound4::CPresetLoader::Exists (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.19.3.2 GetAll()

```
virtual std::vector< std::filesystem::path > sound4::CPresetLoader::GetAll ( )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.19.3.3 IsReadOnly()

```
virtual bool sound4::CPresetLoader::IsReadOnly ( )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.19.3.4 Read()

```
virtual std::string sound4::CPresetLoader::Read (
            const std::filesystem::path & filename )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.19.3.5 Remove()

```
virtual bool sound4::CPresetLoader::Remove (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.19.3.6 Rename()

```
virtual bool sound4::CPresetLoader::Rename (
            const std::filesystem::path & from,
            const std::filesystem::path & to )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

10.19.3.7 Write()

```
virtual bool sound4::CPresetLoader::Write (
            const std::filesystem::path & filename,
            const std::string & content )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

The documentation for this class was generated from the following file:

- sound4cl.hpp

10.20 sound4::CProcessor Class Reference

Dynamic library interface.

```
#include <sound4cl.hpp>
```

Public Member Functions

- CProcessor ()=default
- bool Load (const std::filesystem::path &filepath)

  Loads the library.
- bool IsOk () const

  Check if the library was loaded correctly.
- void AudioConvertFrom (const uint8_t *payload, float *output, size_t nSpl, sound4cl_SampleFormat fmt)
- void AudioConvertTo (const float *input, uint8_t *payload, size_t nSpl, sound4cl_SampleFormat fmt)
- void StereoToMono (const float *input, float *output, size_t nSpl)
- void MonoToStereo (const float *input, float *output, size_t nSpl)
- void StereoToMono_Planar (const float *inputL, const float *inputR, float *output, size_t nSpl)
- void MonoToStereo_Planar (const float *input, float *outputL, float *outputR, size_t nSpl)
- void AudioMonoFromLiveStereo (const uint8_t *payload, float *output)
- void AudioMonoToLiveStereo (const float *input, uint8_t *payload)
- std::string GetVersion ()
- unsigned int GetChunkSizeInFrames ()
- std::vector< unsigned int > GetPossibleChunkSizeInFrames ()
- unsigned int GetChannelCount ()
- unsigned int GetAudioInputCount ()
- unsigned int GetAudioOutputCount ()
- unsigned int GetSampleRate ()
- std::string GetFormatName (const sound4cl_SampleFormat fmt)
- sound4cl_SampleFormat GetFormatFromName (const std::string &name)
- unsigned int GetBytesFromFormat (const sound4cl_SampleFormat fmt)
- void SetLogSeverity (LogSeverity severity)
- void SetLoggerCallback (log_cb_t cb)

Protected Member Functions

- template<typename T >
  helper::DynFuncHolder< T > GetPrefixSymbol (const std::string &name)

Protected Attributes

- helper::DynFuncHolder< decltype(sound4cl_GetVersion) > fnGetVersion
- helper::DynFuncHolder< decltype(sound4cl_GetChunkSizeInFrames) > fnGetChunkSizeInFrames
- helper::DynFuncHolder< decltype(sound4cl_GetChannelCount) > fnGetChannelCount
- helper::DynFuncHolder< decltype(sound4cl_GetAudioInputCount) > fnGetAudioInputCount
- helper::DynFuncHolder< decltype(sound4cl_GetAudioOutputCount) > fnGetAudioOutputCount
- helper::DynFuncHolder< decltype(sound4cl_GetSampleRate) > fnGetSampleRate
- helper::DynFuncHolder< decltype(sound4cl_SetLoggerCallback) > fnSetLoggerCallback
- helper::DynFuncHolder< decltype(sound4cl_SetLogSeverity) > fnSetLogSeverity
- helper::DynFuncHolder< decltype(sound4cl_NewParameters) > fnNewParameters
- helper::DynFuncHolder< decltype(sound4cl_FreeParameters) > fnFreeParameters
- helper::DynFuncHolder< decltype(sound4cl_SetParameter) > fnSetParameter
- helper::DynFuncHolder< decltype(sound4cl_GetParameter) > fnGetParameter
- helper::DynFuncHolder< decltype(sound4cl_FreeParameterValue) > fnFreeParameterValue
- helper::DynFuncHolder< decltype(sound4cl_InitProcess) > fnInitProcess
- helper::DynFuncHolder< decltype(sound4cl_InitProcess2) > fnInitProcess2
- helper::DynFuncHolder< decltype(sound4cl_TerminateProcess) > fnTerminateProcess
- helper::DynFuncHolder< decltype(sound4cl_ExitProcess) > fnExitProcess
- helper::DynFuncHolder< decltype(sound4cl_StartUpdateThread) > fnStartUpdateThread
- helper::DynFuncHolder< decltype(sound4cl_StopUpdateThread) > fnStopUpdateThread
- helper::DynFuncHolder< decltype(sound4cl_WaitUpdateThreadReady) > fnWaitUpdateThreadReady
- helper::DynFuncHolder< decltype(sound4cl_ProcessAudio) > fnProcessAudio
- helper::DynFuncHolder< decltype(sound4cl_ProcessAudio_Planar) > fnProcessAudio_Planar
- helper::DynFuncHolder< decltype(sound4cl_GetBufferIn) > fnGetBufferIn
- helper::DynFuncHolder< decltype(sound4cl_GetBufferOut) > fnGetBufferOut
- helper::DynFuncHolder< decltype(sound4cl_GetEstimatedDelay) > fnGetEstimatedDelay
- helper::DynFuncHolder< decltype(sound4cl_GetFormatName) > fnGetFormatName
- helper::DynFuncHolder< decltype(sound4cl_GetFormatFromName) > fnGetFormatFromName
- helper::DynFuncHolder< decltype(sound4cl_GetBytesFromFormat) > fnGetBytesFromFormat
- helper::DynFuncHolder< decltype(sound4cl_GetMaxPacketFrame) > fnGetMaxPacketFrame
- helper::DynFuncHolder< decltype(sound4cl_AddAudio) > fnAddAudio
- helper::DynFuncHolder< decltype(sound4cl_AddPadAudio) > fnAddPadAudio
- helper::DynFuncHolder< decltype(sound4cl_GetOutputCount) > fnGetOutputCount
- helper::DynFuncHolder< decltype(sound4cl_GetAudio) > fnGetAudio
- helper::DynFuncHolder< decltype(sound4cl_AudioConvertFrom) > fnAudioConvertFrom
- helper::DynFuncHolder< decltype(sound4cl_AudioConvertTo) > fnAudioConvertTo
- helper::DynFuncHolder< decltype(sound4cl_StereoToMono) > fnStereoToMono
- helper::DynFuncHolder< decltype(sound4cl_MonoToStereo) > fnMonoToStereo
- helper::DynFuncHolder< decltype(sound4cl_AudioMonoFromLiveStereo) > fnAudioMonoFromLiveStereo
- helper::DynFuncHolder< decltype(sound4cl_AudioMonoToLiveStereo) > fnAudioMonoToLiveStereo
- helper::DynFuncHolder< decltype(sound4cl_NewClient) > fnNewClient
- helper::DynFuncHolder< decltype(sound4cl_DeleteClient) > fnDeleteClient
- helper::DynFuncHolder< decltype(sound4cl_ProcessJson) > fnProcessJson
- helper::DynFuncHolder< decltype(sound4cl_FreeJsonAnswer) > fnFreeJsonAnswer
- helper::DynFuncHolder< decltype(sound4cl_SaveState) > fnSaveState
- helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp) > fnWebserver_tcp
- helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp2) > fnWebserver_tcp2
- helper::DynFuncHolder< decltype(sound4cl_Webserver) > fnWebserver
- helper::DynFuncHolder< decltype(sound4cl_Webserver_Stop) > fnWebserver_Stop
- helper::DynFuncHolder< decltype(sound4cl_Webserver_Status) > fnWebserver_Status
- helper::DynFuncHolder< decltype(sound4cl_StereoToMono_Planar) > fnStereoToMono_Planar
- helper::DynFuncHolder< decltype(sound4cl_MonoToStereo_Planar) > fnMonoToStereo_Planar
- helper::DynFuncHolder< decltype(sound4cl_SetMetadata) > fnSetMetadata
- helper::DynFuncHolder< decltype(sound4cl_GetMetadataInfos) > fnGetMetadataInfos

- helper::DynFuncHolder< decltype(sound4cl_FreeMetadataInfos) > fnFreeMetadataInfos
- helper::DynFuncHolder< decltype(sound4cl_SetPresetManager) > fnSetPresetManager
- helper::DynFuncHolder< decltype(sound4cl_PresetManager_InformChange) > fnPresetManager_InformChange
- helper::DynFuncHolder< decltype(sound4cl_GetPossibleChunkSizeInFrames) > fnGetPossibleChunkSizeInFrames
- helper::DynFuncHolder< decltype(sound4cl_GetProcessChunkFrames) > fnGetProcessChunkFrames
- helper::DynFuncHolder< decltype(sound4cl_InitProcess3) > fnInitProcess3
- helper::DynFuncHolder< decltype(sound4cl_NewBus) > fnNewBus
- helper::DynFuncHolder< decltype(sound4cl_FreeBus) > fnFreeBus
- helper::DynFuncHolder< decltype(sound4cl_SetInstanceBus) > fnSetInstanceBus
- helper::DynFuncHolder< decltype(sound4cl_SetMetadataMulti) > fnSetMetadataMulti
- helper::DynFuncHolder< decltype(sound4cl_Webserver_SetAppHealth) > fnWebserver_SetAppHealth
- helper::DynFuncHolder< decltype(sound4cl_Webserver_GetAppHealth) > fnWebserver_GetAppHealth
- helper::DynFuncHolder< decltype(sound4cl_Webserver_FreeString) > fnWebserver_FreeString

Friends

- class CBus
- class CInstance

10.20.1 Detailed Description

Once you loaded the library with Load(), if it succeed you can use all the standard C functions from this library.

Definition at line 276 of file sound4cl.hpp.

10.20.2 Constructor & Destructor Documentation

10.20.2.1 CProcessor()

```
sound4::CProcessor::CProcessor ( )  [default]
```

10.20.3 Member Function Documentation

10.20.3.1 AudioConvertFrom()

```
void sound4::CProcessor::AudioConvertFrom (
            const uint8_t * payload,
            float * output,
            size_t nSpl,
            sound4cl_SampleFormat fmt )  [inline]
```

Conversion helpers

Definition at line 569 of file sound4cl.hpp.

10.20.3.2 AudioConvertTo()

```
void sound4::CProcessor::AudioConvertTo (
            const float * input,
            uint8_t * payload,
            size_t nSpl,
            sound4cl_SampleFormat fmt )  [inline]
```

Definition at line 571 of file sound4cl.hpp.

10.20.3.3 AudioMonoFromLiveStereo()

```
void sound4::CProcessor::AudioMonoFromLiveStereo (
            const uint8_t * payload,
            float * output )  [inline]
```

Definition at line 581 of file sound4cl.hpp.

10.20.3.4 AudioMonoToLiveStereo()

```
void sound4::CProcessor::AudioMonoToLiveStereo (
            const float * input,
            uint8_t * payload )  [inline]
```

Definition at line 583 of file sound4cl.hpp.

10.20.3.5 GetAudioInputCount()

```
unsigned int sound4::CProcessor::GetAudioInputCount ( )  [inline]
```

Get the number of inputs for this process

Remarks

All inputs have sound4cl_GetChannelCount() channels

Returns

The process input count

Definition at line 641 of file sound4cl.hpp.

10.20.3.6 GetAudioOutputCount()

```
unsigned int sound4::CProcessor::GetAudioOutputCount ( )  [inline]
```

Get the number of outputs for this process

Remarks

All outputs have sound4cl_GetChannelCount() channels

Returns

The process outputs count

Definition at line 651 of file sound4cl.hpp.

10.20.3.7 GetBytesFromFormat()

```
unsigned int sound4::CProcessor::GetBytesFromFormat (
            const sound4cl_SampleFormat fmt )  [inline]
```

Get the format byte size

Parameters

fmt	the format

Returns

the number of bytes used by this format for a single channel audio sample

Definition at line 688 of file sound4cl.hpp.

10.20.3.8 GetChannelCount()

```
unsigned int sound4::CProcessor::GetChannelCount ( )  [inline]
```

Get the number of channels needed by this process

Returns

The process channels count

Definition at line 631 of file sound4cl.hpp.

10.20.3.9 GetChunkSizeInFrames()

```
unsigned int sound4::CProcessor::GetChunkSizeInFrames ( )  [inline]
```

Get the number of frames in a process chunk.

The output will be available only by chunks of this size.

Note

A Frame is a set of sound4cl_GetChannelCount samples

Returns

The process chunk size in frame

Definition at line 602 of file sound4cl.hpp.

10.20.3.10 GetFormatFromName()

```
sound4cl_SampleFormat sound4::CProcessor::GetFormatFromName (
            const std::string & name )  [inline]
```

Convert string to format

Parameters

name	the format string

Returns

the matching format, or INVALID_FORMAT if invalid.

Definition at line 679 of file sound4cl.hpp.

10.20.3.11 GetFormatName()

```
std::string sound4::CProcessor::GetFormatName (
            const sound4cl_SampleFormat fmt )  [inline]
```

Convert format to string

Parameters

fmt	the format

Returns

the string name of the format

Definition at line 670 of file sound4cl.hpp.

10.20.3.12 GetPossibleChunkSizeInFrames()

```
std::vector< unsigned int > sound4::CProcessor::GetPossibleChunkSizeInFrames ( )  [inline]
```

Get the possibles number of frames in a process chunk.

The output will be available only by chunks of this size.

Note

A Frame is a set of sound4cl_GetChannelCount samples

Returns

An vector of possible process chunk size in frame

Definition at line 613 of file sound4cl.hpp.

10.20.3.13 GetPrefixSymbol()

```
template<typename T >
helper::DynFuncHolder< T > sound4::CProcessor::GetPrefixSymbol (
            const std::string & name )  [inline], [protected]
```

Definition at line 370 of file sound4cl.hpp.

10.20.3.14 GetSampleRate()

```
unsigned int sound4::CProcessor::GetSampleRate ( )  [inline]
```

Get the processing sample-rate

Remarks

For now, always return 48000, but should be checked for backward compatibility

Returns

The process sample-rate in Hz

Definition at line 661 of file sound4cl.hpp.

10.20.3.15 GetVersion()

```
std::string sound4::CProcessor::GetVersion ( )  [inline]
```

Get the process version string

Returns

version string

Definition at line 591 of file sound4cl.hpp.

10.20.3.16 IsOk()

```
bool sound4::CProcessor::IsOk ( ) const  [inline]
```

Returns

true if OK.

false if not OK.

Definition at line 561 of file sound4cl.hpp.

10.20.3.17 Load()

```
bool sound4::CProcessor::Load (
            const std::filesystem::path & filepath )  [inline]
```

Parameters

filepath	the path of the library to load.

Returns

true if library was loaded correctly.

false if library load failed. Do not use in this case !

Definition at line 385 of file sound4cl.hpp.

10.20.3.18 MonoToStereo()

```
void sound4::CProcessor::MonoToStereo (
            const float * input,
            float * output,
            size_t nSpl )  [inline]
```

Definition at line 575 of file sound4cl.hpp.

10.20.3.19 MonoToStereo_Planar()

```
void sound4::CProcessor::MonoToStereo_Planar (
            const float * input,
            float * outputL,
            float * outputR,
            size_t nSpl )  [inline]
```

Definition at line 579 of file sound4cl.hpp.

10.20.3.20 SetLoggerCallback()

```
void sound4::CProcessor::SetLoggerCallback (
            log_cb_t cb )  [inline]
```

Sets the log callback. If not set, console output will be used.

Definition at line 700 of file sound4cl.hpp.

10.20.3.21 SetLogSeverity()

```
void sound4::CProcessor::SetLogSeverity (
            LogSeverity severity )  [inline]
```

Sets the log severity (global)

Definition at line 694 of file sound4cl.hpp.

10.20.3.22 StereoToMono()

```
void sound4::CProcessor::StereoToMono (
            const float * input,
            float * output,
            size_t nSpl )  [inline]
```

Definition at line 573 of file sound4cl.hpp.

10.20.3.23 StereoToMono_Planar()

```
void sound4::CProcessor::StereoToMono_Planar (
            const float * inputL,
            const float * inputR,
            float * output,
            size_t nSpl )  [inline]
```

Definition at line 577 of file sound4cl.hpp.

10.20.4 Friends And Related Symbol Documentation

10.20.4.1 CBus

```
friend class CBus  [friend]
```

Definition at line 282 of file sound4cl.hpp.

10.20.4.2 CInstance

```
friend class CInstance  [friend]
```

Definition at line 283 of file sound4cl.hpp.

10.20.5 Member Data Documentation

10.20.5.1 fnAddAudio

```
helper::DynFuncHolder< decltype(sound4cl_AddAudio ) > sound4::CProcessor::fnAddAudio  [protected]
```

Definition at line 315 of file sound4cl.hpp.

10.20.5.2 fnAddPadAudio

```
helper::DynFuncHolder< decltype(sound4cl_AddPadAudio ) > sound4::CProcessor::fnAddPadAudio
[protected]
```

Definition at line 316 of file sound4cl.hpp.

10.20.5.3 fnAudioConvertFrom

helper::DynFuncHolder< decltype(sound4cl_AudioConvertFrom) > sound4::CProcessor::fnAudio↩
ConvertFrom [protected]

Definition at line 319 of file sound4cl.hpp.

10.20.5.4 fnAudioConvertTo

helper::DynFuncHolder< decltype(sound4cl_AudioConvertTo) > sound4::CProcessor::fnAudio↩
ConvertTo [protected]

Definition at line 320 of file sound4cl.hpp.

10.20.5.5 fnAudioMonoFromLiveStereo

helper::DynFuncHolder< decltype(sound4cl_AudioMonoFromLiveStereo) > sound4::CProcessor::fn↩
AudioMonoFromLiveStereo [protected]

Definition at line 323 of file sound4cl.hpp.

10.20.5.6 fnAudioMonoToLiveStereo

helper::DynFuncHolder< decltype(sound4cl_AudioMonoToLiveStereo) > sound4::CProcessor::fn↩
AudioMonoToLiveStereo [protected]

Definition at line 324 of file sound4cl.hpp.

10.20.5.7 fnDeleteClient

helper::DynFuncHolder< decltype(sound4cl_DeleteClient) > sound4::CProcessor::fnDeleteClient
[protected]

Definition at line 326 of file sound4cl.hpp.

10.20.5.8 fnExitProcess

helper::DynFuncHolder< decltype(sound4cl_ExitProcess) > sound4::CProcessor::fnExitProcess
[protected]

Definition at line 302 of file sound4cl.hpp.

10.20.5.9 fnFreeBus

helper::DynFuncHolder< decltype(sound4cl_FreeBus) > sound4::CProcessor::fnFreeBus [protected]

Definition at line 358 of file sound4cl.hpp.

10.20.5.10 fnFreeJsonAnswer

```
helper::DynFuncHolder< decltype(sound4cl_FreeJsonAnswer ) > sound4::CProcessor::fnFreeJson↩
Answer  [protected]
```

Definition at line 328 of file sound4cl.hpp.

10.20.5.11 fnFreeMetadataInfos

```
helper::DynFuncHolder< decltype(sound4cl_FreeMetadataInfos ) > sound4::CProcessor::fnFree↩
MetadataInfos  [protected]
```

Definition at line 345 of file sound4cl.hpp.

10.20.5.12 fnFreeParameters

```
helper::DynFuncHolder< decltype(sound4cl_FreeParameters ) > sound4::CProcessor::fnFreeParameters
[protected]
```

Definition at line 295 of file sound4cl.hpp.

10.20.5.13 fnFreeParameterValue

```
helper::DynFuncHolder< decltype(sound4cl_FreeParameterValue ) > sound4::CProcessor::fnFree↩
ParameterValue  [protected]
```

Definition at line 298 of file sound4cl.hpp.

10.20.5.14 fnGetAudio

```
helper::DynFuncHolder< decltype(sound4cl_GetAudio ) > sound4::CProcessor::fnGetAudio  [protected]
```

Definition at line 318 of file sound4cl.hpp.

10.20.5.15 fnGetAudioInputCount

```
helper::DynFuncHolder< decltype(sound4cl_GetAudioInputCount ) > sound4::CProcessor::fnGet↩
AudioInputCount  [protected]
```

Definition at line 289 of file sound4cl.hpp.

10.20.5.16 fnGetAudioOutputCount

```
helper::DynFuncHolder< decltype(sound4cl_GetAudioOutputCount ) > sound4::CProcessor::fnGet↩
AudioOutputCount  [protected]
```

Definition at line 290 of file sound4cl.hpp.

10.20.5.17 fnGetBufferIn

helper::DynFuncHolder< decltype(sound4cl_GetBufferIn) > sound4::CProcessor::fnGetBufferIn [protected]

Definition at line 308 of file sound4cl.hpp.

10.20.5.18 fnGetBufferOut

helper::DynFuncHolder< decltype(sound4cl_GetBufferOut) > sound4::CProcessor::fnGetBufferOut [protected]

Definition at line 309 of file sound4cl.hpp.

10.20.5.19 fnGetBytesFromFormat

helper::DynFuncHolder< decltype(sound4cl_GetBytesFromFormat) > sound4::CProcessor::fnGet↩ BytesFromFormat [protected]

Definition at line 313 of file sound4cl.hpp.

10.20.5.20 fnGetChannelCount

helper::DynFuncHolder< decltype(sound4cl_GetChannelCount) > sound4::CProcessor::fnGetChannel↩ Count [protected]

Definition at line 288 of file sound4cl.hpp.

10.20.5.21 fnGetChunkSizeInFrames

helper::DynFuncHolder< decltype(sound4cl_GetChunkSizeInFrames) > sound4::CProcessor::fnGet↩ ChunkSizeInFrames [protected]

Definition at line 287 of file sound4cl.hpp.

10.20.5.22 fnGetEstimatedDelay

helper::DynFuncHolder< decltype(sound4cl_GetEstimatedDelay) > sound4::CProcessor::fnGet↩ EstimatedDelay [protected]

Definition at line 310 of file sound4cl.hpp.

10.20.5.23 fnGetFormatFromName

helper::DynFuncHolder< decltype(sound4cl_GetFormatFromName) > sound4::CProcessor::fnGet↩ FormatFromName [protected]

Definition at line 312 of file sound4cl.hpp.

10.20.5.24 fnGetFormatName

helper::DynFuncHolder< decltype(sound4cl_GetFormatName) > sound4::CProcessor::fnGetFormatName [protected]

Definition at line 311 of file sound4cl.hpp.

10.20.5.25 fnGetMaxPacketFrame

helper::DynFuncHolder< decltype(sound4cl_GetMaxPacketFrame) > sound4::CProcessor::fnGetMaxPacketFrame [protected]

Definition at line 314 of file sound4cl.hpp.

10.20.5.26 fnGetMetadataInfos

helper::DynFuncHolder< decltype(sound4cl_GetMetadataInfos) > sound4::CProcessor::fnGetMetadataInfos [protected]

Definition at line 344 of file sound4cl.hpp.

10.20.5.27 fnGetOutputCount

helper::DynFuncHolder< decltype(sound4cl_GetOutputCount) > sound4::CProcessor::fnGetOutputCount [protected]

Definition at line 317 of file sound4cl.hpp.

10.20.5.28 fnGetParameter

helper::DynFuncHolder< decltype(sound4cl_GetParameter) > sound4::CProcessor::fnGetParameter [protected]

Definition at line 297 of file sound4cl.hpp.

10.20.5.29 fnGetPossibleChunkSizeInFrames

helper::DynFuncHolder< decltype(sound4cl_GetPossibleChunkSizeInFrames) > sound4::CProcessor::fnGetPossibleChunkSizeInFrames [protected]

Definition at line 352 of file sound4cl.hpp.

10.20.5.30 fnGetProcessChunkFrames

helper::DynFuncHolder< decltype(sound4cl_GetProcessChunkFrames) > sound4::CProcessor::fnGetProcessChunkFrames [protected]

Definition at line 353 of file sound4cl.hpp.

10.20.5.31 fnGetSampleRate

```
helper::DynFuncHolder< decltype(sound4cl_GetSampleRate ) > sound4::CProcessor::fnGetSampleRate
[protected]
```

Definition at line 291 of file sound4cl.hpp.

10.20.5.32 fnGetVersion

```
helper::DynFuncHolder< decltype(sound4cl_GetVersion ) > sound4::CProcessor::fnGetVersion
[protected]
```

Definition at line 286 of file sound4cl.hpp.

10.20.5.33 fnInitProcess

```
helper::DynFuncHolder< decltype(sound4cl_InitProcess ) > sound4::CProcessor::fnInitProcess
[protected]
```

Definition at line 299 of file sound4cl.hpp.

10.20.5.34 fnInitProcess2

```
helper::DynFuncHolder< decltype(sound4cl_InitProcess2 ) > sound4::CProcessor::fnInitProcess2
[protected]
```

Definition at line 300 of file sound4cl.hpp.

10.20.5.35 fnInitProcess3

```
helper::DynFuncHolder< decltype(sound4cl_InitProcess3 ) > sound4::CProcessor::fnInitProcess3
[protected]
```

Definition at line 354 of file sound4cl.hpp.

10.20.5.36 fnMonoToStereo

```
helper::DynFuncHolder< decltype(sound4cl_MonoToStereo ) > sound4::CProcessor::fnMonoToStereo
[protected]
```

Definition at line 322 of file sound4cl.hpp.

10.20.5.37 fnMonoToStereo_Planar

```
helper::DynFuncHolder< decltype(sound4cl_MonoToStereo_Planar ) > sound4::CProcessor::fnMono↩
ToStereo_Planar  [protected]
```

Definition at line 340 of file sound4cl.hpp.

10.20.5.38 fnNewBus

```
helper::DynFuncHolder< decltype(sound4cl_NewBus ) > sound4::CProcessor::fnNewBus  [protected]
```

Definition at line 357 of file sound4cl.hpp.

10.20.5.39 fnNewClient

```
helper::DynFuncHolder< decltype(sound4cl_NewClient ) > sound4::CProcessor::fnNewClient  [protected]
```

Definition at line 325 of file sound4cl.hpp.

10.20.5.40 fnNewParameters

```
helper::DynFuncHolder< decltype(sound4cl_NewParameters ) > sound4::CProcessor::fnNewParameters
[protected]
```

Definition at line 294 of file sound4cl.hpp.

10.20.5.41 fnPresetManager_InformChange

```
helper::DynFuncHolder< decltype(sound4cl_PresetManager_InformChange ) > sound4::CProcessor↩
::fnPresetManager_InformChange  [protected]
```

Definition at line 349 of file sound4cl.hpp.

10.20.5.42 fnProcessAudio

```
helper::DynFuncHolder< decltype(sound4cl_ProcessAudio ) > sound4::CProcessor::fnProcessAudio
[protected]
```

Definition at line 306 of file sound4cl.hpp.

10.20.5.43 fnProcessAudio_Planar

```
helper::DynFuncHolder< decltype(sound4cl_ProcessAudio_Planar ) > sound4::CProcessor::fn↩
ProcessAudio_Planar  [protected]
```

Definition at line 307 of file sound4cl.hpp.

10.20.5.44 fnProcessJson

```
helper::DynFuncHolder< decltype(sound4cl_ProcessJson ) > sound4::CProcessor::fnProcessJson
[protected]
```

Definition at line 327 of file sound4cl.hpp.

10.20.5.45 fnSaveState

```
helper::DynFuncHolder< decltype(sound4cl_SaveState ) > sound4::CProcessor::fnSaveState  [protected]
```

Definition at line 329 of file sound4cl.hpp.

10.20.5.46 fnSetInstanceBus

```
helper::DynFuncHolder< decltype(sound4cl_SetInstanceBus ) > sound4::CProcessor::fnSetInstance↩
Bus  [protected]
```

Definition at line 359 of file sound4cl.hpp.

10.20.5.47 fnSetLoggerCallback

```
helper::DynFuncHolder< decltype(sound4cl_SetLoggerCallback ) > sound4::CProcessor::fnSet↩
LoggerCallback  [protected]
```

Definition at line 292 of file sound4cl.hpp.

10.20.5.48 fnSetLogSeverity

```
helper::DynFuncHolder< decltype(sound4cl_SetLogSeverity ) > sound4::CProcessor::fnSetLog↩
Severity  [protected]
```

Definition at line 293 of file sound4cl.hpp.

10.20.5.49 fnSetMetadata

```
helper::DynFuncHolder< decltype(sound4cl_SetMetadata ) > sound4::CProcessor::fnSetMetadata
[protected]
```

Definition at line 343 of file sound4cl.hpp.

10.20.5.50 fnSetMetadataMulti

```
helper::DynFuncHolder< decltype(sound4cl_SetMetadataMulti ) > sound4::CProcessor::fnSet↩
MetadataMulti  [protected]
```

Definition at line 362 of file sound4cl.hpp.

10.20.5.51 fnSetParameter

```
helper::DynFuncHolder< decltype(sound4cl_SetParameter ) > sound4::CProcessor::fnSetParameter
[protected]
```

Definition at line 296 of file sound4cl.hpp.

10.20.5.52 fnSetPresetManager

helper::DynFuncHolder< decltype(sound4cl_SetPresetManager) > sound4::CProcessor::fnSet↩
PresetManager [protected]

Definition at line 348 of file sound4cl.hpp.

10.20.5.53 fnStartUpdateThread

helper::DynFuncHolder< decltype(sound4cl_StartUpdateThread) > sound4::CProcessor::fnStart↩
UpdateThread [protected]

Definition at line 303 of file sound4cl.hpp.

10.20.5.54 fnStereoToMono

helper::DynFuncHolder< decltype(sound4cl_StereoToMono) > sound4::CProcessor::fnStereoToMono
[protected]

Definition at line 321 of file sound4cl.hpp.

10.20.5.55 fnStereoToMono_Planar

helper::DynFuncHolder< decltype(sound4cl_StereoToMono_Planar) > sound4::CProcessor::fn↩
StereoToMono_Planar [protected]

Definition at line 339 of file sound4cl.hpp.

10.20.5.56 fnStopUpdateThread

helper::DynFuncHolder< decltype(sound4cl_StopUpdateThread) > sound4::CProcessor::fnStop↩
UpdateThread [protected]

Definition at line 304 of file sound4cl.hpp.

10.20.5.57 fnTerminateProcess

helper::DynFuncHolder< decltype(sound4cl_TerminateProcess) > sound4::CProcessor::fnTerminate↩
Process [protected]

Definition at line 301 of file sound4cl.hpp.

10.20.5.58 fnWaitUpdateThreadReady

helper::DynFuncHolder< decltype(sound4cl_WaitUpdateThreadReady) > sound4::CProcessor::fn↩
WaitUpdateThreadReady [protected]

Definition at line 305 of file sound4cl.hpp.

10.20.5.59 fnWebserver

```
helper::DynFuncHolder< decltype(sound4cl_Webserver ) > sound4::CProcessor::fnWebserver  [protected]
```

Definition at line 334 of file sound4cl.hpp.

10.20.5.60 fnWebserver_FreeString

```
helper::DynFuncHolder< decltype(sound4cl_Webserver_FreeString ) > sound4::CProcessor::fn↩
Webserver_FreeString  [protected]
```

Definition at line 367 of file sound4cl.hpp.

10.20.5.61 fnWebserver_GetAppHealth

```
helper::DynFuncHolder< decltype(sound4cl_Webserver_GetAppHealth ) > sound4::CProcessor::fn↩
Webserver_GetAppHealth  [protected]
```

Definition at line 366 of file sound4cl.hpp.

10.20.5.62 fnWebserver_SetAppHealth

```
helper::DynFuncHolder< decltype(sound4cl_Webserver_SetAppHealth ) > sound4::CProcessor::fn↩
Webserver_SetAppHealth  [protected]
```

Definition at line 365 of file sound4cl.hpp.

10.20.5.63 fnWebserver_Status

```
helper::DynFuncHolder< decltype(sound4cl_Webserver_Status ) > sound4::CProcessor::fnWebserver↩
_Status  [protected]
```

Definition at line 336 of file sound4cl.hpp.

10.20.5.64 fnWebserver_Stop

```
helper::DynFuncHolder< decltype(sound4cl_Webserver_Stop ) > sound4::CProcessor::fnWebserver_↩
Stop  [protected]
```

Definition at line 335 of file sound4cl.hpp.

10.20.5.65 fnWebserver_tcp

```
helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp ) > sound4::CProcessor::fnWebserver_tcp
[protected]
```

Definition at line 332 of file sound4cl.hpp.

10.20.5.66 fnWebserver_tcp2

```
helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp2 ) > sound4::CProcessor::fnWebserver_↩
tcp2  [protected]
```

Definition at line 333 of file sound4cl.hpp.

The documentation for this class was generated from the following file:

- sound4cl.hpp

10.21 sound4::bigvoice::dyn::helper::DynFuncHolder< T > Class Template Reference

Helper to wrap a function pointer.

```
#include <sound4.bigvoice.cl_dyn.hpp>
```

Public Member Functions

- DynFuncHolder ()=default
- DynFuncHolder (DynFunc_t a_ptr)
- operator bool () const
- bool IsOk () const
- operator T* () const

10.21.1 Detailed Description

template<typename T>
class sound4::bigvoice::dyn::helper::DynFuncHolder< T >

Parameters

T	is the function type, you may use decltype(fn)

Definition at line 92 of file sound4.bigvoice.cl_dyn.hpp.

10.21.2 Constructor & Destructor Documentation

10.21.2.1 DynFuncHolder() [1/2]

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::DynFuncHolder ( )  [default]
```

10.21.2.2 DynFuncHolder() [2/2]

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::DynFuncHolder (
            DynFunc_t a_ptr ) [inline]
```

Definition at line 97 of file sound4.bigvoice.cl_dyn.hpp.

10.21.3 Member Function Documentation

10.21.3.1 IsOk()

```
template<typename T >
bool sound4::bigvoice::dyn::helper::DynFuncHolder< T >::IsOk ( ) const [inline]
```

Definition at line 99 of file sound4.bigvoice.cl_dyn.hpp.

10.21.3.2 operator bool()

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::operator bool ( ) const [inline]
```

Definition at line 98 of file sound4.bigvoice.cl_dyn.hpp.

10.21.3.3 operator T*()

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::operator T* ( ) const [inline]
```

Definition at line 100 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this class was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.22 sound4::helper::DynFuncHolder< T > Class Template Reference

Helper to wrap a function pointer.

`#include <sound4cl.hpp>`

Public Member Functions

- DynFuncHolder ()=default
- DynFuncHolder (DynFunc_t a_ptr)
- operator bool () const
- bool IsOk () const
- operator T* () const

10.22.1 Detailed Description

template<typename T>
class sound4::helper::DynFuncHolder< T >

Parameters

T	is the function type, you may use decltype(fn)

Definition at line 121 of file sound4cl.hpp.

10.22.2 Constructor & Destructor Documentation

10.22.2.1 DynFuncHolder() [1/2]

```
template<typename T >
sound4::helper::DynFuncHolder< T >::DynFuncHolder ( )  [default]
```

10.22.2.2 DynFuncHolder() [2/2]

```
template<typename T >
sound4::helper::DynFuncHolder< T >::DynFuncHolder (
            DynFunc_t a_ptr )  [inline]
```

Definition at line 126 of file sound4cl.hpp.

10.22.3 Member Function Documentation

10.22.3.1 IsOk()

```
template<typename T >
bool sound4::helper::DynFuncHolder< T >::IsOk ( ) const  [inline]
```

Definition at line 128 of file sound4cl.hpp.

10.22.3.2 operator bool()

```
template<typename T >
sound4::helper::DynFuncHolder< T >::operator bool ( ) const  [inline]
```

Definition at line 127 of file sound4cl.hpp.

10.22.3.3 operator T*()

```
template<typename T >
sound4::helper::DynFuncHolder< T >::operator T* ( ) const  [inline]
```

Definition at line 129 of file sound4cl.hpp.

The documentation for this class was generated from the following file:

- sound4cl.hpp

10.23 MyPresetManager Class Reference

[Custom preset manager]

Inherits sound4::bigvoice::dyn::CPresetLoader, and sound4::CPresetLoader.

Public Member Functions

- MyPresetManager ()=default
- virtual ~MyPresetManager ()=default
- bool SetupPath (const std::filesystem::path &a_preset_path)
- virtual bool IsReadOnly () override
- virtual bool Exists (const std::filesystem::path &name) override
- virtual bool Remove (const std::filesystem::path &name) override
- virtual bool Rename (const std::filesystem::path &from, const std::filesystem::path &to) override
- virtual std::vector< std::filesystem::path > GetAll () override
- virtual std::string Read (const std::filesystem::path &filename) override
- virtual bool Write (const std::filesystem::path &filename, const std::string &content) override
- MyPresetManager ()=default
- virtual ~MyPresetManager ()=default
- bool SetupPath (const std::filesystem::path &a_preset_path)
- virtual bool IsReadOnly () override
- virtual bool Exists (const std::filesystem::path &name) override
- virtual bool Remove (const std::filesystem::path &name) override
- virtual bool Rename (const std::filesystem::path &from, const std::filesystem::path &to) override
- virtual std::vector< std::filesystem::path > GetAll () override
- virtual std::string Read (const std::filesystem::path &filename) override
- virtual bool Write (const std::filesystem::path &filename, const std::string &content) override

Public Member Functions inherited from sound4::bigvoice::dyn::CPresetLoader

- CPresetLoader ()=default
- virtual ~CPresetLoader ()=default

Public Member Functions inherited from sound4::CPresetLoader

- CPresetLoader ()=default
- virtual ~CPresetLoader ()=default

10.23.1 Detailed Description

Definition at line 119 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.2 Constructor & Destructor Documentation

10.23.2.1 MyPresetManager() [1/2]

```
MyPresetManager::MyPresetManager ( )  [default]
```

10.23.2.2 ~MyPresetManager() [1/2]

```
virtual MyPresetManager::~MyPresetManager ( )  [virtual], [default]
```

10.23.2.3 MyPresetManager() [2/2]

```
MyPresetManager::MyPresetManager ( )  [default]
```

10.23.2.4 ~MyPresetManager() [2/2]

```
virtual MyPresetManager::~MyPresetManager ( )  [virtual], [default]
```

10.23.3 Member Function Documentation

10.23.3.1 Exists() [1/2]

```
virtual bool MyPresetManager::Exists (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 137 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.2 Exists() [2/2]

```
virtual bool MyPresetManager::Exists (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 121 of file sound4cl-pipe.cpp.

10.23.3.3 GetAll() [1/2]

```
virtual std::vector< std::filesystem::path > MyPresetManager::GetAll ( )  [inline], [override],
[virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 153 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.4 GetAll() [2/2]

```
virtual std::vector< std::filesystem::path > MyPresetManager::GetAll ( )  [inline], [override],
[virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 137 of file sound4cl-pipe.cpp.

10.23.3.5 IsReadOnly() [1/2]

```
virtual bool MyPresetManager::IsReadOnly ( )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 136 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.6 IsReadOnly() [2/2]

```
virtual bool MyPresetManager::IsReadOnly ( )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 120 of file sound4cl-pipe.cpp.

10.23.3.7 Read() [1/2]

```
virtual std::string MyPresetManager::Read (
            const std::filesystem::path & filename )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 163 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.8 Read() [2/2]

```
virtual std::string MyPresetManager::Read (
            const std::filesystem::path & filename )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 147 of file sound4cl-pipe.cpp.

10.23.3.9 Remove() [1/2]

```
virtual bool MyPresetManager::Remove (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 142 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.10 Remove() [2/2]

```
virtual bool MyPresetManager::Remove (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 126 of file sound4cl-pipe.cpp.

10.23.3.11 Rename() [1/2]

```
virtual bool MyPresetManager::Rename (
            const std::filesystem::path & from,
            const std::filesystem::path & to )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 147 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.12 Rename() [2/2]

```
virtual bool MyPresetManager::Rename (
            const std::filesystem::path & from,
            const std::filesystem::path & to )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 131 of file sound4cl-pipe.cpp.

10.23.3.13 SetupPath() [1/2]

```
bool MyPresetManager::SetupPath (
            const std::filesystem::path & a_preset_path )  [inline]
```

Definition at line 124 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.14 SetupPath() [2/2]

```
bool MyPresetManager::SetupPath (
            const std::filesystem::path & a_preset_path )  [inline]
```

Definition at line 108 of file sound4cl-pipe.cpp.

10.23.3.15 Write() [1/2]

```
virtual bool MyPresetManager::Write (
            const std::filesystem::path & filename,
            const std::string & content )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 173 of file sound4.bigvoice.cl-pipe-dyn.cpp.

10.23.3.16 Write() [2/2]

```
virtual bool MyPresetManager::Write (
            const std::filesystem::path & filename,
            const std::string & content )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 157 of file sound4cl-pipe.cpp.

The documentation for this class was generated from the following files:

- sound4.bigvoice.cl-pipe-dyn.cpp
- sound4cl-pipe.cpp

10.24 sound4::bigvoice::dyn::helper::SampleFormat< T > Struct Template Reference

Helper for Sample format types.

```
#include <sound4.bigvoice.cl_dyn.hpp>
```

10.24.1 Detailed Description

template<typename T>
struct sound4::bigvoice::dyn::helper::SampleFormat< T >

Template Parameters

T	the C type for one audio sample

Definition at line 531 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.25 sound4::bigvoice::helper::SampleFormat< T > Struct Template Reference

Helper for Sample format types.

```
#include <sound4.bigvoice.cl.hpp>
```

10.25.1 Detailed Description

template<typename T>
struct sound4::bigvoice::helper::SampleFormat< T >

Template Parameters

T	the C type for one audio sample

Definition at line 116 of file sound4.bigvoice.cl.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.hpp

10.26 sound4::helper::SampleFormat< T > Struct Template Reference

Helper for Sample format types.

`#include <sound4cl.hpp>`

10.26.1 Detailed Description

template<typename T>
struct sound4::helper::SampleFormat< T >

Template Parameters

T	the C type for one audio sample

Definition at line 91 of file sound4cl.hpp.

The documentation for this struct was generated from the following file:

- sound4cl.hpp

10.27 sound4::bigvoice::dyn::helper::SampleFormat< float > Struct Reference

`#include <sound4.bigvoice.cl_dyn.hpp>`

Public Attributes

- const bigvoice_SampleFormat format = F32_NATIVE

10.27.1 Detailed Description

Definition at line 542 of file sound4.bigvoice.cl_dyn.hpp.

10.27.2 Member Data Documentation

10.27.2.1 format

```
const bigvoice_SampleFormat sound4::bigvoice::dyn::helper::SampleFormat< float >::format =
F32_NATIVE
```

Definition at line 543 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.28 sound4::bigvoice::helper::SampleFormat< float > Struct Reference

```
#include <sound4.bigvoice.cl.hpp>
```

Public Attributes

- const bigvoice_SampleFormat format = F32_NATIVE

10.28.1 Detailed Description

Definition at line 127 of file sound4.bigvoice.cl.hpp.

10.28.2 Member Data Documentation

10.28.2.1 format

```
const bigvoice_SampleFormat sound4::bigvoice::helper::SampleFormat< float >::format = F32_NATIVE
```

Definition at line 128 of file sound4.bigvoice.cl.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.hpp

10.29 sound4::helper::SampleFormat< float > Struct Reference

```
#include <sound4cl.hpp>
```

Public Attributes

- const sound4cl_SampleFormat format = F32_NATIVE

10.29.1 Detailed Description

Definition at line 102 of file sound4cl.hpp.

10.29.2 Member Data Documentation

10.29.2.1 format

```
const sound4cl_SampleFormat sound4::helper::SampleFormat< float >::format = F32_NATIVE
```

Definition at line 103 of file sound4cl.hpp.

The documentation for this struct was generated from the following file:

- sound4cl.hpp

10.30 sound4::bigvoice::dyn::helper::SampleFormat< int16_t > Struct Reference

```
#include <sound4.bigvoice.cl_dyn.hpp>
```

Public Attributes

- const bigvoice_SampleFormat format = S16_NATIVE

10.30.1 Detailed Description

Definition at line 534 of file sound4.bigvoice.cl_dyn.hpp.

10.30.2 Member Data Documentation

10.30.2.1 format

```
const bigvoice_SampleFormat sound4::bigvoice::dyn::helper::SampleFormat< int16_t >::format =
S16_NATIVE
```

Definition at line 535 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.31 sound4::bigvoice::helper::SampleFormat< int16_t > Struct Reference

`#include <sound4.bigvoice.cl.hpp>`

Public Attributes

- const bigvoice_SampleFormat format = S16_NATIVE

10.31.1 Detailed Description

Definition at line 119 of file sound4.bigvoice.cl.hpp.

10.31.2 Member Data Documentation

10.31.2.1 format

`const bigvoice_SampleFormat sound4::bigvoice::helper::SampleFormat< int16_t >::format = S16_NATIVE`

Definition at line 120 of file sound4.bigvoice.cl.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.hpp

10.32 sound4::helper::SampleFormat< int16_t > Struct Reference

`#include <sound4cl.hpp>`

Public Attributes

- const sound4cl_SampleFormat format = S16_NATIVE

10.32.1 Detailed Description

Definition at line 94 of file sound4cl.hpp.

10.32.2 Member Data Documentation

10.32.2.1 format

`const sound4cl_SampleFormat sound4::helper::SampleFormat< int16_t >::format = S16_NATIVE`

Definition at line 95 of file sound4cl.hpp.

The documentation for this struct was generated from the following file:

- sound4cl.hpp

10.33 sound4::bigvoice::dyn::helper::SampleFormat< int32_t > Struct Reference

`#include <sound4.bigvoice.cl_dyn.hpp>`

Public Attributes

- const bigvoice_SampleFormat format = S32_NATIVE

10.33.1 Detailed Description

Definition at line 538 of file sound4.bigvoice.cl_dyn.hpp.

10.33.2 Member Data Documentation

10.33.2.1 format

`const bigvoice_SampleFormat sound4::bigvoice::dyn::helper::SampleFormat< int32_t >::format = S32_NATIVE`

Definition at line 539 of file sound4.bigvoice.cl_dyn.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl_dyn.hpp

10.34 sound4::bigvoice::helper::SampleFormat< int32_t > Struct Reference

`#include <sound4.bigvoice.cl.hpp>`

Public Attributes

- const bigvoice_SampleFormat format = S32_NATIVE

10.34.1 Detailed Description

Definition at line 123 of file sound4.bigvoice.cl.hpp.

10.34.2 Member Data Documentation

10.34.2.1 format

```
const bigvoice_SampleFormat sound4::bigvoice::helper::SampleFormat< int32_t >::format = S32_NATIVE
```

Definition at line 124 of file sound4.bigvoice.cl.hpp.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.hpp

10.35 sound4::helper::SampleFormat< int32_t > Struct Reference

```
#include <sound4cl.hpp>
```

Public Attributes

- const sound4cl_SampleFormat format = S32_NATIVE

10.35.1 Detailed Description

Definition at line 98 of file sound4cl.hpp.

10.35.2 Member Data Documentation

10.35.2.1 format

```
const sound4cl_SampleFormat sound4::helper::SampleFormat< int32_t >::format = S32_NATIVE
```

Definition at line 99 of file sound4cl.hpp.

The documentation for this struct was generated from the following file:

- sound4cl.hpp

10.36 SOUND4_ProcessInfo Struct Reference

```
#include <sound4.bigvoice.cl.h>
```

Public Attributes

- size_t struct_size

  The size of total this structure, for compatibility checking.
- const char * name

  The name of the processor.
- const char * prefix

  The prefix of this processor functions.
- const char * shortname

  A short name of the processor, single word.
- const char * version

  Library version.

10.36.1 Detailed Description

Information on this processor.

See also

SOUND4_GetProcessInfo

Definition at line 192 of file sound4.bigvoice.cl.h.

10.36.2 Member Data Documentation

10.36.2.1 name

```
const char* SOUND4_ProcessInfo::name
```

Definition at line 194 of file sound4.bigvoice.cl.h.

10.36.2.2 prefix

```
const char* SOUND4_ProcessInfo::prefix
```

Definition at line 195 of file sound4.bigvoice.cl.h.

10.36.2.3 shortname

```
const char* SOUND4_ProcessInfo::shortname
```

Definition at line 196 of file sound4.bigvoice.cl.h.

10.36.2.4 struct_size

```
size_t SOUND4_ProcessInfo::struct_size
```

Definition at line 193 of file sound4.bigvoice.cl.h.

10.36.2.5 version

```
const char* SOUND4_ProcessInfo::version
```

Definition at line 197 of file sound4.bigvoice.cl.h.

The documentation for this struct was generated from the following file:

- sound4.bigvoice.cl.h

10.37 sound4cl_SOUND4_ProcessInfo Struct Reference

```
#include <sound4cl_cdef.h>
```

Public Attributes

- size_t struct_size
  The size of total this structure, for compatibility checking.
- const char * name
  The name of the processor.
- const char * prefix
  The prefix of this processor functions.
- const char * shortname
  A short name of the processor, single word.
- const char * version
  Library version.

10.37.1 Detailed Description

Definition at line 34 of file sound4cl_cdef.h.

10.37.2 Member Data Documentation

10.37.2.1 name

```
const char* sound4cl_SOUND4_ProcessInfo::name
```

Definition at line 36 of file sound4cl_cdef.h.

10.37.2.2 prefix

```
const char* sound4cl_SOUND4_ProcessInfo::prefix
```

Definition at line 37 of file sound4cl_cdef.h.

10.37.2.3 shortname

```
const char* sound4cl_SOUND4_ProcessInfo::shortname
```

Definition at line 38 of file sound4cl_cdef.h.

10.37.2.4 struct_size

```
size_t sound4cl_SOUND4_ProcessInfo::struct_size
```

Definition at line 35 of file sound4cl_cdef.h.

10.37.2.5 version

```
const char* sound4cl_SOUND4_ProcessInfo::version
```

Definition at line 39 of file sound4cl_cdef.h.

The documentation for this struct was generated from the following file:

- sound4cl_cdef.h

Chapter 11

File Documentation

11.1 documentation.h File Reference

11.2 documentation.h

Go to the documentation of this file.
00001

11.3 sound4.bigvoice.cl-pipe-cxx.cpp File Reference

C++ sample using C++ interface wrapper.

```
#include <unistd.h>
#include <iostream>
#include <strings.h>
#include <sys/types.h>
#include <filesystem>
#include <io.h>
#include <fcntl.h>
#include "sound4.bigvoice.cl.hpp"
```

Functions

- std::string GetEnv (const std::string &name)
- void ProcessLoop (sound4::bigvoice::CInstance &instance)
- void Usage (const char *progname)
- void MyLogger (sound4::bigvoice::LogSeverity severity, const std::string &msg)
- int main (int argc, const char **argv)

11.3.1 Function Documentation

11.3.1.1 GetEnv()

```
std::string GetEnv (
            const std::string & name )
```

Definition at line 39 of file sound4.bigvoice.cl-pipe-cxx.cpp.

11.3.1.2 main()

```
int main (
            int argc,
            const char ** argv )
```

[Setup and sanity checks]

[Setup and sanity checks]

[Create the processing instance]

[Create the processing instance]

[Communicating with the instance]

[Communicating with the instance]

Definition at line 104 of file sound4.bigvoice.cl-pipe-cxx.cpp.

11.3.1.3 MyLogger()

```
void MyLogger (
            sound4::bigvoice::LogSeverity severity,
            const std::string & msg )
```

Definition at line 99 of file sound4.bigvoice.cl-pipe-cxx.cpp.

11.3.1.4 ProcessLoop()

```
void ProcessLoop (
            sound4::bigvoice::CInstance & instance )
```

[Processing Loop]

[Processing Loop]

Definition at line 48 of file sound4.bigvoice.cl-pipe-cxx.cpp.

11.3.1.5 Usage()

```
void Usage (
            const char * progname )
```

Definition at line 79 of file sound4.bigvoice.cl-pipe-cxx.cpp.

11.4 sound4.bigvoice.cl-pipe-cxx.cpp

Go to the documentation of this file.

```
00001
00004 #include <unistd.h>
00005 #include <iostream>
00006 #include <strings.h>
00007 #include <sys/types.h>
00008 #include <filesystem>
00009 #if defined(_WIN32) || defined(WIN32)
00010     #include <io.h>
00011     #include <fcntl.h>
00012 #endif
00013
00014 #include "sound4.bigvoice.cl.hpp"
00015
00016 // -----------------------------------------------------------
00039 std::string GetEnv(const std::string& name)
00040 {
00041     char *data=getenv(name.c_str());
00042     if (!data) return {};
00043     return std::string(data);
00044 }
00045
00046
00047 // Reads from stdin, write to stdout
00048 void ProcessLoop(sound4::bigvoice::CInstance &instance)
00049 {
00050 bool stopthread=false;
00051
00052     #if defined(_WIN32) || defined(WIN32)
00053         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00054         _setmode(_fileno(stdin), _O_BINARY);
00055         _setmode(_fileno(stdout), _O_BINARY);
00056     #endif
00057
00059     while (!stopthread)
00060     {
00061         // Read a chunk from stdin
00062         if (std::fread(instance.GetBufferIn().data(), sizeof(float),
      sound4::bigvoice::InputSampleSize, stdin) != sound4::bigvoice::InputSampleSize) {
00063             std::cerr « "ProcessLoop: input stopped"« std::endl;
00064             stopthread=true;
00065             break;
00066         }
00067         if (stopthread) break;
00068         // Process it
00069         instance.ProcessAudio();
00070         // Write it to stdout
00071         if (fwrite(instance.GetBufferOut().data(), sizeof(float), sound4::bigvoice::OutputSampleSize,
      stdout) != sound4::bigvoice::OutputSampleSize) {
00072             std::cerr « "Failed to write audio output" « std::endl;
00073             stopthread=true;
00074         }
00075     }
00077 }
00078
00079 void Usage(const char *progname)
00080 {
00081     std::cerr « "Usage: " « progname « std::endl;;
00082     std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
00083     std::cerr « "Environment:"« std::endl;;
00084     std::cerr « " - S4STORE_PATH            : path to store config [default: (no storage)]"«
      std::endl;;
00085     std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00086     std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00087     std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00088     std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;;
00089     std::cerr « std::endl;
00090     std::cerr « "Example:"« std::endl;
```

```
00091     std::cerr « "ffmpeg -re -i file.wav -ar "«sound4::bigvoice::GetSampleRate()«" -ac
      "«sound4::bigvoice::GetChannelCount()«" -f f32le - | "«progname«" | ffplay -f f32le -ar
      "«sound4::bigvoice::GetSampleRate()«" -ac "«sound4::bigvoice::GetChannelCount()«" -i -" « std::endl;;
00092     #if defined(_WIN32) || defined(WIN32)
00093         std::cerr « "ffmpeg -f dshow -i audio=\"Microphone\" -ar "«sound4::bigvoice::GetSampleRate()«"
      -ac "«sound4::bigvoice::GetChannelCount()«" -f f32le - | "«progname«" | ffplay -f f32le -ar
      "«sound4::bigvoice::GetSampleRate()«" -ac "«sound4::bigvoice::GetChannelCount()«" -i -" « std::endl;;
00094     #else
00095         std::cerr « "ffmpeg -f pulse -i default -ar "«sound4::bigvoice::GetSampleRate()«" -ac
      "«sound4::bigvoice::GetChannelCount()«" -f f32le - | "«progname«" | ffplay -f f32le -ar
      "«sound4::bigvoice::GetSampleRate()«" -ac "«sound4::bigvoice::GetChannelCount()«" -i -" « std::endl;;
00096     #endif
00097 }
00098
00099 void MyLogger(sound4::bigvoice::LogSeverity severity,const std::string& msg)
00100 {
00101     std::cerr « msg « std::endl;
00102 }
00103
00104 int main(int argc, const char **argv)
00105 {
00106 #if (BIGVOICE_HAS_WEBSERVER)
00107     int listen_port = 8080;
00108 #endif // (BIGVOICE_HAS_WEBSERVER)
00109     auto store_path_str=GetEnv("S4STORE_PATH");
00110
00111     // Get credentials from environment
00112     auto LoginKey=GetEnv("S4LOGINKEY");
00113     if (LoginKey.empty()) {
00114         LoginKey=GetEnv("S4USERID");
00115     }
00116     auto RadioName=GetEnv("RADIO_NAME");
00117     auto KeyId=GetEnv("ACCESS_KEY_ID");
00118     auto AccessKey=GetEnv("ACCESS_KEY_SECRET");
00119
00120     const char *progname=argv[0];
00121
00122     if (argc>1) {
00123         if ((strcasecmp(argv[1],"-h")==0) || (strcasecmp(argv[1],"--help")==0)) {
00124             Usage(progname);
00125             return 0;
00126         }
00127     }
00128     if (LoginKey.empty() || RadioName.empty() || KeyId.empty() || AccessKey.empty()) {
00129         std::cerr « "Missing credentials in environment" « std::endl;
00130         Usage(progname);
00131         return 1;
00132     }
00133     std::filesystem::path store_path;
00134     if (!store_path_str.empty()) {
00135         store_path = std::filesystem::path(store_path_str);
00136         if (!std::filesystem::exists(store_path) || !std::filesystem::is_directory(store_path)) {
00137             std::cerr « "Storage folder '"«store_path.c_str()«"' is not a valid directory" «
      std::endl;
00138             Usage(progname);
00139             return 1;
00140         }
00141     }
00142
00144     sound4::bigvoice::SetLogSeverity(verbose5);
00145     sound4::bigvoice::SetLoggerCallback(MyLogger);
00146
00147     sound4::bigvoice::CInstance instance;
00148     instance.SetParam("ADMIN_USER","admin");
00149     instance.SetParam("ADMIN_SECRET","admin");
00151
00152     std::cerr « "Creating" « std::endl;
00154     if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, store_path)) {
00155         std::cerr « "Failed to create the processing instance" « std::endl;
00156         return 1;
00157     }
00159
00160 #if (BIGVOICE_HAS_WEBSERVER)
00161     std::cerr « "Starting web server" « std::endl;
00163     if (!instance.StartWebServer(listen_port,0)) {
00164         std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
00165         return 1;
00166     }
00168 #endif // (BIGVOICE_HAS_WEBSERVER)
00169
00170     {
00172         auto client = instance.NewClient();
00173         auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
00174         std::cerr « "Request for processor name returned "«answer«std::endl;
00176     }
00177
00178     ProcessLoop(instance);
```

```
00179
00180     std::cerr « "Stopping now" « std::endl;
00181     instance.Stop();
00182
00183     std::cerr « "End" « std::endl;
00184     return 0;
00185 }
```

11.5 sound4.bigvoice.cl-pipe-dyn.cpp File Reference

C++ sample using C++ interface wrapper with dynamic library loading.

```
#include <unistd.h>
#include <iostream>
#include <strings.h>
#include <sys/types.h>
#include <filesystem>
#include <fstream>
#include <sstream>
#include <io.h>
#include <fcntl.h>
#include "sound4.bigvoice.cl_dyn.hpp"
```

Classes

- class MyPresetManager

  [Custom preset manager]

Functions

- std::string GetEnv (const std::string &name)
- void ProcessLoop (sound4::bigvoice::dyn::CInstance &instance)
- void Usage (const char *progname, sound4::bigvoice::dyn::CDynLib &dynlib)
- void MyLogger (sound4::bigvoice::dyn::LogSeverity severity, const std::string &msg)
- int main (int argc, const char **argv)

  [Custom preset manager]

11.5.1 Function Documentation

11.5.1.1 GetEnv()

```
std::string GetEnv (
            const std::string & name )
```

Definition at line 51 of file sound4.bigvoice.cl-pipe-dyn.cpp.

11.5.1.2 main()

```
int main (
            int argc,
            const char ** argv )
```

[Dynamic loading]

[Dynamic loading]

[Setup and sanity checks]

[Setup and sanity checks]

[Custom preset manager loading]

[Custom preset manager loading]

[Create the processing instance]

[Create the processing instance]

[Communicating with the instance]

[Communicating with the instance]

Definition at line 194 of file sound4.bigvoice.cl-pipe-dyn.cpp.

11.5.1.3 MyLogger()

```
void MyLogger (
            sound4::bigvoice::dyn::LogSeverity severity,
            const std::string & msg )
```

Definition at line 113 of file sound4.bigvoice.cl-pipe-dyn.cpp.

11.5.1.4 ProcessLoop()

```
void ProcessLoop (
            sound4::bigvoice::dyn::CInstance & instance )
```

[Processing Loop]

[Processing Loop]

Definition at line 60 of file sound4.bigvoice.cl-pipe-dyn.cpp.

11.5.1.5 Usage()

```
void Usage (
            const char * progname,
            sound4::bigvoice::dyn::CDynLib & dynlib )
```

Definition at line 91 of file sound4.bigvoice.cl-pipe-dyn.cpp.

11.6 sound4.bigvoice.cl-pipe-dyn.cpp

Go to the documentation of this file.

```
00001
00004 #include <unistd.h>
00005 #include <iostream>
00006 #include <strings.h>
00007 #include <sys/types.h>
00008 #include <filesystem>
00009 #include <fstream>
00010 #include <sstream>
00011 #if defined(_WIN32) || defined(WIN32)
00012     #include <io.h>
00013     #include <fcntl.h>
00014 #endif
00015
00016 #include "sound4.bigvoice.cl_dyn.hpp"
00017
00018 // -----------------------------------------------------------
00051 std::string GetEnv(const std::string& name)
00052 {
00053     char *data=getenv(name.c_str());
00054     if (!data) return {};
00055     return std::string(data);
00056 }
00057
00058
00059 // Reads from stdin, write to stdout
00060 void ProcessLoop(sound4::bigvoice::dyn::CInstance &instance)
00061 {
00062 bool stopthread=false;
00063
00064     #if defined(_WIN32) || defined(WIN32)
00065         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00066         _setmode(_fileno(stdin), _O_BINARY);
00067         _setmode(_fileno(stdout), _O_BINARY);
00068     #endif
00069
00071     while (!stopthread)
00072     {
00073         // Read a chunk from stdin
00074         if (std::fread(instance.GetBufferIn().data(), sizeof(float),
      sound4::bigvoice::dyn::InputSampleSize, stdin) != sound4::bigvoice::dyn::InputSampleSize) {
00075             std::cerr « "ProcessLoop: input stopped"« std::endl;
00076             stopthread=true;
00077             break;
00078         }
00079         if (stopthread) break;
00080         // Process it
00081         instance.ProcessAudio();
00082         // Write it to stdout
00083         if (fwrite(instance.GetBufferOut().data(), sizeof(float),
      sound4::bigvoice::dyn::OutputSampleSize, stdout) != sound4::bigvoice::dyn::OutputSampleSize) {
00084             std::cerr « "Failed to write audio output" « std::endl;
00085             stopthread=true;
00086         }
00087     }
00089 }
00090
00091 void Usage(const char *progname, sound4::bigvoice::dyn::CDynLib &dynlib)
00092 {
00093     std::cerr « "Usage: " « progname « std::endl;;
00094     std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
00095     std::cerr « "Environment:"« std::endl;;
00096     std::cerr « " - S4STORE_PATH            : path to store config [default: (no storage)]"«
      std::endl;;
00097     std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00098     std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00099     std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00100     std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;;
00101     if (dynlib.IsOk()) {
00102         std::cerr « std::endl;
00103         std::cerr « "Example:"« std::endl;
00104         std::cerr « "ffmpeg -re -i file.wav -ar "«dynlib.GetSampleRate()«" -ac
      "«dynlib.GetChannelCount()«" -f f32le - | "«progname«" | ffplay -f f32le -ar
      "«dynlib.GetSampleRate()«" -ac "«dynlib.GetChannelCount()«" -i -" « std::endl;;
00105         #if defined(_WIN32) || defined(WIN32)
00106             std::cerr « "ffmpeg -f dshow -i audio=\"Microphone\" -ar "«dynlib.GetSampleRate()«" -ac
      "«dynlib.GetChannelCount()«" -f f32le - | "«progname«" | ffplay -f f32le -ar
      "«dynlib.GetSampleRate()«" -ac "«dynlib.GetChannelCount()«" -i -" « std::endl;;
00107         #else
00108             std::cerr « "ffmpeg -f pulse -i default -ar "«dynlib.GetSampleRate()«" -ac
      "«dynlib.GetChannelCount()«" -f f32le - | "«progname«" | ffplay -f f32le -ar
      "«dynlib.GetSampleRate()«" -ac "«dynlib.GetChannelCount()«" -i -" « std::endl;;
00109         #endif
```

```
00110     }
00111 }
00112
00113 void MyLogger(sound4::bigvoice::dyn::LogSeverity severity,const std::string& msg)
00114 {
00115     std::cerr << msg << std::endl;
00116 }
00117
00119 class MyPresetManager : public sound4::bigvoice::dyn::CPresetLoader {
00120 public:
00121     MyPresetManager() = default;
00122     virtual ~MyPresetManager() = default;
00123
00124     bool SetupPath(const std::filesystem::path& a_preset_path)
00125         {
00126             m_preset_path=a_preset_path;
00127             if ( !std::filesystem::exists(m_preset_path ) ) {
00128                 return false;
00129             }
00130             std::error_code ec;
00131             if ( !std::filesystem::is_directory(m_preset_path, ec) ) {
00132                 return false;
00133             }
00134             return true;
00135         }
00136     virtual bool IsReadOnly() override { return false; };
00137     virtual bool Exists(const std::filesystem::path &name) override
00138         {
00139             std::error_code ec;
00140             return std::filesystem::exists(GetRealPath(name), ec);
00141         }
00142     virtual bool Remove(const std::filesystem::path &name) override
00143         {
00144             std::error_code ec;
00145             return std::filesystem::remove(GetRealPath(name), ec);
00146         }
00147     virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) override
00148         {
00149             std::error_code ec;
00150             std::filesystem::rename(GetRealPath(from), GetRealPath(to), ec);
00151             return (!ec);
00152         }
00153     virtual std::vector<std::filesystem::path> GetAll() override
00154         {
00155             std::vector<std::filesystem::path> list;
00156             for (const auto & entry : std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied)) {
00157                 if (entry.is_regular_file()) {
00158                     list.push_back(entry.path().lexically_relative(m_preset_path));
00159                 }
00160             }
00161             return list;
00162         }
00163     virtual std::string Read(const std::filesystem::path &filename) override
00164         {
00165             std::ifstream f(GetRealPath(filename));
00166             if ( f.fail() ) {
00167                 return std::string();
00168             }
00169             std::ostringstream ss;
00170             ss << f.rdbuf();
00171             return ss.str();
00172         }
00173     virtual bool Write(const std::filesystem::path &filename, const std::string &content) override
00174         {
00175             std::ofstream f(GetRealPath(filename));
00176             if ( f.fail() ) {
00177                 return false;
00178             }
00179             f << content;
00180             if ( f.fail() ) {
00181                 return false;
00182             }
00183             return true;
00184         }
00185 private:
00186     std::filesystem::path m_preset_path;
00187     std::filesystem::path GetRealPath(const std::filesystem::path &name)
00188         {
00189             return m_preset_path / name;
00190         }
00191 };
00193
00194 int main(int argc, const char **argv)
00195 {
00196 #if (BIGVOICE_HAS_WEBSERVER)
00197     int listen_port = 8080;
```

```
00198 #endif // (BIGVOICE_HAS_WEBSERVER)
00199     auto store_path_str=GetEnv("S4STORE_PATH");
00200 
00201     // Get credentials from environment
00202     auto LoginKey=GetEnv("S4LOGINKEY");
00203     if (LoginKey.empty()) {
00204         LoginKey=GetEnv("S4USERID");
00205     }
00206     auto RadioName=GetEnv("RADIO_NAME");
00207     auto KeyId=GetEnv("ACCESS_KEY_ID");
00208     auto AccessKey=GetEnv("ACCESS_KEY_SECRET");
00209 
00210     const char *progname=argv[0];
00211 
00212 
00214     sound4::bigvoice::dyn::CDynLib dynlib;
00215     if (!dynlib.Load()) {
00216         std::cerr « "Failed to load processing library" « std::endl;
00217         return 1;
00218     }
00220 
00221     if (argc>1) {
00222         if ((strcasecmp(argv[1],"-h")==0) || (strcasecmp(argv[1],"--help")==0)) {
00223             Usage(progname,dynlib);
00224             return 0;
00225         }
00226     }
00227     if (LoginKey.empty() || RadioName.empty() || KeyId.empty() || AccessKey.empty()) {
00228         std::cerr « "Missing credentials in environment" « std::endl;
00229         Usage(progname,dynlib);
00230         return 1;
00231     }
00232     std::filesystem::path store_path;
00233     if (!store_path_str.empty()) {
00234         store_path = std::filesystem::path(store_path_str);
00235         if (!std::filesystem::exists(store_path) || !std::filesystem::is_directory(store_path)) {
00236             std::cerr « "Storage folder '"«store_path.c_str()«"' is not a valid directory" «
      std::endl;
00237             Usage(progname,dynlib);
00238             return 1;
00239         }
00240     }
00241 
00243     sound4::bigvoice::dyn::SetLogSeverity(dynlib, verbose5);
00244     sound4::bigvoice::dyn::SetLoggerCallback(dynlib, MyLogger);
00245 
00246     sound4::bigvoice::dyn::CInstance instance(dynlib);
00247     instance.SetParam("ADMIN_USER","admin");
00248     instance.SetParam("ADMIN_SECRET","admin");
00250 
00252     MyPresetManager preset_manager;
00253     if (!store_path.empty()) {
00254         if (!preset_manager.SetupPath(store_path)) {
00255             std::cerr « "Failed to setup the custom preset manager on path " « store_path.c_str() «
      std::endl;
00256             return 1;
00257         }
00258         instance.SetPresetManager(&preset_manager);
00259     }
00261 
00262     std::cerr « "Creating" « std::endl;
00264     if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, {})) {
00265         std::cerr « "Failed to create the processing instance" « std::endl;
00266         return 1;
00267     }
00269 
00270 #if (BIGVOICE_HAS_WEBSERVER)
00271     std::cerr « "Starting web server" « std::endl;
00273     if (!instance.StartWebServer(listen_port,0)) {
00274         std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
00275         return 1;
00276     }
00278 #endif // (BIGVOICE_HAS_WEBSERVER)
00279 
00280     {
00282         auto client = instance.NewClient();
00283         auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
00284         std::cerr « "Request for processor name returned "«answer«std::endl;
00286     }
00287 
00288     ProcessLoop(instance);
00289 
00290     std::cerr « "Stopping now" « std::endl;
00291     instance.Stop();
00292 
00293     std::cerr « "End" « std::endl;
00294     return 0;
```

```
00295 }
```

11.7 sound4.bigvoice.cl-pipe.cpp File Reference

C++ sample using only C interface.

```
#include <unistd.h>
#include <iostream>
#include <strings.h>
#include <sys/types.h>
#include <thread>
#include <experimental/filesystem>
#include <io.h>
#include <fcntl.h>
#include <stringapiset.h>
#include <sound4.bigvoice.cl.h>
```

Namespaces

- namespace std

Macros

- #define SAMPLE_RATE 48000
- #define CHUNK_SIZE 64
- #define CHANNEL_COUNT 2

Functions

- void ProcessLoop (struct bigvoice_CInstance *pInstance)
- void Usage (const char *progname)
- void MyLogger (bigvoice_LogSeverity severe, const char *str)
- int main (int argc, char *const argv[])

11.7.1 Macro Definition Documentation

11.7.1.1 CHANNEL_COUNT

```
#define CHANNEL_COUNT 2
```

Definition at line 28 of file sound4.bigvoice.cl-pipe.cpp.

11.7.1.2 CHUNK_SIZE

```
#define CHUNK_SIZE 64
```

Definition at line 27 of file sound4.bigvoice.cl-pipe.cpp.

11.7.1.3 SAMPLE_RATE

```
#define SAMPLE_RATE 48000
```

Definition at line 26 of file sound4.bigvoice.cl-pipe.cpp.

11.7.2 Function Documentation

11.7.2.1 main()

```
int main (
            int argc,
            char *const argv[] )
```

[Setup and sanity checks]

[Setup and sanity checks]

[Create the processing instance]

[Create the processing instance]

[Stopping the processing instance]

[Stopping the processing instance]

Definition at line 90 of file sound4.bigvoice.cl-pipe.cpp.

11.7.2.2 MyLogger()

```
void MyLogger (
            bigvoice_LogSeverity severe,
            const char * str )
```

Definition at line 84 of file sound4.bigvoice.cl-pipe.cpp.

11.7.2.3 ProcessLoop()

```
void ProcessLoop (
            struct bigvoice_CInstance * pInstance )
```

[Processing Loop]

[Processing Loop]

Definition at line 31 of file sound4.bigvoice.cl-pipe.cpp.

11.7.2.4 Usage()

```
void Usage (
            const char * progname )
```

Definition at line 64 of file sound4.bigvoice.cl-pipe.cpp.

11.8 sound4.bigvoice.cl-pipe.cpp

Go to the documentation of this file.

```
00001
00004 #include <unistd.h>
00005 #include <iostream>
00006 #include <strings.h>
00007 #include <sys/types.h>
00008 #include <thread>           // NOTE: needs pthread link
00009 // Choose good filesystem version depending on compiler.
00010 #if __has_include(<filesystem>)
00011     #include <filesystem>
00012 #else //if __cpp_lib_experimental_filesystem
00013     // We need the alias from std::experimental::filesystem to std::filesystem
00014     #include <experimental/filesystem>
00015     namespace std {
00016         namespace filesystem = experimental::filesystem;
00017     }
00018 #endif
00019 #if defined(_WIN32) || defined(WIN32)
00020     #include <io.h>
00021     #include <fcntl.h>
00022     #include <stringapiset.h>   // UTF-8 conversion
00023 #endif
00024 #include <sound4.bigvoice.cl.h>
00025
00026 #define SAMPLE_RATE       48000
00027 #define CHUNK_SIZE        64
00028 #define CHANNEL_COUNT     2
00029
00030 // Reads from stdin, write to stdout
00031 void ProcessLoop(struct bigvoice_CInstance *pInstance)
00032 {
00034 bool stopthread=false;
00035 alignas(64) float audio_in[CHUNK_SIZE*CHANNEL_COUNT];
00036 alignas(64) float audio_out[CHUNK_SIZE*CHANNEL_COUNT];
00037
00038     #if defined(_WIN32) || defined(WIN32)
00039         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00040         _setmode(_fileno(stdin), _O_BINARY);
00041         _setmode(_fileno(stdout), _O_BINARY);
00042     #endif
00043
00044     while (!stopthread)
00045     {
00046         // Read a chunk from stdin
00047         if (std::fread(&audio_in[0], sizeof(float), CHUNK_SIZE*CHANNEL_COUNT, stdin) !=
    CHUNK_SIZE*CHANNEL_COUNT) {
00048             std::cerr « "ProcessLoop: input stopped"« std::endl;
00049             stopthread=true;
00050             break;
00051         }
00052         if (stopthread) break;
00053         // Process it
00054         bigvoice_ProcessAudio(pInstance, audio_in, audio_out);
00055         // Write it to stdout
00056         if (fwrite(&audio_out[0], sizeof(float), CHUNK_SIZE*CHANNEL_COUNT, stdout) !=
    CHUNK_SIZE*CHANNEL_COUNT) {
00057             std::cerr « "Failed to write audio output" « std::endl;
00058             stopthread=true;
00059         }
00060     }
00062 }
00063
00064 void Usage(const char *progname)
00065 {
00066     std::cerr « "Usage: " « progname « std::endl;;
00067     std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
00068     std::cerr « "Environment:"« std::endl;;
00069     std::cerr « " - S4STORE_PATH            : path to store config [default: ./state]"« std::endl;;
00070     std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00071     std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00072     std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00073     std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;;
00074     std::cerr « std::endl;
00075     std::cerr « "Example:"« std::endl;
00076     std::cerr « "ffmpeg -re -i file.wav -ar "«SAMPLE_RATE«" -ac "«CHANNEL_COUNT«" -f f32le - |
    "«progname«" | ffplay -f f32le -ar "«SAMPLE_RATE«" -ac "«CHANNEL_COUNT«" -i -" « std::endl;;
00077     #if defined(_WIN32) || defined(WIN32)
00078         std::cerr « "ffmpeg -f dshow -i audio=\"Microphone\" -ar "«SAMPLE_RATE«" -ac "«CHANNEL_COUNT«"
    -f f32le - | "«progname«" | ffplay -f f32le -ar "«SAMPLE_RATE«" -ac "«CHANNEL_COUNT«" -i -" «
    std::endl;;
00079     #else
00080         std::cerr « "ffmpeg -f pulse -i default -ar "«SAMPLE_RATE«" -ac "«CHANNEL_COUNT«" -f f32le - |
    "«progname«" | ffplay -f f32le -ar "«SAMPLE_RATE«" -ac "«CHANNEL_COUNT«" -i -" « std::endl;;
```

```
00081     #endif
00082 }
00083
00084 void MyLogger(bigvoice_LogSeverity severe [[maybe_unused]], const char *str)
00085 {
00086     std::cerr « str « std::endl;
00087 }
00088
00089
00090 int main(int argc, char *const argv[])
00091 {
00092     struct bigvoice_CInstance *pInstance = NULL;
00093     const char *store_path_str=getenv("S4STORE_PATH");
00094     // Get credentials from environment
00095     char *pLoginKey=getenv("S4LOGINKEY");
00096     if (!pLoginKey) {
00097         pLoginKey=getenv("S4USERID");
00098     }
00099     char *pRadioName=getenv("RADIO_NAME");
00100     char *pKeyId=getenv("ACCESS_KEY_ID");
00101     char *pAccessKey=getenv("ACCESS_KEY_SECRET");
00102
00103     const char *progname=argv[0];
00104
00105     if (argc>1) {
00106         if ((strcasecmp(argv[1],"-h")==0) || (strcasecmp(argv[1],"--help")==0)) {
00107             Usage(progname);
00108             return 0;
00109         }
00110     }
00111     if (!pLoginKey || !pRadioName || !pKeyId || !pAccessKey) {
00112         std::cerr « "Missing credentials in environment" « std::endl;
00113         Usage(progname);
00114         return 1;
00115     }
00116     std::filesystem::path fs_store_path;
00117     if (!store_path_str || store_path_str[0]==0) {
00118         fs_store_path=std::filesystem::current_path() / "state";
00119     } else {
00120         fs_store_path = std::filesystem::path(store_path_str);
00121     }
00122     if (!std::filesystem::exists(fs_store_path) || !std::filesystem::is_directory(fs_store_path)) {
00123         std::cerr « "Storage folder '"«fs_store_path.c_str()«"' is not a valid directory" « std::endl;
00124         Usage(progname);
00125         return 1;
00126     }
00127     std::string store_path;
00128     #ifdef _WIN32
00129     {
00130         // Convert path to UTF-8
00131         std::wstring wstr(fs_store_path.wstring());
00132         if (wstr.empty()) return {};
00133         int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL, NULL);
00134         std::string str(size, 0);
00135         WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00136         store_path=str;
00137     }
00138     #else // !_WIN32
00139         store_path=fs_store_path;
00140     #endif // !_WIN32
00141
00143     // Optional: Use our own logging, instead of default color output to stderr.
00144     //bigvoice_SetLoggerCallback(&MyLogger);
00145
00146     //bigvoice_SetLogSeverity(bigvoice_LogSeverity::info);
00147     bigvoice_SetLogSeverity(bigvoice_LogSeverity::verbose5);
00148
00149     std::cerr « "Process version: " « bigvoice_GetVersion() « std::endl;
00150     // Do some sanity checks
00151     if (bigvoice_GetSampleRate()!=SAMPLE_RATE) {
00152       std::cerr « "Bad library sampling rate, expecting '"«SAMPLE_RATE«"' but has "«
      bigvoice_GetSampleRate() « std::endl;
00153       return 1;
00154     }
00155     if (bigvoice_GetChunkSizeInFrames()!=CHUNK_SIZE) {
00156       std::cerr « "Bad library frame size, expecting '"«CHUNK_SIZE«"' but has "«
      bigvoice_GetChunkSizeInFrames() « std::endl;
00157       return 1;
00158     }
00159     if (bigvoice_GetChannelCount()!=CHANNEL_COUNT) {
00160       std::cerr « "Bad library channel count, expecting '"«CHANNEL_COUNT«"' but has "«
      bigvoice_GetChannelCount() « std::endl;
00161       return 1;
00162     }
00164
00166     // Setup parameters
00167     struct bigvoice_CParameters *params = bigvoice_NewParameters();
```

```
00168     // Optional: activate web authentication, set admin password
00169     // This creates the authentication only for a new storage path
00170     bigvoice_SetParameter(params,"ADMIN_USER", "admin");
00171     bigvoice_SetParameter(params,"ADMIN_SECRET", "admin");
00172 
00173     // Create the processing instance
00174     pInstance=bigvoice_InitProcess2(pLoginKey,pRadioName,pKeyId,pAccessKey,store_path.c_str(),
      params);
00175     bigvoice_FreeParameters(params);
00176     if (!pInstance) {
00177       std::cerr « "Failed to create the process instance"« std::endl;
00178       return 1;
00179     }
00180 
00181     // Start the update thread, without JSON server (low priority)
00182     std::thread updater([pInstance](){
00183        // will returned when stopped or destroyed
00184        std::cerr « "bigvoice_StartUpdateThread (no json port)" « std::endl;
00185        bigvoice_StartUpdateThread(pInstance, 0);
00186        std::cerr « "bigvoice_StartUpdateThread END" « std::endl;
00187      });
00188 
00189     // This is not mandatory, but better be sure we are ready right now
00190     std::cerr « "Waiting update thread" « std::endl;
00191     if (bigvoice_WaitUpdateThreadReady(pInstance, 5000)<0) {
00192         std::cerr « "Timeout to create the process instance"« std::endl;
00193     }
00194     std::cerr « "Waiting update thread DONE" « std::endl;
00195 
00196 #if (BIGVOICE_HAS_WEBSERVER)
00198     // Starts a web server, listening on port http://localhost:8080, https://localhost:8443
00199     std::cerr « "Starting web server" « std::endl;
00200     int listenport= 8080;
00201     int listenport_secure= 8443;
00202     uint64_t webserver= SOUND4_INVALID_WEBSERVER_ID;
00203     if (listenport || listenport_secure) {
00204         webserver = bigvoice_Webserver(listenport,listenport_secure,pInstance);
00205         if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
00206             std::cerr « "Starting web server FAILED" « std::endl;
00207         } else {
00208             int web_status=bigvoice_Webserver_Status(webserver);
00209             if (listenport) {
00210                 if (web_status & SOUND4_WEBSERVER_HTTP_OK) {
00211                     std::cerr « "Web server listening on port " « listenport;
00212                 } else {
00213                     std::cerr « "Web server failed to listen on port " « listenport;
00214                 }
00215             }
00216             if (listenport_secure) {
00217                 if (web_status & SOUND4_WEBSERVER_HTTPS_OK) {
00218                     std::cerr « "Web server listening on secure port " « listenport_secure;
00219                 } else {
00220                     std::cerr « "Web server failed to listen on secure port " « listenport_secure;
00221                 }
00222             }
00223             std::cerr « "Starting web server DONE" « std::endl;
00224         }
00225     }
00227 #endif // (BIGVOICE_HAS_WEBSERVER)
00228 
00229      // Force load a factory preset now
00230      // Could be used instead of setting a store_path
00231      /*{
00232          bigvoice_CClientInstance *pClient=bigvoice_NewClient(pInstance);
00233          const char *answer=bigvoice_ProcessJson(pClient, "{ \"factoryload\": \"All Programs\" }",
      NULL);
00234          std::cerr « "Loaded factory preset answer: " « answer« std::endl;
00235          bigvoice_FreeJsonAnswer(answer);
00236          bigvoice_DeleteClient(pClient);
00237      }*/
00239 
00240     std::cerr « "Estimated delay " « ( bigvoice_GetEstimatedDelay(pInstance)*1000.0/SAMPLE_RATE ) « "
      ms" « std::endl;
00241 
00242     ProcessLoop(pInstance);
00243 
00245 #if (BIGVOICE_HAS_WEBSERVER)
00246     // Stopping the webserver
00247     std::cerr « "Stopping web server" « std::endl;
00248     bigvoice_Webserver_Stop(webserver, 1000);
00249     std::cerr « "Stopping web server DONE" « std::endl;
00250 #endif // (BIGVOICE_HAS_WEBSERVER)
00251 
00252     // Stopping the processing instance
00253     std::cerr « "Stopping Update thread" « std::endl;
00254     bigvoice_StopUpdateThread(pInstance); // this will exit the update thread
00255     std::cerr « "Stopping Update thread DONE" « std::endl;
```

```
00256
00257     updater.join();
00258
00259     bigvoice_ExitProcess(pInstance);
00261
00262     return 0;
00263 }
```

11.9 sound4cl-pipe.cpp File Reference

C++ sample using C++ interface wrapper with dynamic library loading Works with any SOUND4 processor provided.

```
#include <unistd.h>
#include <iostream>
#include <strings.h>
#include <sys/types.h>
#include <filesystem>
#include <fstream>
#include <sstream>
#include <io.h>
#include <fcntl.h>
#include "sound4cl.hpp"
```

Classes

- class MyPresetManager

  [Custom preset manager]

Functions

- std::string GetEnv (const std::string &name)
- void ProcessLoop (sound4::CInstance &instance, sound4::CProcessor &processor)
- int main (int argc, const char **argv)

  [Custom preset manager]

11.9.1 Function Documentation

11.9.1.1 GetEnv()

```
std::string GetEnv (
            const std::string & name )
```

Definition at line 60 of file sound4cl-pipe.cpp.

11.9.1.2 main()

```
int main (
            int argc,
            const char ** argv )
```

[Dynamic loading config]

[Dynamic loading config]

[Dynamic loading]

[Dynamic loading]

[Setup and configure]

[Setup and configure]

[Custom preset manager loading]

[Custom preset manager loading]

[Create the processing instance]

[Create the processing instance]

[Starting a web-server]

[Starting a web-server]

[Communicating with the instance]

[Communicating with the instance]

Definition at line 178 of file sound4cl-pipe.cpp.

11.9.1.3 ProcessLoop()

```
void ProcessLoop (
            sound4::CInstance & instance,
            sound4::CProcessor & processor )
```

[Processing Loop]

[Processing Loop]

Definition at line 69 of file sound4cl-pipe.cpp.

11.10 sound4cl-pipe.cpp

Go to the documentation of this file.

```
00001
00006 #include <unistd.h>
00007 #include <iostream>
00008 #include <strings.h>
00009 #include <sys/types.h>
00010 #include <filesystem>
00011 #include <fstream>
00012 #include <sstream>
00013 #if defined(_WIN32) || defined(WIN32)
00014     #include <io.h>
00015     #include <fcntl.h>
00016 #endif
00017
00018 #include "sound4cl.hpp"
00019
00020 // ------------------------------------------------------------
00060 std::string GetEnv(const std::string& name)
00061 {
00062     char *data=getenv(name.c_str());
00063     if (!data) return {};
00064     return std::string(data);
00065 }
00066
00067
00068 // Reads from stdin, write to stdout
00069 void ProcessLoop(sound4::CInstance &instance, sound4::CProcessor &processor)
00070 {
00071 bool stopthread=false;
00072
00073     #if defined(_WIN32) || defined(WIN32)
00074         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00075         _setmode(_fileno(stdin), _O_BINARY);
00076         _setmode(_fileno(stdout), _O_BINARY);
00077     #endif
00078
00080     size_t input_sample_count = instance.GetChunkFrames() * processor.GetChannelCount();
00081     size_t output_sample_count = instance.GetChunkFrames() * processor.GetChannelCount();
00082     while (!stopthread)
00083     {
00084         // Read a chunk from stdin
00085         if (std::fread(instance.GetBufferIn(), sizeof(float), input_sample_count, stdin) !=
      input_sample_count) {
00086             std::cerr « "ProcessLoop: input stopped"« std::endl;
00087             stopthread=true;
00088             break;
00089         }
00090         if (stopthread) break;
00091         // Process it
00092         instance.ProcessAudio();
00093         // Write it to stdout
00094         if (fwrite(instance.GetBufferOut(), sizeof(float), output_sample_count, stdout) !=
      output_sample_count) {
00095             std::cerr « "Failed to write audio output" « std::endl;
00096             stopthread=true;
00097         }
00098     }
00100 }
00101
00103 class MyPresetManager : public sound4::CPresetLoader {
00104 public:
00105     MyPresetManager() = default;
00106     virtual ~MyPresetManager() = default;
00107
00108     bool SetupPath(const std::filesystem::path& a_preset_path)
00109         {
00110             m_preset_path=a_preset_path;
00111             if ( !std::filesystem::exists(m_preset_path ) ) {
00112                 return false;
00113             }
00114             std::error_code ec;
00115             if ( !std::filesystem::is_directory(m_preset_path, ec) ) {
00116                 return false;
00117             }
00118             return true;
00119         }
00120     virtual bool IsReadOnly() override { return false; };
00121     virtual bool Exists(const std::filesystem::path &name) override
00122         {
00123             std::error_code ec;
00124             return std::filesystem::exists(GetRealPath(name), ec);
00125         }
00126     virtual bool Remove(const std::filesystem::path &name) override
```

```
00127         {
00128             std::error_code ec;
00129             return std::filesystem::remove(GetRealPath(name), ec);
00130         }
00131     virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) override
00132         {
00133             std::error_code ec;
00134             std::filesystem::rename(GetRealPath(from), GetRealPath(to), ec);
00135             return (!ec);
00136         }
00137     virtual std::vector<std::filesystem::path> GetAll() override
00138         {
00139             std::vector<std::filesystem::path> list;
00140             for (const auto & entry : std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied)) {
00141                 if (entry.is_regular_file()) {
00142                     list.push_back(entry.path().lexically_relative(m_preset_path));
00143                 }
00144             }
00145             return list;
00146         }
00147     virtual std::string Read(const std::filesystem::path &filename) override
00148         {
00149             std::ifstream f(GetRealPath(filename));
00150             if ( f.fail() ) {
00151                 return std::string();
00152             }
00153             std::ostringstream ss;
00154             ss « f.rdbuf();
00155             return ss.str();
00156         }
00157     virtual bool Write(const std::filesystem::path &filename, const std::string &content) override
00158         {
00159             std::ofstream f(GetRealPath(filename));
00160             if ( f.fail() ) {
00161                 return false;
00162             }
00163             f « content;
00164             if ( f.fail() ) {
00165                 return false;
00166             }
00167             return true;
00168         }
00169 private:
00170     std::filesystem::path m_preset_path;
00171     std::filesystem::path GetRealPath(const std::filesystem::path &name)
00172         {
00173             return m_preset_path / name;
00174         }
00175 };
00177
00178 int main(int argc, const char **argv)
00179 {
00180     int listen_port = 8080;
00181     auto store_path_str=GetEnv("S4STORE_PATH");
00183     std::string libname =  "libsound4.bigvoice.cl.so";
00185
00186
00187     // Get credentials from environment
00188     auto LoginKey=GetEnv("S4LOGINKEY");
00189     if (LoginKey.empty()) {
00190         LoginKey=GetEnv("S4USERID");
00191     }
00192     auto RadioName=GetEnv("RADIO_NAME");
00193     auto KeyId=GetEnv("ACCESS_KEY_ID");
00194     auto AccessKey=GetEnv("ACCESS_KEY_SECRET");
00195
00196     const char *progname=argv[0];
00197     for (int n=1;n<argc;n++) {
00198         std::string arg = argv[n];
00199         if (arg=="-p" || arg=="--port") {
00200             if (argc<n+1) {
00201                 std::cerr « "--port needs a number"« std::endl;
00202                 return 1;
00203             }
00204             n++;
00205             listen_port=atoi(argv[n]);
00206         } else if (arg=="-l" || arg=="--lib") {
00207             if (argc<n+1) {
00208                 std::cerr « "--port needs a number"« std::endl;
00209                 return 1;
00210             }
00211             n++;
00212             libname=argv[n];
00213         } else if (arg=="-h" || arg=="--help") {
00214             std::cerr « "Usage: " « progname « " [-p port] [-l libname.so]"«std::endl;;
00215             std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
```

```
00216             std::cerr « "   -l, --lib   : library to load ["«libname«"]" « std::endl;
00217             std::cerr « "   -p, --port  : port for web server ["«listen_port«"]" « std::endl;
00218             std::cerr « std::endl;
00219             std::cerr « "Environment:"« std::endl;;
00220             std::cerr « " - S4STORE_PATH            : path to store config [default: (no storage)]"«
      std::endl;;
00221             std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00222             std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00223             std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00224             std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;
00225             std::cerr « std::endl;
00226             std::cerr « "Example:"« std::endl;
00227             std::cerr « "  ffmpeg -re -i file.wav -ar 48000 -ac 1 -f f32le - | "«progname«" | ffplay
      -f f32le -ar 48000 -ac 1 -i -" « std::endl;;
00228             #if defined(_WIN32) || defined(WIN32)
00229             std::cerr « "  ffmpeg -f dshow -i audio=\"Microphone\" -ar 48000 -ac 1 -f f32le - |
      "«progname«" | ffplay -f f32le -ar 48000 -ac 1 -i -" « std::endl;;
00230             #else
00231             std::cerr « "  ffmpeg -f pulse -i default -ar 48000 -ac 1 -f f32le - | "«progname«" |
      ffplay -f f32le -ar 48000 -ac 1 -i -" « std::endl;;
00232             #endif
00233             return 0;
00234         } else {
00235             std::cerr « "unknown argument '"«arg«"'"« std::endl;
00236             return 1;
00237         }
00238     }
00239
00240
00242     sound4::CProcessor processor;
00243     if (!processor.Load(libname)) {
00244         std::cerr « "Failed to load processing library" « std::endl;
00245         return 1;
00246     }
00248
00249     if (LoginKey.empty() || RadioName.empty() || KeyId.empty() || AccessKey.empty()) {
00250         std::cerr « "Missing credentials in environment" « std::endl;
00251         return 1;
00252     }
00253     std::filesystem::path store_path;
00254     if (!store_path_str.empty()) {
00255         store_path = std::filesystem::path(store_path_str);
00256         if (!std::filesystem::exists(store_path) || !std::filesystem::is_directory(store_path)) {
00257             std::cerr « "Storage folder '"«store_path.c_str()«"' is not a valid directory" «
      std::endl;
00258             return 1;
00259         }
00260     }
00261
00263     processor.SetLogSeverity(sound4::verbose5);
00264     processor.SetLoggerCallback([](sound4::LogSeverity severity,const std::string& msg) {
00265             std::cerr « msg « std::endl;
00266         });
00267
00268     sound4::CInstance instance(processor);
00269     instance.SetParam("ADMIN_USER","admin");
00270     instance.SetParam("ADMIN_SECRET","admin");
00272
00274     MyPresetManager preset_manager;
00275     if (!store_path.empty()) {
00276         if (!preset_manager.SetupPath(store_path)) {
00277             std::cerr « "Failed to setup the custom preset manager on path " « store_path.c_str() «
      std::endl;
00278             return 1;
00279         }
00280         instance.SetPresetManager(&preset_manager);
00281     }
00283
00284     std::cerr « "Creating" « std::endl;
00286     if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, {})) {
00287         std::cerr « "Failed to create the processing instance" « std::endl;
00288         return 1;
00289     }
00291
00292     std::cerr « "Starting web server" « std::endl;
00294     if (!instance.StartWebServer(listen_port,0)) {
00295         std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
00296         return 1;
00297     }
00299
00300     {
00302         auto client = instance.NewClient();
00303         auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
00304         std::cerr « "Request for processor name returned "«answer«std::endl;
00306     }
00307
00308     ProcessLoop(instance, processor);
```

```
00309
00310     std::cerr « "Stopping now" « std::endl;
00311     instance.Stop();
00312
00313     std::cerr « "End" « std::endl;
00314     return 0;
00315 }
```

11.11 sound4.bigvoice.cl.h File Reference

C interface for library.

```
#include <stdint.h>
```

Classes

- struct SOUND4_ProcessInfo

Macros

- #define BIGVOICE_DECL __declspec(dllimport)
- #define BIGVOICE_HAS_WEBSERVER 1
- #define BIGVOICE_HAS_CLOUDBUS 1
- #define BIGVOICE_AUDIOFRAME_COUNT 12
- #define BIGVOICE_CHANNEL_COUNT 1
- #define BIGVOICE_AUDIO_INPUT_COUNT 1
- #define BIGVOICE_AUDIO_OUTPUT_COUNT 1
- #define BIGVOICE_SAMPLE_RATE 48000
- #define SOUND4_INVALID_WEBSERVER_ID ((uint64_t)-1)
- #define SOUND4_WEBSERVER_HTTP_OK (1<<0)
- #define SOUND4_WEBSERVER_HTTPS_OK (1<<1)

Typedefs

- typedef void(* bigvoice_loggerfn) (enum bigvoice_LogSeverity, const char *)
- typedef wchar_t fs_char
- typedef char *(* bigvoice_storage_reader) (const fs_char *filename, void *userdata)
- typedef void(* bigvoice_storage_reader_free) (char *content, void *userdata)
- typedef int(* bigvoice_storage_writer) (const fs_char *filename, const char *content, void *userdata)
- typedef int(* bigvoice_storage_exists) (const fs_char *filename, void *userdata)
- typedef fs_char **(* bigvoice_storage_getall) (void *userdata)
- typedef void(* bigvoice_storage_getall_free) (fs_char **all, void *userdata)
- typedef int(* bigvoice_storage_remove) (const fs_char *filename, void *userdata)
- typedef int(* bigvoice_storage_rename) (const fs_char *from, const fs_char *to, void *userdata)

Enumerations

- enum bigvoice_LogSeverity {
  none = 0 , fatal = 1 , error = 2 , warning = 3 ,
  info = 4 , verbose = 5 , verbose2 = 6 , verbose3 = 7 ,
  verbose4 = 8 , verbose5 = 9 }
- enum bigvoice_PresetChange_Kind { change_kind_created = 1 , change_kind_modified , change_kind_deleted }
- enum bigvoice_SampleFormat {
  INVALID_FORMAT =0 , S16_LE , S16_BE , S24_LE ,
  S24_BE , S32_LE , S32_BE , F32_LE ,
  F32_BE , S16_NATIVE =S16_LE , S24_NATIVE =S24_LE , S32_NATIVE =S32_LE ,
  F32_NATIVE =F32_LE }

Functions

- const struct SOUND4_ProcessInfo * SOUND4_GetProcessInfo ()
- const char * bigvoice_GetVersion ()
- unsigned int bigvoice_GetChunkSizeInFrames ()
- unsigned int * bigvoice_GetPossibleChunkSizeInFrames ()
- unsigned int bigvoice_GetChannelCount ()
- unsigned int bigvoice_GetAudioInputCount ()
- unsigned int bigvoice_GetAudioOutputCount ()
- unsigned int bigvoice_GetSampleRate ()
- void bigvoice_SetLoggerCallback (bigvoice_loggerfn logger)
- void bigvoice_SetLogSeverity (enum bigvoice_LogSeverity severity)
- struct bigvoice_CParameters * bigvoice_NewParameters ()
- void bigvoice_FreeParameters (struct bigvoice_CParameters *params)
- void bigvoice_SetParameter (struct bigvoice_CParameters *params, const char *name, const char *value)
- const char * bigvoice_GetParameter (struct bigvoice_CParameters *params, const char *name)
- void bigvoice_FreeParameterValue (const char *value)
- struct bigvoice_CInstance * bigvoice_InitProcess (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path)
- struct bigvoice_CInstance * bigvoice_InitProcess2 (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path, const struct bigvoice_CParameters *parameters)
- struct bigvoice_CInstance * bigvoice_InitProcess3 (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path, const struct bigvoice_CParameters *parameters, unsigned int frames_per_chunk)
- unsigned int bigvoice_GetProcessChunkFrames (struct bigvoice_CInstance *instance)
- int bigvoice_TerminateProcess (struct bigvoice_CInstance *instance)
- void bigvoice_ExitProcess (struct bigvoice_CInstance *instance)
- struct bigvoice_CBus * bigvoice_NewBus ()
- void bigvoice_FreeBus (struct bigvoice_CBus *bus)
- void bigvoice_SetInstanceBus (struct bigvoice_CParameters *params, struct bigvoice_CBus *bus)
- void bigvoice_SetPresetManager (struct bigvoice_CParameters *params, bigvoice_storage_reader reader, bigvoice_storage_reader_free, bigvoice_storage_writer writer, bigvoice_storage_exists exists, bigvoice_storage_getall getall, bigvoice_storage_getall_free getall_free, bigvoice_storage_remove remove, bigvoice_storage_rename rename, int IsReadOnly, void *userdata)
- void bigvoice_PresetManager_InformChange (struct bigvoice_CInstance *instance, const fs_char *relative↩ _path, enum bigvoice_PresetChange_Kind change_kind)
- void bigvoice_SetMetadata (struct bigvoice_CInstance *instance, const char *key, const char *value)
- void bigvoice_SetMetadataMulti (struct bigvoice_CInstance *instance, const char **keyvalue)
- const char ** bigvoice_GetMetadataInfos (struct bigvoice_CInstance *instance)
- void bigvoice_FreeMetadataInfos (struct bigvoice_CInstance *instance, const char **infos)

- void bigvoice_StartUpdateThread (struct bigvoice_CInstance *instance, unsigned int port)
- void bigvoice_StopUpdateThread (struct bigvoice_CInstance *instance)
- int bigvoice_WaitUpdateThreadReady (struct bigvoice_CInstance *instance, int milliseconds)
- void bigvoice_ProcessAudio (struct bigvoice_CInstance *instance, const float *input, float *output)
- void bigvoice_ProcessAudio_Planar (struct bigvoice_CInstance *instance, float const *const *input, float *const *output)
- float * bigvoice_GetBufferIn (struct bigvoice_CInstance *instance)
- float * bigvoice_GetBufferOut (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_GetEstimatedDelay (struct bigvoice_CInstance *instance)
- const char * bigvoice_GetFormatName (const enum bigvoice_SampleFormat fmt)
- enum bigvoice_SampleFormat bigvoice_GetFormatFromName (const char *name)
- unsigned int bigvoice_GetBytesFromFormat (const enum bigvoice_SampleFormat fmt)
- unsigned int bigvoice_GetMaxPacketFrame (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_AddAudio (struct bigvoice_CInstance *instance, const uint8_t *payload, unsigned int nFrame, enum bigvoice_SampleFormat fmt)
- unsigned int bigvoice_AddPadAudio (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_GetOutputCount (struct bigvoice_CInstance *instance)
- unsigned int bigvoice_GetAudio (struct bigvoice_CInstance *instance, uint8_t *payload, unsigned int max↩ _nFrame, enum bigvoice_SampleFormat fmt)
- void bigvoice_AudioConvertFrom (const uint8_t *payload, float *output, size_t nSpl, enum bigvoice_SampleFormat fmt)
- void bigvoice_AudioConvertTo (const float *input, uint8_t *payload, size_t nSpl, enum bigvoice_SampleFormat fmt)
- void bigvoice_StereoToMono (const float *input, float *output, size_t nFrame)
- void bigvoice_MonoToStereo (const float *input, float *output, size_t nFrame)
- void bigvoice_StereoToMono_Planar (const float *inputL, const float *inputR, float *output, size_t nFrame)
- void bigvoice_MonoToStereo_Planar (const float *input, float *outputL, float *outputR, size_t nFrame)
- void bigvoice_AudioMonoFromLiveStereo (const uint8_t *payload, float *output)
- void bigvoice_AudioMonoToLiveStereo (const float *input, uint8_t *payload)
- struct bigvoice_CClientInstance * bigvoice_NewClient (struct bigvoice_CInstance *instance)
- void bigvoice_DeleteClient (struct bigvoice_CClientInstance *client)
- const char * bigvoice_ProcessJson (struct bigvoice_CClientInstance *client, const char *json_str, int *need_save)
- void bigvoice_FreeJsonAnswer (const char *json_str)
- int bigvoice_SaveState (struct bigvoice_CInstance *instance)
- uint64_t bigvoice_Webserver_tcp (unsigned int listenport, unsigned int listenport_secure, const char *socket_ip, unsigned int socket_port)
- uint64_t bigvoice_Webserver_tcp2 (unsigned int listenport, unsigned int listenport_secure, const char *socket_ip, unsigned int socket_port, const struct bigvoice_CParameters *parameters)
- uint64_t bigvoice_Webserver (unsigned int listenport, unsigned int listenport_secure, struct bigvoice_CInstance *instance)
- int bigvoice_Webserver_Stop (uint64_t id, int timeout_ms)
- int bigvoice_Webserver_Status (uint64_t id)
- void bigvoice_Webserver_SetAppHealth (struct bigvoice_CInstance *instance, int httpcode, const char *contenttype, const char *content)
- void bigvoice_Webserver_GetAppHealth (struct bigvoice_CInstance *instance, int *httpcode, char **contenttype, char **content)
- void bigvoice_Webserver_FreeString (char *str)

11.11.1 Macro Definition Documentation

11.11.1.1 BIGVOICE_DECL

```
#define BIGVOICE_DECL __declspec(dllimport)
```

Definition at line 14 of file sound4.bigvoice.cl.h.

11.11.1.2 BIGVOICE_HAS_CLOUDBUS

```
#define BIGVOICE_HAS_CLOUDBUS 1
```

Definition at line 22 of file sound4.bigvoice.cl.h.

11.11.1.3 BIGVOICE_HAS_WEBSERVER

```
#define BIGVOICE_HAS_WEBSERVER 1
```

Definition at line 21 of file sound4.bigvoice.cl.h.

11.12 sound4.bigvoice.cl.h

Go to the documentation of this file.

```
00001
00004 #pragma once
00005
00006 #include <stdint.h>
00007 #ifdef __unix__
00008     #include <sys/types.h>
00009     #define BIGVOICE_DECL       __attribute__ ((visibility ("default")))
00010 #elif defined(_WIN32) || defined(WIN32)
00011     #ifdef BUILDING_BIGVOICE_DLL
00012         #define BIGVOICE_DECL   __declspec(dllexport)
00013     #else
00014         #define BIGVOICE_DECL   __declspec(dllimport)
00015     #endif
00016 #elif defined(__APPLE__)
00017     #include <sys/types.h>
00018     #define BIGVOICE_DECL       __attribute__ ((visibility ("default")))
00019 #endif
00020
00021 #define BIGVOICE_HAS_WEBSERVER 1
00022 #define BIGVOICE_HAS_CLOUDBUS 1
00023
00024 #ifdef __cplusplus
00025 extern "C" {
00026 #endif // __cplusplus
00027
00073 // ------------------------------------------------------------
00092 // ------------------------------------------------------------
00147 // ------------------------------------------------------------
00148
00149 // ------------------------------------------------------------
00161 #define BIGVOICE_AUDIOFRAME_COUNT      12
00167 #define BIGVOICE_CHANNEL_COUNT          1
00173 #define BIGVOICE_AUDIO_INPUT_COUNT      1
00179 #define BIGVOICE_AUDIO_OUTPUT_COUNT     1
00185 #define BIGVOICE_SAMPLE_RATE            48000
00186
00192 struct SOUND4_ProcessInfo {
00193     size_t struct_size;
00194     const char *name;
00195     const char *prefix;
00196     const char *shortname;
00197     const char *version;
00198 };
00199
00207 BIGVOICE_DECL const struct SOUND4_ProcessInfo* SOUND4_GetProcessInfo();
00208
00214 BIGVOICE_DECL const char *bigvoice_GetVersion();
00215
00228 BIGVOICE_DECL unsigned int bigvoice_GetChunkSizeInFrames();
00229
00238 BIGVOICE_DECL unsigned int* bigvoice_GetPossibleChunkSizeInFrames();
00239
00247 BIGVOICE_DECL unsigned int bigvoice_GetChannelCount();
00248
00257 BIGVOICE_DECL unsigned int bigvoice_GetAudioInputCount();
00258
00267 BIGVOICE_DECL unsigned int bigvoice_GetAudioOutputCount();
00268
```

```
00276 BIGVOICE_DECL unsigned int bigvoice_GetSampleRate();
00277
00281 enum bigvoice_LogSeverity {
00282     none = 0,
00283     fatal = 1,
00284     error = 2,
00285     warning = 3,
00286     info = 4,
00287     verbose = 5,
00288     verbose2 = 6,
00289     verbose3 = 7,
00290     verbose4 = 8,
00291     verbose5 = 9,
00292 };
00293
00300 typedef void (*bigvoice_loggerfn) (enum bigvoice_LogSeverity, const char *);
00301
00311 BIGVOICE_DECL void bigvoice_SetLoggerCallback( bigvoice_loggerfn logger );
00312
00320 BIGVOICE_DECL void bigvoice_SetLogSeverity( enum bigvoice_LogSeverity severity );
00321
00324 // ------------------------------------------------------------------
00330 // ------------------------------------------------------------------
00334 struct bigvoice_CInstance;
00335
00339 struct bigvoice_CParameters;
00340
00348 BIGVOICE_DECL struct bigvoice_CParameters *bigvoice_NewParameters();
00349
00353 BIGVOICE_DECL void bigvoice_FreeParameters(struct bigvoice_CParameters *params);
00354
00366 BIGVOICE_DECL void bigvoice_SetParameter(struct bigvoice_CParameters *params, const char *name, const
      char *value);
00367
00373 BIGVOICE_DECL const char *bigvoice_GetParameter(struct bigvoice_CParameters *params, const char
      *name);
00374
00380 BIGVOICE_DECL void bigvoice_FreeParameterValue(const char *value);
00381
00389 BIGVOICE_DECL struct bigvoice_CInstance *bigvoice_InitProcess(
00390         const char *LoginKey,
00391         const char *RadioName,
00392         const char *Access_Key_ID,
00393         const char *Access_Key_Secret,
00394         const char *save_path
00395     );
00396
00404 BIGVOICE_DECL struct bigvoice_CInstance *bigvoice_InitProcess2(
00405         const char *LoginKey,
00406         const char *RadioName,
00407         const char *Access_Key_ID,
00408         const char *Access_Key_Secret,
00409         const char *save_path,
00410         const struct bigvoice_CParameters *parameters
00411     );
00412
00457 BIGVOICE_DECL struct bigvoice_CInstance *bigvoice_InitProcess3(
00458         const char *LoginKey,
00459         const char *RadioName,
00460         const char *Access_Key_ID,
00461         const char *Access_Key_Secret,
00462         const char *save_path,
00463         const struct bigvoice_CParameters *parameters,
00464         unsigned int frames_per_chunk
00465     );
00466
00478 BIGVOICE_DECL unsigned int bigvoice_GetProcessChunkFrames(struct bigvoice_CInstance *instance);
00479
00489 BIGVOICE_DECL int bigvoice_TerminateProcess(struct bigvoice_CInstance *instance);
00490
00496 BIGVOICE_DECL void bigvoice_ExitProcess(struct bigvoice_CInstance *instance);
00497
00500 #if BIGVOICE_HAS_CLOUDBUS
00501 // ------------------------------------------------------------------
00510 struct bigvoice_CBus;
00511
00517 BIGVOICE_DECL struct bigvoice_CBus* bigvoice_NewBus();
00518
00524 BIGVOICE_DECL void bigvoice_FreeBus(struct bigvoice_CBus *bus);
00525
00535 BIGVOICE_DECL void bigvoice_SetInstanceBus(struct bigvoice_CParameters *params, struct bigvoice_CBus
      *bus);
00536
00537
00539 #endif // BIGVOICE_HAS_CLOUDBUS
00540
00541 // ------------------------------------------------------------------
```

```
00564 // ---------------------------------------------------------------
00565
00566 // OS dependent filesystem path char type
00567 #ifdef _WIN32
00568     typedef wchar_t fs_char;
00569 #else // !_WIN32
00570     typedef char fs_char;
00571 #endif // !_WIN32
00572
00580 typedef char * (*bigvoice_storage_reader) (const fs_char *filename, void* userdata);
00581
00588 typedef void (*bigvoice_storage_reader_free) (char *content, void* userdata);
00589
00598 typedef int (*bigvoice_storage_writer) (const fs_char *filename, const char *content, void* userdata);
00599
00607 typedef int (*bigvoice_storage_exists) (const fs_char *filename, void* userdata);
00608
00616 typedef fs_char** (*bigvoice_storage_getall) (void* userdata);
00617
00624 typedef void (*bigvoice_storage_getall_free) (fs_char**all, void* userdata);
00625
00633 typedef int (*bigvoice_storage_remove) (const fs_char *filename, void* userdata);
00634
00643 typedef int (*bigvoice_storage_rename) (const fs_char *from, const fs_char *to, void* userdata);
00644
00662 BIGVOICE_DECL void bigvoice_SetPresetManager(struct bigvoice_CParameters *params
00663     , bigvoice_storage_reader reader, bigvoice_storage_reader_free
00664     , bigvoice_storage_writer writer
00665     , bigvoice_storage_exists exists
00666     , bigvoice_storage_getall getall, bigvoice_storage_getall_free getall_free
00667     , bigvoice_storage_remove remove
00668     , bigvoice_storage_rename rename
00669     , int IsReadOnly
00670     , void* userdata
00671     );
00672
00676 enum bigvoice_PresetChange_Kind {
00677     change_kind_created = 1,
00678     change_kind_modified   ,
00679     change_kind_deleted    ,
00680 };
00681
00690 BIGVOICE_DECL void bigvoice_PresetManager_InformChange(struct bigvoice_CInstance *instance, const
      fs_char *relative_path, enum bigvoice_PresetChange_Kind change_kind);
00691
00694 // ---------------------------------------------------------------
00702 // ---------------------------------------------------------------
00703
00720 BIGVOICE_DECL void bigvoice_SetMetadata(struct bigvoice_CInstance *instance, const char* key, const
      char* value);
00721
00732 BIGVOICE_DECL void bigvoice_SetMetadataMulti(struct bigvoice_CInstance *instance, const char**
      keyvalue);
00733
00741 BIGVOICE_DECL const char** bigvoice_GetMetadataInfos(struct bigvoice_CInstance *instance);
00742
00749 BIGVOICE_DECL void bigvoice_FreeMetadataInfos(struct bigvoice_CInstance *instance, const char**
      infos);
00750
00753 // ---------------------------------------------------------------
00758 // ---------------------------------------------------------------
00759
00772 BIGVOICE_DECL void bigvoice_StartUpdateThread(struct bigvoice_CInstance *instance, unsigned int port);
00773
00779 BIGVOICE_DECL void bigvoice_StopUpdateThread(struct bigvoice_CInstance *instance);
00780
00788 BIGVOICE_DECL int bigvoice_WaitUpdateThreadReady(struct bigvoice_CInstance *instance, int
      milliseconds);
00789
00792 // ---------------------------------------------------------------
00797 // ---------------------------------------------------------------
00819 BIGVOICE_DECL void bigvoice_ProcessAudio(struct bigvoice_CInstance *instance, const float *input,
      float *output );
00820
00839 BIGVOICE_DECL void bigvoice_ProcessAudio_Planar(struct bigvoice_CInstance *instance
00840     , float const * const *input
00841     , float * const *output);
00842
00855 BIGVOICE_DECL float *bigvoice_GetBufferIn(struct bigvoice_CInstance *instance);
00856
00869 BIGVOICE_DECL float *bigvoice_GetBufferOut(struct bigvoice_CInstance *instance);
00870
00878 BIGVOICE_DECL unsigned int bigvoice_GetEstimatedDelay(struct bigvoice_CInstance *instance);
00879
00882 // ---------------------------------------------------------------
00889 // ---------------------------------------------------------------
00890     #ifdef _MSC_VER
```

```
00891         #define __BYTE_ORDER__  REG_DWORD
00892         #define __ORDER_LITTLE_ENDIAN__ REG_DWORD_LITTLE_ENDIAN
00893         #define __ORDER_BIG_ENDIAN__    REG_DWORD_BIG_ENDIAN
00894     #endif
00895
00899 enum bigvoice_SampleFormat {
00900     INVALID_FORMAT=0,
00901     S16_LE,
00902     S16_BE,
00903     S24_LE,
00904     S24_BE,
00905     S32_LE,
00906     S32_BE,
00907     F32_LE,
00908     F32_BE,
00909
00910     // Native definitions, only links to the physical ones
00911     #if __BYTE_ORDER__ == __ORDER_LITTLE_ENDIAN__
00912         S16_NATIVE=S16_LE,
00913         S24_NATIVE=S24_LE,
00914         S32_NATIVE=S32_LE,
00915         F32_NATIVE=F32_LE,
00916     #else
00917         S16_NATIVE=S16_BE,
00918         S24_NATIVE=S24_BE,
00919         S32_NATIVE=S32_BE,
00920         F32_NATIVE=F32_BE,
00921     #endif
00922 };
00923
00930 BIGVOICE_DECL const char *bigvoice_GetFormatName(const enum bigvoice_SampleFormat fmt);
00931
00938 BIGVOICE_DECL enum bigvoice_SampleFormat bigvoice_GetFormatFromName(const char *name);
00939
00946 BIGVOICE_DECL unsigned int bigvoice_GetBytesFromFormat(const enum bigvoice_SampleFormat fmt);
00947
00948
00955 BIGVOICE_DECL unsigned int bigvoice_GetMaxPacketFrame(struct bigvoice_CInstance *instance);
00956
00967 BIGVOICE_DECL unsigned int bigvoice_AddAudio(struct bigvoice_CInstance *instance, const uint8_t
      *payload, unsigned int nFrame, enum bigvoice_SampleFormat fmt );
00968
00975 BIGVOICE_DECL unsigned int bigvoice_AddPadAudio(struct bigvoice_CInstance *instance);
00976
00983 BIGVOICE_DECL unsigned int bigvoice_GetOutputCount(struct bigvoice_CInstance *instance);
00984
00994 BIGVOICE_DECL unsigned int bigvoice_GetAudio(struct bigvoice_CInstance *instance, uint8_t *payload,
      unsigned int max_nFrame, enum bigvoice_SampleFormat fmt );
00995
00999 // ------------------------------------------------------------
01003 // ------------------------------------------------------------
01014 BIGVOICE_DECL void bigvoice_AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl, enum
      bigvoice_SampleFormat fmt);
01015
01026 BIGVOICE_DECL void bigvoice_AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl, enum
      bigvoice_SampleFormat fmt);
01027
01037 BIGVOICE_DECL void bigvoice_StereoToMono(const float *input, float *output, size_t nFrame);
01038
01048 BIGVOICE_DECL void bigvoice_MonoToStereo(const float *input, float *output, size_t nFrame);
01049
01060 BIGVOICE_DECL void bigvoice_StereoToMono_Planar(const float *inputL, const float *inputR, float
      *output, size_t nFrame);
01061
01072 BIGVOICE_DECL void bigvoice_MonoToStereo_Planar(const float *input, float *outputL, float *outputR,
      size_t nFrame);
01073
01080 BIGVOICE_DECL void bigvoice_AudioMonoFromLiveStereo(const uint8_t *payload, float *output);
01081
01088 BIGVOICE_DECL void bigvoice_AudioMonoToLiveStereo(const float *input, uint8_t *payload);
01089
01092 // ------------------------------------------------------------
01097 // ------------------------------------------------------------
01101 struct bigvoice_CClientInstance;
01102
01111 BIGVOICE_DECL struct bigvoice_CClientInstance *bigvoice_NewClient(struct bigvoice_CInstance
      *instance);
01112
01118 BIGVOICE_DECL void bigvoice_DeleteClient(struct bigvoice_CClientInstance *client);
01119
01133 BIGVOICE_DECL const char *bigvoice_ProcessJson(struct bigvoice_CClientInstance *client, const char
      *json_str, int *need_save);
01134
01140 BIGVOICE_DECL void bigvoice_FreeJsonAnswer(const char *json_str);
01141
01153 BIGVOICE_DECL int bigvoice_SaveState(struct bigvoice_CInstance *instance);
01154
```

```
01450 #if BIGVOICE_HAS_WEBSERVER
01451 // ------------------------------------------------------------
01459 // ------------------------------------------------------------
01478 BIGVOICE_DECL uint64_t bigvoice_Webserver_tcp(unsigned int listenport, unsigned int listenport_secure,
      const char *socket_ip, unsigned int socket_port);
01479
01480 // ------------------------------------------------------------
01500 BIGVOICE_DECL uint64_t bigvoice_Webserver_tcp2(unsigned int listenport, unsigned int
      listenport_secure, const char *socket_ip, unsigned int socket_port, const struct bigvoice_CParameters
      *parameters);
01501
01519 BIGVOICE_DECL uint64_t bigvoice_Webserver(unsigned int listenport, unsigned int listenport_secure,
      struct bigvoice_CInstance *instance);
01520
01530 BIGVOICE_DECL int bigvoice_Webserver_Stop(uint64_t id, int timeout_ms);
01531
01540 BIGVOICE_DECL int bigvoice_Webserver_Status(uint64_t id);
01541
01552 BIGVOICE_DECL void bigvoice_Webserver_SetAppHealth(struct bigvoice_CInstance *instance, int httpcode,
      const char *contenttype, const char *content);
01553
01562 BIGVOICE_DECL void bigvoice_Webserver_GetAppHealth(struct bigvoice_CInstance *instance, int* httpcode,
      char** contenttype, char** content);
01563
01569 BIGVOICE_DECL void bigvoice_Webserver_FreeString(char *str);
01570
01575 #define SOUND4_INVALID_WEBSERVER_ID            ((uint64_t)-1)
01576
01580 #define SOUND4_WEBSERVER_HTTP_OK               (1<<0)
01584 #define SOUND4_WEBSERVER_HTTPS_OK              (1<<1)
01585
01587 #endif // BIGVOICE_HAS_WEBSERVER
01588
01589 #ifdef __cplusplus
01590 } // extern "C"
01591 #endif // __cplusplus
```

11.13 sound4.bigvoice.cl.hpp File Reference

C++ wrapper for library.

```
#include <string>
#include <exception>
#include <thread>
#include <functional>
#include <memory>
#include <array>
#include <assert.h>
#include <stdexcept>
#include <filesystem>
#include <string.h>
#include "sound4.bigvoice.cl.h"
#include <stringapiset.h>
#include <wchar.h>
```

Classes

- struct sound4::bigvoice::helper::SampleFormat< T >

  Helper for Sample format types.
- struct sound4::bigvoice::helper::SampleFormat< int16_t >
- struct sound4::bigvoice::helper::SampleFormat< int32_t >
- struct sound4::bigvoice::helper::SampleFormat< float >
- class sound4::bigvoice::CBus
- class sound4::bigvoice::CPresetLoader
- class sound4::bigvoice::CInstance
- class sound4::bigvoice::CInstance::CClient

Namespaces

- namespace sound4
- namespace sound4::bigvoice
- namespace sound4::bigvoice::helper

Macros

- #define fs_strdup wcsdup

  helper for OS dependant file name copy

Typedefs

- using sound4::bigvoice::SampleFormat = bigvoice_SampleFormat
- using sound4::bigvoice::LogSeverity = bigvoice_LogSeverity
- using sound4::bigvoice::log_cb_t = std::function< void(LogSeverity, const std::string &)>
- using sound4::bigvoice::PresetChange_Kind = bigvoice_PresetChange_Kind

Variables

- const size_t sound4::bigvoice::ChunkFrames = 12
- const size_t sound4::bigvoice::InputChannels = 1 * 1
- const size_t sound4::bigvoice::OutputChannels = 1 * 1
- const size_t sound4::bigvoice::InputSampleSize =ChunkFrames*InputChannels
- const size_t sound4::bigvoice::OutputSampleSize =ChunkFrames*OutputChannels
- const size_t sound4::bigvoice::SampleRate = 48000

11.13.1 Macro Definition Documentation

11.13.1.1 fs_strdup

```
#define fs_strdup wcsdup
```

Definition at line 25 of file sound4.bigvoice.cl.hpp.

11.14 sound4.bigvoice.cl.hpp

Go to the documentation of this file.

```
00001
00004 #pragma once
00005
00006 #include <string>
00007 #include <exception>
00008 #include <thread>
00009 #include <functional>
00010 #include <memory>
00011 #include <array>
00012 #include <assert.h>
00013 #include <stdexcept>
00014 #include <filesystem>
00015 #include <string.h>
00016
00017 #include "sound4.bigvoice.cl.h"
00018
00019
00020 // Filesystem path char type
00021 #ifdef _WIN32
00022     #include <stringapiset.h>
00023     #include <wchar.h>
00025     #define fs_strdup wcsdup
00026 #else // !_WIN32
00028     #define fs_strdup strdup
00029 #endif // !_WIN32
00030
00031 // bridge C callbacks to CPresetLoader
00032 extern "C" {
00033     static char *bigvoice_custom_reader(const fs_char *filename, void* userdata);
00034     static void bigvoice_custom_reader_free(char *content, void* userdata);
00035     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata);
00036     static int bigvoice_custom_exists(const fs_char *filename, void* userdata);
00037     static fs_char** bigvoice_custom_getall(void* userdata);
00038     static void bigvoice_custom_getall_free(fs_char** all, void* userdata);
00039     static int bigvoice_custom_remove(const fs_char *filename, void* userdata);
00040     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata);
00041 };
00042
00046 namespace sound4 {
00050 namespace bigvoice {
00051     static constexpr const char *process_name = "SOUND4 BIGVOICE.CL";
00052     static constexpr const char *process_shortname = "bigvoice";
00053     using SampleFormat = bigvoice_SampleFormat;
00057     const size_t ChunkFrames=BIGVOICE_AUDIOFRAME_COUNT;
00061     const size_t InputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_INPUT_COUNT;
00065     const size_t OutputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_OUTPUT_COUNT;
00069     const size_t InputSampleSize=ChunkFrames*InputChannels;
00073     const size_t OutputSampleSize=ChunkFrames*OutputChannels;
00077     const size_t SampleRate=BIGVOICE_SAMPLE_RATE;
00078
00082     namespace helper {
00083         #ifdef _WIN32
00089         static inline std::string WStringToUTF8(const std::wstring& wstr) {
00090             if (wstr.empty()) return {};
00091             int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL,
      NULL);
00092             std::string str(size, 0);
00093             WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00094             return str;
00095         }
00101         static inline std::wstring UTF8ToWString(const std::string& str) {
00102             if (str.empty()) return std::wstring();
00103             int size = MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), NULL, 0);
00104             std::wstring wstr(size, 0);
00105             MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), &wstr[0], size);
00106             return wstr;
00107         }
00108         #endif // _WIN32
00109
00115             template<typename T>
00116         struct SampleFormat {
00117         };
00118             template<>
00119         struct SampleFormat<int16_t> {
00120             const bigvoice_SampleFormat format = S16_NATIVE;
00121         };
00122             template<>
00123         struct SampleFormat<int32_t> {
00124             const bigvoice_SampleFormat format = S32_NATIVE;
00125         };
00126             template<>
00127         struct SampleFormat<float> {
```

```
00128             const bigvoice_SampleFormat format = F32_NATIVE;
00129         };
00130
00131
00136         static inline void AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl,
      bigvoice_SampleFormat fmt) {
00137             bigvoice_AudioConvertFrom(payload, output, nSpl, fmt);
00138         }
00139         static inline void AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl,
      bigvoice_SampleFormat fmt) {
00140             bigvoice_AudioConvertTo(input, payload, nSpl, fmt);
00141         }
00142         static inline void StereoToMono(const float *input, float *output, size_t nSpl) {
00143             bigvoice_StereoToMono(input, output, nSpl);
00144         }
00145         static inline void MonoToStereo(const float *input, float *output, size_t nSpl) {
00146             bigvoice_MonoToStereo(input, output, nSpl);
00147         }
00148         static inline void StereoToMono_Planar(const float *inputL, const float *inputR, float
      *output, size_t nSpl) {
00149             bigvoice_StereoToMono_Planar(inputL, inputR, output, nSpl);
00150         }
00151         static inline void MonoToStereo_Planar(const float *input, float *outputL, float *outputR,
      size_t nSpl) {
00152             bigvoice_MonoToStereo_Planar(input, outputL, outputR, nSpl);
00153         }
00154         static inline void AudioMonoFromLiveStereo(const uint8_t *payload, float *output) {
00155             bigvoice_AudioMonoFromLiveStereo(payload, output);
00156         }
00157         static inline void AudioMonoToLiveStereo(const float *input, uint8_t *payload) {
00158             bigvoice_AudioMonoToLiveStereo(input, payload);
00159         }
00160
00161     }; // namespace helper
00162
00168     static inline std::string GetVersion()
00169         {
00170             return std::string(bigvoice_GetVersion());
00171         }
00172
00183     static inline unsigned int GetChunkSizeInFrames()
00184         {
00185             return bigvoice_GetChunkSizeInFrames();
00186         }
00187
00196     static inline std::vector<unsigned int> GetPossibleChunkSizeInFrames()
00197         {
00198             std::vector<unsigned int> list;
00199             for (unsigned int* src=bigvoice_GetPossibleChunkSizeInFrames();*src;src++) {
00200                 list.push_back(*src);
00201             }
00202             return list;
00203         }
00204
00212     static inline unsigned int GetChannelCount()
00213         {
00214             return bigvoice_GetChannelCount();
00215         }
00216
00225     static inline unsigned int GetAudioInputCount()
00226         {
00227             return bigvoice_GetAudioInputCount();
00228         }
00229
00238     static inline unsigned int GetAudioOutputCount()
00239         {
00240             return bigvoice_GetAudioOutputCount();
00241         }
00242
00250     static inline unsigned int GetSampleRate()
00251         {
00252             return bigvoice_GetSampleRate();
00253         }
00254
00260     static inline void SanityCheck(bool a_bCheckFrames = true)
00261     {
00262         // Do some sanity checks
00263         if (bigvoice_GetSampleRate()!=BIGVOICE_SAMPLE_RATE) {
00264             throw std::runtime_error("Bad library sampling rate");
00265         }
00266         if (a_bCheckFrames && bigvoice_GetChunkSizeInFrames()!=ChunkFrames) {
00267             throw std::runtime_error("Bad library frame size");
00268         }
00269         if (bigvoice_GetChannelCount()!=BIGVOICE_CHANNEL_COUNT) {
00270             throw std::runtime_error("Bad library channel count");
00271         }
00272         if (bigvoice_GetAudioInputCount()!=BIGVOICE_AUDIO_INPUT_COUNT) {
```

```
00273             throw std::runtime_error("Bad library input count");
00274         }
00275         if (bigvoice_GetAudioOutputCount()!=BIGVOICE_AUDIO_OUTPUT_COUNT) {
00276             throw std::runtime_error("Bad library output count");
00277         }
00278     }
00279
00286     static inline std::string GetFormatName(const SampleFormat fmt)
00287         {
00288             return std::string(bigvoice_GetFormatName(fmt));
00289         }
00290
00297     static inline SampleFormat GetFormatFromName(const std::string& name)
00298         {
00299             return bigvoice_GetFormatFromName(name.c_str());
00300         }
00301
00308     static inline unsigned int GetBytesFromFormat(const SampleFormat fmt)
00309         {
00310             return bigvoice_GetBytesFromFormat(fmt);
00311         }
00312
00316     using LogSeverity = bigvoice_LogSeverity;
00320     using log_cb_t = std::function<void(LogSeverity,const std::string&)>;
00321
00325     static log_cb_t _log_cb;
00326     extern "C" {
00327         static inline void _log_cb_c(bigvoice_LogSeverity severity, const char *c_msg) {
00328             _log_cb(severity, std::string(c_msg));
00329         }
00330     }
00334     static inline void SetLogSeverity(LogSeverity severity)
00335         {
00336             bigvoice_SetLogSeverity(severity);
00337         }
00341     static inline void SetLoggerCallback(log_cb_t cb)
00342         {
00343             _log_cb=cb;
00344             bigvoice_SetLoggerCallback(&_log_cb_c);
00345         }
00346
00347 #if BIGVOICE_HAS_CLOUDBUS
00348     class CBus {
00349         public:
00350             CBus()
00351                 : m_bus(bigvoice_NewBus()) {}
00352             ~CBus()
00353                 {
00354                     bigvoice_FreeBus(m_bus);
00355                     m_bus = nullptr;
00356                 }
00357             bigvoice_CBus *Get() const { return m_bus; }
00358         private:
00359             bigvoice_CBus *m_bus;
00360     };
00361 #endif // BIGVOICE_HAS_CLOUDBUS
00362
00367     class CPresetLoader {
00368     public:
00369         CPresetLoader() = default;
00370         virtual ~CPresetLoader() = default;
00371
00372         virtual bool IsReadOnly() = 0;
00373         virtual bool Exists(const std::filesystem::path &name) = 0;
00374         virtual bool Remove(const std::filesystem::path &name) = 0;
00375         virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) = 0;
00376         virtual std::vector<std::filesystem::path> GetAll() = 0;
00377         virtual std::string Read(const std::filesystem::path &filename) = 0;
00378         virtual bool Write(const std::filesystem::path &filename, const std::string &content) =0;
00379     };
00380     using PresetChange_Kind = bigvoice_PresetChange_Kind;
00381
00385     class CInstance {
00386     public:
00390         CInstance()
00391             {
00392                 params = bigvoice_NewParameters();
00393                 if (!params) throw std::bad_alloc();
00394             }
00395         // non-copyable
00396         CInstance( const CInstance& ) = delete;
00397         CInstance& operator=( const CInstance& ) = delete;
00401         virtual ~CInstance()
00402             {
00403                 Stop();
00404                 if (params) bigvoice_FreeParameters(params);
00405             }
```

```
00409         bool IsOk() const { return instance!=nullptr; }
00417         void SetParam(const std::string& name, const std::string& value)
00418             {
00419                 assert(params);
00420                 bigvoice_SetParameter(params, name.c_str(), value.c_str());
00421             }
00427         std::string GetParam(const std::string& name)
00428             {
00429                 assert(params);
00430                 auto c_value=bigvoice_GetParameter(params, name.c_str());
00431                 std::string ret(c_value);
00432                 bigvoice_FreeParameterValue(c_value);
00433                 return ret;
00434             }
00435
00445         void SetPresetManager(CPresetLoader *preset_manager)
00446             {
00447                 if (!preset_manager) return;
00448                 assert(params);
00449                 bigvoice_SetPresetManager(params,
00450                     bigvoice_custom_reader,
00451                     bigvoice_custom_reader_free,
00452                     bigvoice_custom_writer,
00453                     bigvoice_custom_exists,
00454                     bigvoice_custom_getall,
00455                     bigvoice_custom_getall_free,
00456                     bigvoice_custom_remove,
00457                     bigvoice_custom_rename,
00458                     preset_manager->IsReadOnly(),
00459                     preset_manager
00460                 );
00461             }
00462
00463 #if BIGVOICE_HAS_CLOUDBUS
00467             void SetBus(const CBus& bus) {
00468                 assert(params);
00469                 bigvoice_SetInstanceBus(params,bus.Get());
00470             }
00471 #endif // BIGVOICE_HAS_CLOUDBUS
00472
00487         bool Create(const std::string& LoginKey, const std::string& RadioName, const std::string&
      AWS_Access_ID, const std::string& AWS_Access_Secret, const std::filesystem::path& save_path, int
      json_port = 0, unsigned int frames_per_chunk=12)
00488             {
00489                 assert(!instance);
00490                 std::string l_save_path;
00491                 if (!save_path.empty()) {
00492                     l_save_path = save_path.u8string();
00493                 }
00494                 instance = bigvoice_InitProcess3(LoginKey.c_str(), RadioName.c_str(),
      AWS_Access_ID.c_str(), AWS_Access_Secret.c_str(), l_save_path.c_str(), params, frames_per_chunk);
00495                 if (!instance) return false;
00496                 if (!init_metadata.empty()) {
00497                     for (auto&& [key,value]: init_metadata) {
00498                         bigvoice_SetMetadata(instance, key.c_str(), value.c_str());
00499                     }
00500                     init_metadata.clear();
00501                 }
00502                 update_thread = std::thread([this, json_port](){
00503                     OnUpdateThreadStart();
00504                     bigvoice_StartUpdateThread(instance, json_port);
00505                     OnUpdateThreadStop();
00506                 });
00507                 int timeout=5000;
00508                 #ifdef DEBUG
00509                     timeout=60*1000; // For debugger pauses
00510                 #endif
00511                 if (bigvoice_WaitUpdateThreadReady(instance, timeout)<0) {
00512                     return false;
00513                 }
00514                 return true;
00515             }
00516
00524         unsigned int GetChunkFrames() {
00525             if (instance) {
00526                 return bigvoice_GetProcessChunkFrames(instance);
00527             }
00528             return 0;
00529         }
00530
00538         void PresetManager_InformChange(const std::filesystem::path& relative_path, PresetChange_Kind
      change_kind)
00539             {
00540                 bigvoice_PresetManager_InformChange(instance, relative_path.c_str(),
      (bigvoice_PresetChange_Kind) change_kind);
00541             }
00542
```

```
00554         void SetMetadata(const std::string& key, const char* value)
00555             {
00556                 if (instance) {
00557                     bigvoice_SetMetadata(instance, key.c_str(), value);
00558                 } else {
00559                     init_metadata.push_back( {key, value} );
00560                 }
00561             }
00562 
00572         void SetMetadataMulti(const std::unordered_map<std::string, const char*>& list)
00573             {
00574                 if (instance) {
00575                     typedef const char* pchar;
00576                     pchar* keyvalue=new pchar[2*list.size()+1];
00577                     size_t n=0;
00578                     for (auto&& [key,value]: list) {
00579                         keyvalue[2*n+0]=key.c_str();
00580                         keyvalue[2*n+1]=value;
00581                         n++;
00582                     }
00583                     keyvalue[2*n+0]=nullptr;
00584 
00585                     bigvoice_SetMetadataMulti(instance, keyvalue);
00586 
00587                     delete[] keyvalue;
00588                 } else {
00589                     for (auto&& [key,value]: list) {
00590                         if (value) {
00591                             init_metadata.push_back( {key, value} );
00592                         }
00593                     }
00594                 }
00595             }
00596 
00602         std::vector< std::tuple<std::string,std::string> > GetMetadataInfos()
00603             {
00604                 std::vector< std::tuple<std::string,std::string> > values;
00605                 const char** c_values = bigvoice_GetMetadataInfos(instance);
00606                 if (c_values) {
00607                     for (const char** c_value=c_values; *c_value; ) {
00608                         std::string key(*c_value);
00609                         c_value++;
00610                         if (*c_value) {
00611                             std::string descr(*c_value);
00612                             c_value++;
00613                             values.push_back( {key,descr} );
00614                         }
00615                     }
00616                     bigvoice_FreeMetadataInfos(instance, c_values);
00617                 }
00618                 return values;
00619             }
00620 
00621         // Can be overloaded, called at start of UpdateThread in the thread
00622         virtual void OnUpdateThreadStart() {}
00623         // Can be overloaded to call at end of UpdateThread in the thread
00624         virtual void OnUpdateThreadStop() {}
00625 
00626 #if BIGVOICE_HAS_WEBSERVER
00632         bool StartWebServer(int http_port, int https_port=0)
00633             {
00634                 assert(instance);
00635                 assert(webserver==SOUND4_INVALID_WEBSERVER_ID);
00636                 webserver = bigvoice_Webserver(http_port,https_port,instance);
00637                 if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
00638                     return false;
00639                 }
00640                 int web_status=bigvoice_Webserver_Status(webserver);
00641                 if (http_port && (web_status & SOUND4_WEBSERVER_HTTP_OK) == 0) {
00642                     return false;
00643                 }
00644                 if (https_port && (web_status & SOUND4_WEBSERVER_HTTPS_OK) == 0) {
00645                     return false;
00646                 }
00647                 return true;
00648             }
00654         void StopWebServer()
00655             {
00656                 if (webserver != SOUND4_INVALID_WEBSERVER_ID) {
00657                     bigvoice_Webserver_Stop(webserver, 1000);
00658                     webserver = SOUND4_INVALID_WEBSERVER_ID;
00659                 }
00660             }
00661 
00665         void SetWebServerAppHealth(int httpcode, const std::string& contenttype, const std::string&
    content)
00666             {
```

```
00667                 assert(instance);
00668                 bigvoice_Webserver_SetAppHealth(instance, httpcode, contenttype.c_str(),
    content.c_str());
00669             }
00673         void GetWebServerAppHealth(int &httpcode, std::string& contenttype, std::string& content)
00674             {
00675                 assert(instance);
00676                 char* c_contenttype=nullptr;
00677                 char* c_content=nullptr;
00678                 bigvoice_Webserver_GetAppHealth(instance, &httpcode, &c_contenttype, &c_content);
00679                 contenttype=c_contenttype;
00680                 content=c_content;
00681                 bigvoice_Webserver_FreeString(c_contenttype);
00682                 bigvoice_Webserver_FreeString(c_content);
00683         }
00684 #endif // BIGVOICE_HAS_WEBSERVER
00685
00692         int Terminate()
00693             {
00694                 if (!instance) return 0;
00695                 return bigvoice_TerminateProcess(instance);
00696             }
00697
00703         void Stop()
00704             {
00705                 if (!instance) return;
00706 #if BIGVOICE_HAS_WEBSERVER
00707                 StopWebServer();
00708 #endif // BIGVOICE_HAS_WEBSERVER
00709                 if (update_thread.joinable()) {
00710                     bigvoice_StopUpdateThread(instance); // this will exit the update thread
00711                     update_thread.join();
00712                 }
00713                 bigvoice_ExitProcess(instance);
00714                 instance=nullptr;
00715             }
00716
00722         unsigned int GetEstimatedDelay()
00723             {
00724                 assert(instance);
00725                 return bigvoice_GetEstimatedDelay(instance);
00726             }
00727
00738         std::array<float,InputSampleSize>& GetBufferIn()
00739             {
00740                 assert(instance);
00741                 float *buf=bigvoice_GetBufferIn(instance);
00742                 return reinterpret_cast< std::array<float,InputSampleSize>& >(*buf);
00743
00744             }
00755         std::array<float,OutputSampleSize>& GetBufferOut()
00756             {
00757                 assert(instance);
00758                 float *buf= bigvoice_GetBufferOut(instance);
00759                 return reinterpret_cast< std::array<float,OutputSampleSize>& >(*buf);
00760             }
00766         void ProcessAudio()
00767             {
00768                 assert(instance);
00769                 bigvoice_ProcessAudio(instance, bigvoice_GetBufferIn(instance),
    bigvoice_GetBufferOut(instance));
00770             }
00784         // void ProcessAudio_Planar(const std::array< const std::array<const float,ChunkFrames>,
    InputChannels>& input, std::array< std::array<float,ChunkFrames>, OutputChannels>& output)
00785         void ProcessAudio_Planar(float const * const *input, float * const *output)
00786             {
00787                 assert(instance);
00788                 bigvoice_ProcessAudio_Planar(instance, input, output);
00789             }
00790
00802             template<typename T>
00803         std::vector<T> ProcessAnyAudio(const std::vector<T> input)
00804             {
00805                 assert(instance);
00806                 std::vector<T> output;
00807                 unsigned int out_offset=0;
00808                 unsigned int in_offset=0;
00809                 unsigned int todo = input.size();
00810                 while (todo>0) {
00811                     unsigned int left = AddAudio(&input[in_offset], todo);
00812                     unsigned int out_avail = bigvoice_GetOutputCount(instance);
00813                     output.resize(out_offset + out_avail);
00814                     GetAudio(&output[out_offset], out_avail);
00815                     out_offset+=out_avail;
00816                     in_offset += todo-left;
00817                     todo=left;
00818                 }
```

```
00819                 return output;
00820             }
00821
00827         class CClient {
00828             public:
00829                 CClient(bigvoice_CInstance* instance)
00830                     {
00831                         assert(instance);
00832                         client=bigvoice_NewClient(instance);
00833                         if (!client) throw std::bad_alloc();
00834                     }
00835                 // non-copyable
00836                 CClient( const CInstance& ) = delete;
00837                 CClient& operator=( const CInstance& ) = delete;
00838                 ~CClient()
00839                     {
00840                         if (client) {
00841                             bigvoice_DeleteClient(client);
00842                             client=nullptr;
00843                         }
00844                     }
00852                 std::string ProcessJson(const std::string &request, bool *NeedSave = nullptr)
00853                     {
00854                         assert(client);
00855                         int need_save=0;
00856                         const char *canswer = bigvoice_ProcessJson(client, request.c_str(),
    &need_save);
00857                         if (!canswer) return {};
00858                         std::string answer(canswer);
00859                         bigvoice_FreeJsonAnswer (canswer);
00860                         if (NeedSave) {
00861                             *NeedSave=(need_save!=0);
00862                         }
00863                         return answer;
00864                     }
00865             private:
00866                 bigvoice_CClientInstance *client = nullptr;
00867         };
00875         std::shared_ptr<CClient> NewClient()
00876             {
00877                 assert(instance);
00878                 return std::make_shared<CClient>(instance);
00879             }
00880
00881     protected:
00882             template<typename T>
00883         unsigned int AddAudio(const T* payload, unsigned int nFrame)
00884             {
00885                 assert(instance);
00886                 return bigvoice_AddAudio(instance, reinterpret_cast<const T*>(payload), nFrame,
    helper::SampleFormat<T>::format);
00887             }
00888             template<typename T>
00889         unsigned int GetAudio(T* payload, unsigned int max_nFrame)
00890             {
00891                 assert(instance);
00892                 return bigvoice_GetAudio(instance, reinterpret_cast<T*>(payload), max_nFrame,
    helper::SampleFormat<T>::format);
00893             }
00894
00895     private:
00896         bigvoice_CParameters* params = nullptr;
00897         bigvoice_CInstance* instance = nullptr;
00898         std::thread update_thread;
00899         std::vector< std::pair<std::string,std::string> > init_metadata;
00900 #if BIGVOICE_HAS_WEBSERVER
00901         uint64_t webserver = SOUND4_INVALID_WEBSERVER_ID;
00902 #endif // BIGVOICE_HAS_WEBSERVER
00903     };
00904
00905 }; // namespace bigvoice
00906 }; // namespace sound4
00907
00908 // bridge C callbacks to CPresetLoader
00909 extern "C" {
00910     static char *bigvoice_custom_reader(const fs_char *filename, void* userdata) {
00911         sound4::bigvoice::CPresetLoader
    *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
00912         std::string content=preset_loader->Read(filename);
00913         return strdup(content.c_str());
00914     }
00915     static void bigvoice_custom_reader_free(char *content, void* userdata) {
00916         if (!content) return;
00917         free(content);
00918     }
00919     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata) {
00920         sound4::bigvoice::CPresetLoader
```

```
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
00921         auto res=preset_loader->Write(filename,content);
00922         return res?0:-1;
00923     }
00924     static int bigvoice_custom_exists(const fs_char *filename, void* userdata) {
00925         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
00926         auto res=preset_loader->Exists(filename);
00927         return res?0:-1;
00928     }
00929     static fs_char** bigvoice_custom_getall(void* userdata) {
00930         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
00931         auto res=preset_loader->GetAll();
00932         fs_char**all=(fs_char**)malloc((res.size()+1)*sizeof(const fs_char*));
00933         for (size_t n=0;n<res.size();n++) {
00934             all[n]=fs_strdup(res[n].c_str());
00935         }
00936         all[res.size()]=nullptr;
00937         return all;
00938     }
00939     static void bigvoice_custom_getall_free(fs_char** all, void* userdata) {
00940         if (!all) return;
00941         for (fs_char** one=all;*one;one++) {
00942             free(*one);
00943         }
00944         free(all);
00945     }
00946     static int bigvoice_custom_remove(const fs_char *filename, void* userdata) {
00947         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
00948         auto res=preset_loader->Remove(filename);
00949         return res?0:-1;
00950     }
00951     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata) {
00952         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
00953         auto res=preset_loader->Rename(from,to);
00954         return res?0:-1;
00955     }
00956
00957 };
```

11.15 sound4.bigvoice.cl_dyn.hpp File Reference

C++ wrapper for dynamic loading library.

```
#include <string>
#include <exception>
#include <thread>
#include <functional>
#include <memory>
#include <array>
#include <assert.h>
#include <stdexcept>
#include <filesystem>
#include <string.h>
#include <libloaderapi.h>
#include "sound4.bigvoice.cl.h"
#include <stringapiset.h>
#include <wchar.h>
```

Classes

- class sound4::bigvoice::dyn::helper::DynFuncHolder< T >

  Helper to wrap a function pointer.
- class sound4::bigvoice::dyn::helper::CDynLoader

Helper to load dynamic library.

- class sound4::bigvoice::dyn::CDynLib

  Dynamic library interface.
- struct sound4::bigvoice::dyn::helper::SampleFormat< T >

  Helper for Sample format types.
- struct sound4::bigvoice::dyn::helper::SampleFormat< int16_t >
- struct sound4::bigvoice::dyn::helper::SampleFormat< int32_t >
- struct sound4::bigvoice::dyn::helper::SampleFormat< float >
- class sound4::bigvoice::dyn::CBus
- class sound4::bigvoice::dyn::CPresetLoader
- class sound4::bigvoice::dyn::CInstance
- class sound4::bigvoice::dyn::CInstance::CClient

Namespaces

- namespace sound4
- namespace sound4::bigvoice
- namespace dyn
- namespace sound4::bigvoice::dyn
- namespace sound4::bigvoice::dyn::helper

Macros

- #define UNIXLIKE 0
- #define fs_strdup wcsdup

  helper for OS dependant file name copy

Typedefs

- using sound4::bigvoice::dyn::helper::DynLib_t = HMODULE
- using sound4::bigvoice::dyn::helper::DynFunc_t = FARPROC
- using sound4::bigvoice::dyn::SampleFormat = bigvoice_SampleFormat
- using sound4::bigvoice::dyn::LogSeverity = bigvoice_LogSeverity
- using sound4::bigvoice::dyn::log_cb_t = std::function< void(LogSeverity, const std::string &)>
- using sound4::bigvoice::dyn::PresetChange_Kind = bigvoice_PresetChange_Kind

Variables

- const size_t sound4::bigvoice::dyn::ChunkFrames = 12
- const size_t sound4::bigvoice::dyn::InputChannels = 1 * 1
- const size_t sound4::bigvoice::dyn::OutputChannels = 1 * 1
- const size_t sound4::bigvoice::dyn::InputSampleSize =ChunkFrames*InputChannels
- const size_t sound4::bigvoice::dyn::OutputSampleSize =ChunkFrames*OutputChannels
- const size_t sound4::bigvoice::dyn::SampleRate = 48000

11.15.1 Detailed Description

You need to load the dynamic library, and if it succeed you can use it.

Definition in file sound4.bigvoice.cl_dyn.hpp.

11.15.2 Macro Definition Documentation

11.15.2.1 fs_strdup

```
#define fs_strdup wcsdup
```

Definition at line 42 of file sound4.bigvoice.cl_dyn.hpp.

11.15.2.2 UNIXLIKE

```
#define UNIXLIKE 0
```

Definition at line 23 of file sound4.bigvoice.cl_dyn.hpp.

11.16 sound4.bigvoice.cl_dyn.hpp

Go to the documentation of this file.

```
00001
00007 #pragma once
00008
00009 #include <string>
00010 #include <exception>
00011 #include <thread>
00012 #include <functional>
00013 #include <memory>
00014 #include <array>
00015 #include <assert.h>
00016 #include <stdexcept>
00017 #include <filesystem>
00018 #include <string.h>
00019
00020 #if defined(__unix__) || defined(__APPLE__)
00021     #define UNIXLIKE 1
00022 #else
00023     #define UNIXLIKE 0
00024 #endif
00025
00026 #if UNIXLIKE
00027     #include <dlfcn.h>
00028 #elif defined(_WIN32)
00029     #include <libloaderapi.h>
00030 #else
00031     #error "Unsupported OS"
00032 #endif
00033
00034 // Needed to have function declarations
00035 #include "sound4.bigvoice.cl.h"
00036
00037
00038 #ifdef _WIN32
00039     #include <stringapiset.h>
00040     #include <wchar.h>
00042     #define fs_strdup wcsdup
00043 #else // !_WIN32
00045     #define fs_strdup strdup
00046 #endif // !_WIN32
00047
00048 // bridge C callbacks to CPresetLoader
00049 extern "C" {
00050     static char *bigvoice_custom_reader(const fs_char *filename, void* userdata);
00051     static void bigvoice_custom_reader_free(char *content, void* userdata);
00052     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata);
00053     static int bigvoice_custom_exists(const fs_char *filename, void* userdata);
00054     static fs_char** bigvoice_custom_getall(void* userdata);
00055     static void bigvoice_custom_getall_free(fs_char** all, void* userdata);
00056     static int bigvoice_custom_remove(const fs_char *filename, void* userdata);
00057     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata);
00058 };
00059
00063 namespace sound4 {
00067 namespace bigvoice {
```

```
00071 namespace dyn {
00072
00076     namespace helper {
00077         // Storage definition, depending on OS
00078         #if UNIXLIKE
00079             using DynLib_t = void *;
00080             using DynFunc_t = void *;
00081         #else
00082             using DynLib_t = HMODULE;
00083             using DynFunc_t = FARPROC;
00084         #endif
00085
00091             template <typename T>
00092         class DynFuncHolder {
00093         private:
00094             DynFunc_t m_ptr = NULL;
00095         public:
00096             DynFuncHolder() = default;
00097             DynFuncHolder(DynFunc_t a_ptr) : m_ptr(a_ptr) {}
00098             operator bool() const { return (m_ptr!=NULL); }
00099             bool IsOk() const { return m_ptr!=NULL; }
00100             operator T* () const { return reinterpret_cast<T*>(m_ptr); }
00101         };
00102
00107         class CDynLoader {
00108             private:
00109                 DynLib_t m_lib {};
00110             public:
00111                 CDynLoader() = default;
00112                 CDynLoader(CDynLoader&&) = default;
00113                 // No copy allowed
00114                 CDynLoader(const CDynLoader&) = delete;
00115                 CDynLoader& operator=(CDynLoader const&) = delete;
00116                 operator bool() const {
00117                     return (m_lib!=NULL);
00118                 }
00119                 bool IsOk() const {
00120                     return (m_lib!=NULL);
00121                 }
00122                 #if UNIXLIKE
00123                     void Close() {
00124                         if (IsOk()) {
00125                             #ifndef __SANITIZE_ADDRESS__ // avoid unloading to keep call stack
00126                             dlclose(m_lib);
00127                             #endif // __SANITIZE_ADDRESS__
00128                             m_lib=NULL;
00129                         }
00130                     }
00131                     bool Load(const std::filesystem::path& dynlib)
00132                     {
00133                         Close();
00134                         m_lib=dlopen(dynlib.c_str(), RTLD_NOW|RTLD_LOCAL);
00135                         return IsOk();
00136                     }
00137                         template <typename T>
00138                     DynFuncHolder<T> GetSymbol(const std::string& name) {
00139                         auto ptr=dlsym(m_lib, name.c_str());
00140                         if (!ptr) {
00141                             throw std::runtime_error("Missing function in library");
00142                         }
00143                         return DynFuncHolder<T>(ptr);
00144                     }
00145                         template <typename T>
00146                     DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
00147                         auto ptr=dlsym(m_lib, name.c_str());
00148                         return DynFuncHolder<T>(ptr);
00149                     }
00150                     static std::filesystem::path GetThisLibraryPath(void) {
00151                         static Dl_info info;
00152                         if (! dladdr((void *) GetThisLibraryPath, & info)) return {};
00153                         auto rp=realpath(info.dli_fname, NULL);
00154                         std::filesystem::path p(rp);
00155                         free(rp);
00156                         return p;
00157                     }
00158                 #else
00159                     bool Load(const std::filesystem::path& dynlib, uint32_t loadflags =
    LOAD_LIBRARY_SEARCH_DLL_LOAD_DIR|LOAD_LIBRARY_SEARCH_APPLICATION_DIR|LOAD_LIBRARY_SEARCH_USER_DIRS|LOAD_LIBRARY_SEARCH_S
00160                     {
00161                         Close();
00162                         m_lib=LoadLibraryExW(dynlib.c_str(), NULL, loadflags);
00163                         return IsOk();
00164                     }
00165                     void Close() {
00166                         if (IsOk()) {
00167                             // NOTE: On Windows, FreeLibrary may create a lot of troubles, should use
    FreeLibraryAndExitThread but...
```

```
00168                           // So define SOUND4_CALL_FREELIBRARY before including this file if you
      really want to unload the library dynamically
00169                           #if defined(SOUND4_CALL_FREELIBRARYANDEXITTHREAD)
00170                               FreeLibraryAndExitThread(m_lib, 0);
00171                           #elif defined(SOUND4_CALL_FREELIBRARY)
00172                               FreeLibrary(m_lib);
00173                           #endif // SOUND4_CALL_FREELIBRARY
00174                           m_lib=NULL;
00175                       }
00176                   }
00177                       template <typename T>
00178                   DynFuncHolder<T> GetSymbol(const std::string& name) {
00179                       auto ptr=GetProcAddress(m_lib, name.c_str());
00180                       if (!ptr) {
00181                           throw std::runtime_error("Missing function in library");
00182                       }
00183                       return DynFuncHolder<T>(ptr);
00184                   }
00185                       template <typename T>
00186                   DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
00187                       auto ptr=GetProcAddress(m_lib, name.c_str());
00188                       return DynFuncHolder<T>(ptr);
00189                   }
00190                   static std::filesystem::path GetThisLibraryPath(void) {
00191                       static wchar_t path[MAX_PATH]={};
00192                       HMODULE hm = NULL;
00193                       if (GetModuleHandleExW(GET_MODULE_HANDLE_EX_FLAG_FROM_ADDRESS |
00194                               GET_MODULE_HANDLE_EX_FLAG_UNCHANGED_REFCOUNT,
00195                               (LPCWSTR) &GetThisLibraryPath, &hm))
00196                       {
00197                           if (GetModuleFileNameW(hm, path, MAX_PATH) > 0) {
00198                               return std::filesystem::path(path);
00199                           }
00200                       }
00201                       return {};
00202                   }
00203               #endif
00204               virtual ~CDynLoader() {
00205                   Close();
00206               }
00207       }; // class CDynLoader
00208   }; // namespace helper
00209
00216   class CDynLib {
00217   private:
00218       helper::CDynLoader m_lib;
00219       bool m_bOK = false;
00220   public:
00221       CDynLib() = default;
00222
00223       // All those wrapped functions have the same signature as there C bigvoice_XXX
00224       helper::DynFuncHolder< decltype(bigvoice_GetVersion             ) > GetVersion             ;
00225       helper::DynFuncHolder< decltype(bigvoice_GetChunkSizeInFrames   ) > GetChunkSizeInFrames   ;
00226       helper::DynFuncHolder< decltype(bigvoice_GetChannelCount        ) > GetChannelCount        ;
00227       helper::DynFuncHolder< decltype(bigvoice_GetAudioInputCount     ) > GetAudioInputCount     ;
00228       helper::DynFuncHolder< decltype(bigvoice_GetAudioOutputCount    ) > GetAudioOutputCount    ;
00229       helper::DynFuncHolder< decltype(bigvoice_GetSampleRate          ) > GetSampleRate          ;
00230       helper::DynFuncHolder< decltype(bigvoice_SetLoggerCallback      ) > SetLoggerCallback      ;
00231       helper::DynFuncHolder< decltype(bigvoice_SetLogSeverity         ) > SetLogSeverity         ;
00232       helper::DynFuncHolder< decltype(bigvoice_NewParameters          ) > NewParameters          ;
00233       helper::DynFuncHolder< decltype(bigvoice_FreeParameters         ) > FreeParameters         ;
00234       helper::DynFuncHolder< decltype(bigvoice_SetParameter           ) > SetParameter           ;
00235       helper::DynFuncHolder< decltype(bigvoice_GetParameter           ) > GetParameter           ;
00236       helper::DynFuncHolder< decltype(bigvoice_FreeParameterValue     ) > FreeParameterValue     ;
00237       helper::DynFuncHolder< decltype(bigvoice_InitProcess            ) > InitProcess            ;
00238       helper::DynFuncHolder< decltype(bigvoice_InitProcess2           ) > InitProcess2           ;
00239       helper::DynFuncHolder< decltype(bigvoice_TerminateProcess       ) > TerminateProcess       ;
00240       helper::DynFuncHolder< decltype(bigvoice_ExitProcess            ) > ExitProcess            ;
00241       helper::DynFuncHolder< decltype(bigvoice_StartUpdateThread      ) > StartUpdateThread      ;
00242       helper::DynFuncHolder< decltype(bigvoice_StopUpdateThread       ) > StopUpdateThread       ;
00243       helper::DynFuncHolder< decltype(bigvoice_WaitUpdateThreadReady  ) > WaitUpdateThreadReady  ;
00244       helper::DynFuncHolder< decltype(bigvoice_ProcessAudio           ) > ProcessAudio           ;
00245       helper::DynFuncHolder< decltype(bigvoice_ProcessAudio_Planar    ) > ProcessAudio_Planar    ;
00246       helper::DynFuncHolder< decltype(bigvoice_GetBufferIn            ) > GetBufferIn            ;
00247       helper::DynFuncHolder< decltype(bigvoice_GetBufferOut           ) > GetBufferOut           ;
00248       helper::DynFuncHolder< decltype(bigvoice_GetEstimatedDelay      ) > GetEstimatedDelay      ;
00249       helper::DynFuncHolder< decltype(bigvoice_GetFormatName          ) > GetFormatName          ;
00250       helper::DynFuncHolder< decltype(bigvoice_GetFormatFromName      ) > GetFormatFromName      ;
00251       helper::DynFuncHolder< decltype(bigvoice_GetBytesFromFormat     ) > GetBytesFromFormat     ;
00252       helper::DynFuncHolder< decltype(bigvoice_GetMaxPacketFrame      ) > GetMaxPacketFrame      ;
00253       helper::DynFuncHolder< decltype(bigvoice_AddAudio               ) > AddAudio               ;
00254       helper::DynFuncHolder< decltype(bigvoice_AddPadAudio            ) > AddPadAudio            ;
00255       helper::DynFuncHolder< decltype(bigvoice_GetOutputCount         ) > GetOutputCount         ;
00256       helper::DynFuncHolder< decltype(bigvoice_GetAudio               ) > GetAudio               ;
00257       helper::DynFuncHolder< decltype(bigvoice_AudioConvertFrom       ) > AudioConvertFrom       ;
00258       helper::DynFuncHolder< decltype(bigvoice_AudioConvertTo         ) > AudioConvertTo         ;
00259       helper::DynFuncHolder< decltype(bigvoice_StereoToMono           ) > StereoToMono           ;
```

```
00260         helper::DynFuncHolder< decltype(bigvoice_MonoToStereo           ) > MonoToStereo           ;
00261         helper::DynFuncHolder< decltype(bigvoice_AudioMonoFromLiveStereo) > AudioMonoFromLiveStereo;
00262         helper::DynFuncHolder< decltype(bigvoice_AudioMonoToLiveStereo  ) > AudioMonoToLiveStereo  ;
00263         helper::DynFuncHolder< decltype(bigvoice_NewClient              ) > NewClient              ;
00264         helper::DynFuncHolder< decltype(bigvoice_DeleteClient           ) > DeleteClient           ;
00265         helper::DynFuncHolder< decltype(bigvoice_ProcessJson            ) > ProcessJson            ;
00266         helper::DynFuncHolder< decltype(bigvoice_FreeJsonAnswer         ) > FreeJsonAnswer         ;
00267         helper::DynFuncHolder< decltype(bigvoice_SaveState              ) > SaveState              ;
00268 #if BIGVOICE_HAS_WEBSERVER
00269         helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp          ) > Webserver_tcp          ;
00270         helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp2         ) > Webserver_tcp2         ;
00271         helper::DynFuncHolder< decltype(bigvoice_Webserver              ) > Webserver              ;
00272         helper::DynFuncHolder< decltype(bigvoice_Webserver_Stop         ) > Webserver_Stop         ;
00273         helper::DynFuncHolder< decltype(bigvoice_Webserver_Status       ) > Webserver_Status       ;
00274 #endif // BIGVOICE_HAS_WEBSERVER
00275
00276         // added 2023-03-22
00277         helper::DynFuncHolder< decltype(bigvoice_StereoToMono_Planar    ) > StereoToMono_Planar    ;
00278         helper::DynFuncHolder< decltype(bigvoice_MonoToStereo_Planar    ) > MonoToStereo_Planar    ;
00279
00280         // added 2023-05-22
00281         helper::DynFuncHolder< decltype(bigvoice_SetMetadata            ) > SetMetadata            ;
00282         helper::DynFuncHolder< decltype(bigvoice_GetMetadataInfos       ) > GetMetadataInfos       ;
00283         helper::DynFuncHolder< decltype(bigvoice_FreeMetadataInfos      ) > FreeMetadataInfos      ;
00284
00285         // added 2023-06-20
00286         helper::DynFuncHolder< decltype(bigvoice_SetPresetManager               ) > SetPresetManager
    ;
00287         helper::DynFuncHolder< decltype(bigvoice_PresetManager_InformChange     ) >
    PresetManager_InformChange      ;
00288
00289         // added 2023-09-21
00290         helper::DynFuncHolder< decltype(bigvoice_GetPossibleChunkSizeInFrames   ) >
    GetPossibleChunkSizeInFrames   ;
00291         helper::DynFuncHolder< decltype(bigvoice_GetProcessChunkFrames          ) >
    GetProcessChunkFrames   ;
00292         helper::DynFuncHolder< decltype(bigvoice_InitProcess3                   ) > InitProcess3
    ;
00293
00294 #if BIGVOICE_HAS_CLOUDBUS
00295         // added 2023-06-26
00296         helper::DynFuncHolder< decltype(bigvoice_NewBus                 ) > NewBus      ;
00297         helper::DynFuncHolder< decltype(bigvoice_FreeBus                ) > FreeBus      ;
00298         helper::DynFuncHolder< decltype(bigvoice_SetInstanceBus         ) > SetInstanceBus      ;
00299 #endif // BIGVOICE_HAS_CLOUDBUS
00300
00301         // added 2024-02-19
00302         helper::DynFuncHolder< decltype(bigvoice_SetMetadataMulti       ) > SetMetadataMulti         ;
00303
00304 #if BIGVOICE_HAS_WEBSERVER
00305         // added 2024-05-23
00306         helper::DynFuncHolder< decltype(bigvoice_Webserver_SetAppHealth    ) > Webserver_SetAppHealth
    ;
00307         helper::DynFuncHolder< decltype(bigvoice_Webserver_GetAppHealth    ) > Webserver_GetAppHealth
    ;
00308         helper::DynFuncHolder< decltype(bigvoice_Webserver_FreeString      ) > Webserver_FreeString
    ;
00309 #endif // BIGVOICE_HAS_WEBSERVER
00310
00318         bool Load(const std::filesystem::path& path = {}) {
00319             std::string filename;
00320             #if defined(__APPLE__)
00321                 filename="libsound4.bigvoice.cl.dylib";
00322             #elif defined(__unix__)
00323                 filename="libsound4.bigvoice.cl.so";
00324             #else
00325                 filename="sound4.bigvoice.cl.dll";
00326             #endif
00327             m_lib.Close();
00328             // If a path is given, use it directly and do not try other path
00329             if (!path.empty() && !m_lib.Load(path / filename)) {
00330                 return false;
00331             } else if (!m_lib.IsOk()) {
00332                 auto thisdir=helper::CDynLoader::GetThisLibraryPath().parent_path();
00333                 #ifndef _WIN32
00334                 // Linux: if in a bin directory, try ../lib first
00335                 if (!m_lib.IsOk() && thisdir.filename()=="bin") {
00336                     auto libdir = thisdir.parent_path() / "lib";
00337                     m_lib.Load(libdir / filename);
00338                 }
00339                 #endif // !_WIN32
00340                 if (!m_lib.IsOk()) {
00341                     // Search in the same directory this code is in
00342                     m_lib.Load(thisdir / filename);
00343                 }
00344                 if (!m_lib.IsOk()) {
00345                     // Try current path
```

```
00346                     m_lib.Load(std::filesystem::current_path() / filename);
00347                 }
00348                 if (!m_lib.IsOk()) {
00349                     return false;
00350                 }
00351             }
00352             // Load all C functions
00353             try {
00354                 GetVersion             = m_lib.GetSymbol< decltype(bigvoice_GetVersion             )
      >("bigvoice_GetVersion"             );
00355                 GetChunkSizeInFrames   = m_lib.GetSymbol< decltype(bigvoice_GetChunkSizeInFrames   )
      >("bigvoice_GetChunkSizeInFrames"   );
00356                 GetChannelCount        = m_lib.GetSymbol< decltype(bigvoice_GetChannelCount        )
      >("bigvoice_GetChannelCount"        );
00357                 GetAudioInputCount     = m_lib.GetSymbol< decltype(bigvoice_GetAudioInputCount     )
      >("bigvoice_GetAudioInputCount"     );
00358                 GetAudioOutputCount    = m_lib.GetSymbol< decltype(bigvoice_GetAudioOutputCount    )
      >("bigvoice_GetAudioOutputCount"    );
00359                 GetSampleRate          = m_lib.GetSymbol< decltype(bigvoice_GetSampleRate          )
      >("bigvoice_GetSampleRate"          );
00360                 SetLoggerCallback      = m_lib.GetSymbol< decltype(bigvoice_SetLoggerCallback      )
      >("bigvoice_SetLoggerCallback"      );
00361                 SetLogSeverity         = m_lib.GetSymbol< decltype(bigvoice_SetLogSeverity         )
      >("bigvoice_SetLogSeverity"         );
00362                 NewParameters          = m_lib.GetSymbol< decltype(bigvoice_NewParameters          )
      >("bigvoice_NewParameters"          );
00363                 FreeParameters         = m_lib.GetSymbol< decltype(bigvoice_FreeParameters         )
      >("bigvoice_FreeParameters"         );
00364                 SetParameter           = m_lib.GetSymbol< decltype(bigvoice_SetParameter           )
      >("bigvoice_SetParameter"           );
00365                 GetParameter           = m_lib.GetSymbol< decltype(bigvoice_GetParameter           )
      >("bigvoice_GetParameter"           );
00366                 FreeParameterValue     = m_lib.GetSymbol< decltype(bigvoice_FreeParameterValue     )
      >("bigvoice_FreeParameterValue"     );
00367                 InitProcess            = m_lib.GetSymbol< decltype(bigvoice_InitProcess            )
      >("bigvoice_InitProcess"            );
00368                 InitProcess2           = m_lib.GetSymbol< decltype(bigvoice_InitProcess2           )
      >("bigvoice_InitProcess2"           );
00369                 TerminateProcess       = m_lib.GetSymbol< decltype(bigvoice_TerminateProcess       )
      >("bigvoice_TerminateProcess"       );
00370                 ExitProcess            = m_lib.GetSymbol< decltype(bigvoice_ExitProcess            )
      >("bigvoice_ExitProcess"            );
00371                 StartUpdateThread      = m_lib.GetSymbol< decltype(bigvoice_StartUpdateThread      )
      >("bigvoice_StartUpdateThread"      );
00372                 StopUpdateThread       = m_lib.GetSymbol< decltype(bigvoice_StopUpdateThread       )
      >("bigvoice_StopUpdateThread"       );
00373                 WaitUpdateThreadReady  = m_lib.GetSymbol< decltype(bigvoice_WaitUpdateThreadReady  )
      >("bigvoice_WaitUpdateThreadReady"  );
00374                 ProcessAudio           = m_lib.GetSymbol< decltype(bigvoice_ProcessAudio           )
      >("bigvoice_ProcessAudio"           );
00375                 ProcessAudio_Planar    = m_lib.GetSymbol< decltype(bigvoice_ProcessAudio_Planar    )
      >("bigvoice_ProcessAudio_Planar"    );
00376                 GetBufferIn            = m_lib.GetSymbol< decltype(bigvoice_GetBufferIn            )
      >("bigvoice_GetBufferIn"            );
00377                 GetBufferOut           = m_lib.GetSymbol< decltype(bigvoice_GetBufferOut           )
      >("bigvoice_GetBufferOut"           );
00378                 GetEstimatedDelay      = m_lib.GetSymbol< decltype(bigvoice_GetEstimatedDelay      )
      >("bigvoice_GetEstimatedDelay"      );
00379                 GetFormatName          = m_lib.GetSymbol< decltype(bigvoice_GetFormatName          )
      >("bigvoice_GetFormatName"          );
00380                 GetFormatFromName      = m_lib.GetSymbol< decltype(bigvoice_GetFormatFromName      )
      >("bigvoice_GetFormatFromName"      );
00381                 GetBytesFromFormat     = m_lib.GetSymbol< decltype(bigvoice_GetBytesFromFormat     )
      >("bigvoice_GetBytesFromFormat"     );
00382                 GetMaxPacketFrame      = m_lib.GetSymbol< decltype(bigvoice_GetMaxPacketFrame      )
      >("bigvoice_GetMaxPacketFrame"      );
00383                 AddAudio               = m_lib.GetSymbol< decltype(bigvoice_AddAudio               )
      >("bigvoice_AddAudio"               );
00384                 AddPadAudio            = m_lib.GetSymbol< decltype(bigvoice_AddPadAudio            )
      >("bigvoice_AddPadAudio"            );
00385                 GetOutputCount         = m_lib.GetSymbol< decltype(bigvoice_GetOutputCount         )
      >("bigvoice_GetOutputCount"         );
00386                 GetAudio               = m_lib.GetSymbol< decltype(bigvoice_GetAudio               )
      >("bigvoice_GetAudio"               );
00387                 AudioConvertFrom       = m_lib.GetSymbol< decltype(bigvoice_AudioConvertFrom       )
      >("bigvoice_AudioConvertFrom"       );
00388                 AudioConvertTo         = m_lib.GetSymbol< decltype(bigvoice_AudioConvertTo         )
      >("bigvoice_AudioConvertTo"         );
00389                 StereoToMono           = m_lib.GetSymbol< decltype(bigvoice_StereoToMono           )
      >("bigvoice_StereoToMono"           );
00390                 MonoToStereo           = m_lib.GetSymbol< decltype(bigvoice_MonoToStereo           )
      >("bigvoice_MonoToStereo"           );
00391                 AudioMonoFromLiveStereo = m_lib.GetSymbol< decltype(bigvoice_AudioMonoFromLiveStereo)
      >("bigvoice_AudioMonoFromLiveStereo");
00392                 AudioMonoToLiveStereo  = m_lib.GetSymbol< decltype(bigvoice_AudioMonoToLiveStereo  )
      >("bigvoice_AudioMonoToLiveStereo"  );
00393                 NewClient              = m_lib.GetSymbol< decltype(bigvoice_NewClient              )
```

```
>("bigvoice_NewClient"              );
00394                 DeleteClient            = m_lib.GetSymbol< decltype(bigvoice_DeleteClient           )
>("bigvoice_DeleteClient"           );
00395                 ProcessJson             = m_lib.GetSymbol< decltype(bigvoice_ProcessJson            )
>("bigvoice_ProcessJson"            );
00396                 FreeJsonAnswer          = m_lib.GetSymbol< decltype(bigvoice_FreeJsonAnswer         )
>("bigvoice_FreeJsonAnswer"         );
00397                 SaveState               = m_lib.GetSymbol< decltype(bigvoice_SaveState              )
>("bigvoice_SaveState"              );
00398 #if BIGVOICE_HAS_WEBSERVER
00399                 Webserver_tcp           = m_lib.GetSymbol< decltype(bigvoice_Webserver_tcp          )
>("bigvoice_Webserver_tcp"          );
00400                 Webserver_tcp2          = m_lib.GetSymbol< decltype(bigvoice_Webserver_tcp2         )
>("bigvoice_Webserver_tcp2"         );
00401                 Webserver               = m_lib.GetSymbol< decltype(bigvoice_Webserver              )
>("bigvoice_Webserver"              );
00402                 Webserver_Stop          = m_lib.GetSymbol< decltype(bigvoice_Webserver_Stop         )
>("bigvoice_Webserver_Stop"         );
00403                 Webserver_Status        = m_lib.GetSymbol< decltype(bigvoice_Webserver_Status       )
>("bigvoice_Webserver_Status"       );
00404 #endif // BIGVOICE_HAS_WEBSERVER
00405
00406                 // added 2023-03-22
00407                 StereoToMono_Planar     = m_lib.GetSymbol< decltype(bigvoice_StereoToMono_Planar    )
>("bigvoice_StereoToMono_Planar"    );
00408                 MonoToStereo_Planar     = m_lib.GetSymbol< decltype(bigvoice_MonoToStereo_Planar    )
>("bigvoice_MonoToStereo_Planar"    );
00409
00410             } catch (std::runtime_error& ) {
00411                 return false;
00412             }
00413             // C functions allowed to be missing
00414             try {
00415                 // added 2023-05-22
00416                 SetMetadata             = m_lib.GetSymbol< decltype(bigvoice_SetMetadata             )
>("bigvoice_SetMetadata"            );
00417                 GetMetadataInfos        = m_lib.GetSymbol< decltype(bigvoice_GetMetadataInfos        )
>("bigvoice_GetMetadataInfos"       );
00418                 FreeMetadataInfos       = m_lib.GetSymbol< decltype(bigvoice_FreeMetadataInfos       )
>("bigvoice_FreeMetadataInfos"      );
00419                 // added 2023-06-20
00420                 SetPresetManager            = m_lib.GetSymbol< decltype(bigvoice_SetPresetManager
) >("bigvoice_SetPresetManager"             );
00421                 PresetManager_InformChange  = m_lib.GetSymbol<
decltype(bigvoice_PresetManager_InformChange     ) >("bigvoice_PresetManager_InformChange"    );
00422
00423                 // added 2023-09-21
00424                 GetPossibleChunkSizeInFrames = m_lib.GetSymbol<
decltype(bigvoice_GetPossibleChunkSizeInFrames  ) >("bigvoice_GetPossibleChunkSizeInFrames"  );
00425                 GetProcessChunkFrames        = m_lib.GetSymbol<
decltype(bigvoice_GetProcessChunkFrames         ) >("bigvoice_GetProcessChunkFrames"         );
00426                 InitProcess3                 = m_lib.GetSymbol< decltype(bigvoice_InitProcess3
) >("bigvoice_InitProcess3"                 );
00427
00428 #if BIGVOICE_HAS_CLOUDBUS
00429                 // added 2023-06-26
00430                 NewBus                  = m_lib.GetSymbol< decltype(bigvoice_NewBus                  )
>("bigvoice_NewBus"                 );
00431                 FreeBus                 = m_lib.GetSymbol< decltype(bigvoice_FreeBus                 )
>("bigvoice_FreeBus"                );
00432                 SetInstanceBus          = m_lib.GetSymbol< decltype(bigvoice_SetInstanceBus          )
>("bigvoice_SetInstanceBus"         );
00433 #endif // BIGVOICE_HAS_CLOUDBUS
00434
00435                 // added 2024-02-19
00436                 SetMetadataMulti        = m_lib.GetSymbol< decltype(bigvoice_SetMetadataMulti        )
>("bigvoice_SetMetadataMulti"       );
00437
00438 #if BIGVOICE_HAS_WEBSERVER
00439                 // added 2024-05-23
00440                 Webserver_SetAppHealth      = m_lib.GetSymbol<
decltype(bigvoice_Webserver_SetAppHealth      ) >("Webserver_SetAppHealth"     );
00441                 Webserver_GetAppHealth      = m_lib.GetSymbol<
decltype(bigvoice_Webserver_GetAppHealth      ) >("Webserver_GetAppHealth"     );
00442                 Webserver_FreeString        = m_lib.GetSymbol< decltype(bigvoice_Webserver_FreeString
) >("Webserver_FreeString"       );
00443 #endif // BIGVOICE_HAS_WEBSERVER
00444
00445             }  catch (std::runtime_error& ) {
00446                 // Ignored, handler will take care
00447             }
00448
00449             m_bOK=true;
00450             return true;
00451         }
00458         bool IsOk() const {
00459             return m_bOK;
```

```
00460         }
00461
00462     };
00463
00464
00465
00466     static constexpr const char *process_name = "SOUND4 BIGVOICE.CL";
00467     static constexpr const char *process_shortname = "bigvoice";
00468     using SampleFormat = bigvoice_SampleFormat;
00472     const size_t ChunkFrames=BIGVOICE_AUDIOFRAME_COUNT;
00476     const size_t InputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_INPUT_COUNT;
00480     const size_t OutputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_OUTPUT_COUNT;
00484     const size_t InputSampleSize=ChunkFrames*InputChannels;
00488     const size_t OutputSampleSize=ChunkFrames*OutputChannels;
00492     const size_t SampleRate=BIGVOICE_SAMPLE_RATE;
00493
00497     namespace helper {
00498         #ifdef _WIN32
00504         static inline std::string WStringToUTF8(const std::wstring& wstr) {
00505             if (wstr.empty()) return {};
00506             int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL,
      NULL);
00507             std::string str(size, 0);
00508             WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00509             return str;
00510         }
00516         static inline std::wstring UTF8ToWString(const std::string& str) {
00517             if (str.empty()) return std::wstring();
00518             int size = MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), NULL, 0);
00519             std::wstring wstr(size, 0);
00520             MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), &wstr[0], size);
00521             return wstr;
00522         }
00523         #endif // _WIN32
00524
00530             template<typename T>
00531         struct SampleFormat {
00532         };
00533             template<>
00534         struct SampleFormat<int16_t> {
00535             const bigvoice_SampleFormat format = S16_NATIVE;
00536         };
00537             template<>
00538         struct SampleFormat<int32_t> {
00539             const bigvoice_SampleFormat format = S32_NATIVE;
00540         };
00541             template<>
00542         struct SampleFormat<float> {
00543             const bigvoice_SampleFormat format = F32_NATIVE;
00544         };
00545
00546
00551         static inline void AudioConvertFrom(CDynLib& dynlib, const uint8_t *payload, float *output,
      size_t nSpl, bigvoice_SampleFormat fmt) {
00552             dynlib.AudioConvertFrom(payload, output, nSpl, fmt);
00553         }
00554         static inline void AudioConvertTo(CDynLib& dynlib, const float *input, uint8_t *payload,
      size_t nSpl, bigvoice_SampleFormat fmt) {
00555             dynlib.AudioConvertTo(input, payload, nSpl, fmt);
00556         }
00557         static inline void StereoToMono(CDynLib& dynlib, const float *input, float *output, size_t
      nSpl) {
00558             dynlib.StereoToMono(input, output, nSpl);
00559         }
00560         static inline void MonoToStereo(CDynLib& dynlib, const float *input, float *output, size_t
      nSpl) {
00561             dynlib.MonoToStereo(input, output, nSpl);
00562         }
00563         static inline void StereoToMono_Planar(CDynLib& dynlib, const float *inputL, const float
      *inputR, float *output, size_t nSpl) {
00564             dynlib.StereoToMono_Planar(inputL, inputR, output, nSpl);
00565         }
00566         static inline void MonoToStereo_Planar(CDynLib& dynlib, const float *input, float *outputL,
      float *outputR, size_t nSpl) {
00567             dynlib.MonoToStereo_Planar(input, outputL, outputR, nSpl);
00568         }
00569         static inline void AudioMonoFromLiveStereo(CDynLib& dynlib, const uint8_t *payload, float
      *output) {
00570             dynlib.AudioMonoFromLiveStereo(payload, output);
00571         }
00572         static inline void AudioMonoToLiveStereo(CDynLib& dynlib, const float *input, uint8_t
      *payload) {
00573             dynlib.AudioMonoToLiveStereo(input, payload);
00574         }
00575
00576     }; // namespace helper
00577
```

```
00583     static inline std::string GetVersion(CDynLib& dynlib)
00584         {
00585             return std::string(dynlib.GetVersion());
00586         }
00587
00598     static inline unsigned int GetChunkSizeInFrames(CDynLib& dynlib)
00599         {
00600             return dynlib.GetChunkSizeInFrames();
00601         }
00602
00611     static inline std::vector<unsigned int> GetPossibleChunkSizeInFrames(CDynLib& dynlib)
00612         {
00613             std::vector<unsigned int> list;
00614             if (dynlib.GetPossibleChunkSizeInFrames) {
00615                 for (unsigned int* src=dynlib.GetPossibleChunkSizeInFrames();*src;src++) {
00616                     list.push_back(*src);
00617                 }
00618             } else {
00619                 list.push_back(12);
00620             }
00621             return list;
00622         }
00623
00631     static inline unsigned int GetChannelCount(CDynLib& dynlib)
00632         {
00633             return dynlib.GetChannelCount();
00634         }
00635
00644     static inline unsigned int GetAudioInputCount(CDynLib& dynlib)
00645         {
00646             return dynlib.GetAudioInputCount();
00647         }
00648
00657     static inline unsigned int GetAudioOutputCount(CDynLib& dynlib)
00658         {
00659             return dynlib.GetAudioOutputCount();
00660         }
00661
00669     static inline unsigned int GetSampleRate(CDynLib& dynlib)
00670         {
00671             return dynlib.GetSampleRate();
00672         }
00673
00679     static inline void SanityCheck(CDynLib& dynlib, bool a_bCheckFrames = true)
00680     {
00681         // Do some sanity checks
00682         if (dynlib.GetSampleRate()!=BIGVOICE_SAMPLE_RATE) {
00683             throw std::runtime_error("Bad library sampling rate");
00684         }
00685         if (a_bCheckFrames && dynlib.GetChunkSizeInFrames()!=ChunkFrames) {
00686             throw std::runtime_error("Bad library frame size");
00687         }
00688         if (dynlib.GetChannelCount()!=BIGVOICE_CHANNEL_COUNT) {
00689             throw std::runtime_error("Bad library channel count");
00690         }
00691         if (dynlib.GetAudioInputCount()!=BIGVOICE_AUDIO_INPUT_COUNT) {
00692             throw std::runtime_error("Bad library input count");
00693         }
00694         if (dynlib.GetAudioOutputCount()!=BIGVOICE_AUDIO_OUTPUT_COUNT) {
00695             throw std::runtime_error("Bad library output count");
00696         }
00697     }
00698
00705     static inline std::string GetFormatName(CDynLib& dynlib, const SampleFormat fmt)
00706         {
00707             return std::string(dynlib.GetFormatName(fmt));
00708         }
00709
00716     static inline SampleFormat GetFormatFromName(CDynLib& dynlib, const std::string& name)
00717         {
00718             return dynlib.GetFormatFromName(name.c_str());
00719         }
00720
00727     static inline unsigned int GetBytesFromFormat(CDynLib& dynlib, const SampleFormat fmt)
00728         {
00729             return dynlib.GetBytesFromFormat(fmt);
00730         }
00731
00735     using LogSeverity = bigvoice_LogSeverity;
00739     using log_cb_t = std::function<void(LogSeverity,const std::string&)>;
00740
00744     static log_cb_t _log_cb;
00745     extern "C" {
00746         static inline void _log_cb_c(bigvoice_LogSeverity severity, const char *c_msg) {
00747             _log_cb(severity, std::string(c_msg));
00748         }
00749     }
```

```
00753     static inline void SetLogSeverity(CDynLib& dynlib, LogSeverity severity)
00754         {
00755             dynlib.SetLogSeverity(severity);
00756         }
00760     static inline void SetLoggerCallback(CDynLib& dynlib, log_cb_t cb)
00761         {
00762             _log_cb=cb;
00763             dynlib.SetLoggerCallback(&_log_cb_c);
00764         }
00765
00766 #if BIGVOICE_HAS_CLOUDBUS
00767     class CBus {
00768         public:
00769             CBus(CDynLib& dynlib)
00770                 : m_dynlib(dynlib)
00771                 {
00772                     if (m_dynlib.NewBus) {
00773                         m_bus=m_dynlib.NewBus();
00774                     }
00775                 }
00776             ~CBus()
00777                 {
00778                     if (m_bus && m_dynlib.FreeBus) {
00779                         m_dynlib.FreeBus(m_bus);
00780                     }
00781                     m_bus = nullptr;
00782                 }
00783             bigvoice_CBus *Get() const { return m_bus; }
00784         private:
00785             CDynLib& m_dynlib;
00786             bigvoice_CBus *m_bus;
00787     };
00788 #endif // BIGVOICE_HAS_CLOUDBUS
00789
00794     class CPresetLoader {
00795     public:
00796         CPresetLoader() = default;
00797         virtual ~CPresetLoader() = default;
00798
00799         virtual bool IsReadOnly() = 0;
00800         virtual bool Exists(const std::filesystem::path &name) = 0;
00801         virtual bool Remove(const std::filesystem::path &name) = 0;
00802         virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) = 0;
00803         virtual std::vector<std::filesystem::path> GetAll() = 0;
00804         virtual std::string Read(const std::filesystem::path &filename) = 0;
00805         virtual bool Write(const std::filesystem::path &filename, const std::string &content) =0;
00806     };
00807     using PresetChange_Kind = bigvoice_PresetChange_Kind;
00808
00812     class CInstance {
00813     public:
00817         CInstance(CDynLib& dynlib)
00818         : m_dynlib(dynlib)
00819             {
00820                 params = m_dynlib.NewParameters();
00821                 if (!params) throw std::bad_alloc();
00822             }
00823         // non-copyable
00824         CInstance( const CInstance& ) = delete;
00825         CInstance& operator=( const CInstance& ) = delete;
00829         virtual ~CInstance()
00830             {
00831                 Stop();
00832                 if (params) m_dynlib.FreeParameters(params);
00833             }
00837        bool IsOk() const { return instance!=nullptr; }
00845         void SetParam(const std::string& name, const std::string& value)
00846             {
00847                 assert(params);
00848                 m_dynlib.SetParameter(params, name.c_str(), value.c_str());
00849             }
00855         std::string GetParam(const std::string& name)
00856             {
00857                 assert(params);
00858                 auto c_value=m_dynlib.GetParameter(params, name.c_str());
00859                 std::string ret(c_value);
00860                 m_dynlib.FreeParameterValue(c_value);
00861                 return ret;
00862             }
00863 #if BIGVOICE_HAS_CLOUDBUS
00867             void SetBus(const CBus& bus) {
00868                 assert(params);
00869                 if (m_dynlib.SetInstanceBus) {
00870                     m_dynlib.SetInstanceBus(params,bus.Get());
00871                 }
00872             }
00873 #endif // BIGVOICE_HAS_CLOUDBUS
```

```
00874
00884         void SetPresetManager(CPresetLoader *preset_manager)
00885             {
00886                 if (!preset_manager) return;
00887                 if (!m_dynlib.SetPresetManager) return;
00888                 assert(params);
00889                 m_dynlib.SetPresetManager(params,
00890                     bigvoice_custom_reader,
00891                     bigvoice_custom_reader_free,
00892                     bigvoice_custom_writer,
00893                     bigvoice_custom_exists,
00894                     bigvoice_custom_getall,
00895                     bigvoice_custom_getall_free,
00896                     bigvoice_custom_remove,
00897                     bigvoice_custom_rename,
00898                     preset_manager->IsReadOnly(),
00899                     preset_manager
00900                 );
00901             }
00902
00917         bool Create(const std::string& LoginKey, const std::string& RadioName, const std::string&
      Access_Key_ID, const std::string& Access_Key_Secret, const std::filesystem::path& save_path, int
      json_port = 0, unsigned int frames_per_chunk=12)
00918             {
00919                 assert(!instance);
00920                 std::string l_save_path;
00921                 if (!save_path.empty()) {
00922                     l_save_path = save_path.u8string();
00923                 }
00924                 if (m_dynlib.InitProcess3) {
00925                     instance = m_dynlib.InitProcess3(LoginKey.c_str(), RadioName.c_str(),
      Access_Key_ID.c_str(), Access_Key_Secret.c_str(), l_save_path.c_str(), params, frames_per_chunk);
00926                 } else if (frames_per_chunk!=12) {
00927                     return false;
00928                 } else {
00929                     instance = m_dynlib.InitProcess2(LoginKey.c_str(), RadioName.c_str(),
      Access_Key_ID.c_str(), Access_Key_Secret.c_str(), l_save_path.c_str(), params);
00930                 }
00931                 if (!instance) return false;
00932                 if (!init_metadata.empty()) {
00933                     for (auto&& [key,value]: init_metadata) {
00934                         m_dynlib.SetMetadata(instance, key.c_str(), value.c_str());
00935                     }
00936                     init_metadata.clear();
00937                 }
00938                 update_thread = std::thread([this, json_port](){
00939                     OnUpdateThreadStart();
00940                     m_dynlib.StartUpdateThread(instance, json_port);
00941                     OnUpdateThreadStop();
00942                 });
00943                 int timeout=5000;
00944                 #ifdef DEBUG
00945                     timeout=60*1000; // For debugger pauses
00946                 #endif
00947                 if (m_dynlib.WaitUpdateThreadReady(instance, timeout)<0) {
00948                     return false;
00949                 }
00950                 return true;
00951             }
00952
00960         unsigned int GetChunkFrames() {
00961             if (instance && m_dynlib.GetProcessChunkFrames) {
00962                 return m_dynlib.GetProcessChunkFrames(instance);
00963             }
00964             return 12;
00965         }
00966
00974         void PresetManager_InformChange(const std::filesystem::path& relative_path, PresetChange_Kind
      change_kind)
00975             {
00976                 if (m_dynlib.PresetManager_InformChange) {
00977                     m_dynlib.PresetManager_InformChange(instance, relative_path.c_str(),
      (bigvoice_PresetChange_Kind) change_kind);
00978                 }
00979             }
00980
00992         void SetMetadata(const std::string& key, const char* value)
00993             {
00994                 if (m_dynlib.SetMetadata) {
00995                     if (instance) {
00996                         m_dynlib.SetMetadata(instance, key.c_str(), value);
00997                     } else {
00998                         init_metadata.push_back( {key, value} );
00999                     }
01000                 }
01001             }
01002
```

```
01003
01013         void SetMetadataMulti(const std::unordered_map<std::string, const char*>& list)
01014             {
01015                 if (instance) {
01016                     if (m_dynlib.SetMetadataMulti) {
01017                         typedef const char* pchar;
01018                         pchar* keyvalue=new pchar[2*list.size()+1];
01019                         size_t n=0;
01020                         for (auto&& [key,value]: list) {
01021                             keyvalue[2*n+0]=key.c_str();
01022                             keyvalue[2*n+1]=value;
01023                             n++;
01024                         }
01025                         keyvalue[2*n+0]=nullptr;
01026
01027                         bigvoice_SetMetadataMulti(instance, keyvalue);
01028
01029                         delete[] keyvalue;
01030                     } else {
01031                         for (auto&& [key,value]: list) {
01032                             SetMetadata(key, value);
01033                         }
01034                     }
01035                 } else {
01036                     for (auto&& [key,value]: list) {
01037                         if (value) {
01038                             init_metadata.push_back( {key, value} );
01039                         }
01040                     }
01041                 }
01042             }
01043
01049         std::vector< std::tuple<std::string,std::string> > GetMetadataInfos()
01050             {
01051                 std::vector< std::tuple<std::string,std::string> > values;
01052                 if (m_dynlib.GetMetadataInfos) {
01053                     const char** c_values = m_dynlib.GetMetadataInfos(instance);
01054                     if (c_values) {
01055                         for (const char** c_value=c_values; *c_value; ) {
01056                             std::string key(*c_value);
01057                             c_value++;
01058                             if (*c_value) {
01059                                 std::string descr(*c_value);
01060                                 c_value++;
01061                                 values.push_back( {key,descr} );
01062                             }
01063                         }
01064                         m_dynlib.FreeMetadataInfos(instance, c_values);
01065                     }
01066                 }
01067                 return values;
01068             }
01069
01070         // Can be overloaded, called at start of UpdateThread in the thread
01071         virtual void OnUpdateThreadStart() {}
01072         // Can be overloaded to call at end of UpdateThread in the thread
01073         virtual void OnUpdateThreadStop() {}
01074
01075 #if BIGVOICE_HAS_WEBSERVER
01081         bool StartWebServer(int http_port, int https_port=0)
01082             {
01083                 assert(instance);
01084                 assert(webserver==SOUND4_INVALID_WEBSERVER_ID);
01085                 webserver = m_dynlib.Webserver(http_port,https_port,instance);
01086                 if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
01087                     return false;
01088                 }
01089                 int web_status=m_dynlib.Webserver_Status(webserver);
01090                 if (http_port && (web_status & SOUND4_WEBSERVER_HTTP_OK) == 0) {
01091                     return false;
01092                 }
01093                 if (https_port && (web_status & SOUND4_WEBSERVER_HTTPS_OK) == 0) {
01094                     return false;
01095                 }
01096                 return true;
01097             }
01103         void StopWebServer()
01104             {
01105                 if (webserver != SOUND4_INVALID_WEBSERVER_ID) {
01106                     m_dynlib.Webserver_Stop(webserver, 1000);
01107                     webserver = SOUND4_INVALID_WEBSERVER_ID;
01108                 }
01109             }
01110
01114         void SetWebServerAppHealth(int httpcode, const std::string& contenttype, const std::string&
      content)
01115             {
```

```
01116                 assert(instance);
01117                 if (!m_dynlib.Webserver_SetAppHealth) return;
01118                 m_dynlib.Webserver_SetAppHealth(instance, httpcode, contenttype.c_str(),
      content.c_str());
01119             }
01123         void GetWebServerAppHealth(int &httpcode, std::string& contenttype, std::string& content)
01124             {
01125                 assert(instance);
01126                 if (!m_dynlib.Webserver_GetAppHealth) return;
01127                 char* c_contenttype=nullptr;
01128                 char* c_content=nullptr;
01129                 m_dynlib.Webserver_GetAppHealth(instance, &httpcode, &c_contenttype, &c_content);
01130                 contenttype=c_contenttype;
01131                 content=c_content;
01132                 m_dynlib.Webserver_FreeString(c_contenttype);
01133                 m_dynlib.Webserver_FreeString(c_content);
01134             }
01135 #endif // BIGVOICE_HAS_WEBSERVER
01136
01143         int Terminate()
01144             {
01145                 if (!instance) return 0;
01146                 return m_dynlib.TerminateProcess(instance);
01147             }
01148
01154         void Stop()
01155             {
01156                 if (!instance) return;
01157 #if BIGVOICE_HAS_WEBSERVER
01158                 StopWebServer();
01159 #endif // BIGVOICE_HAS_WEBSERVER
01160                 if (update_thread.joinable()) {
01161                     m_dynlib.StopUpdateThread(instance); // this will exit the update thread
01162                     update_thread.join();
01163                 }
01164                 m_dynlib.ExitProcess(instance);
01165                 instance=nullptr;
01166             }
01167
01173         unsigned int GetEstimatedDelay()
01174             {
01175                 assert(instance);
01176                 return m_dynlib.GetEstimatedDelay(instance);
01177             }
01178
01189         std::array<float,InputSampleSize>& GetBufferIn()
01190             {
01191                 assert(instance);
01192                 float *buf=m_dynlib.GetBufferIn(instance);
01193                 return reinterpret_cast< std::array<float,InputSampleSize>& >(*buf);
01194
01195             }
01206         std::array<float,OutputSampleSize>& GetBufferOut()
01207             {
01208                 assert(instance);
01209                 float *buf= m_dynlib.GetBufferOut(instance);
01210                 return reinterpret_cast< std::array<float,OutputSampleSize>& >(*buf);
01211             }
01217         void ProcessAudio()
01218             {
01219                 assert(instance);
01220                 m_dynlib.ProcessAudio(instance, m_dynlib.GetBufferIn(instance),
      m_dynlib.GetBufferOut(instance));
01221             }
01235         // void ProcessAudio_Planar(const std::array< const std::array<const float,ChunkFrames>,
      InputChannels>& input, std::array< std::array<float,ChunkFrames>, OutputChannels>& output)
01236         void ProcessAudio_Planar(float const * const *input, float * const *output)
01237             {
01238                 assert(instance);
01239                 m_dynlib.ProcessAudio_Planar(instance, input, output);
01240             }
01241
01253             template<typename T>
01254         std::vector<T> ProcessAnyAudio(const std::vector<T> input)
01255             {
01256                 assert(instance);
01257                 std::vector<T> output;
01258                 unsigned int out_offset=0;
01259                 unsigned int in_offset=0;
01260                 unsigned int todo = input.size();
01261                 while (todo>0) {
01262                     unsigned int left = AddAudio(&input[in_offset], todo);
01263                     unsigned int out_avail = m_dynlib.GetOutputCount(instance);
01264                     output.resize(out_offset + out_avail);
01265                     GetAudio(&output[out_offset], out_avail);
01266                     out_offset+=out_avail;
01267                     in_offset += todo-left;
```

```
01268                   todo=left;
01269               }
01270               return output;
01271           }
01272
01278       class CClient {
01279           public:
01280               CClient(bigvoice_CInstance* instance, CDynLib& dynlib)
01281               : m_dynlib(dynlib)
01282                   {
01283                       assert(instance);
01284                       client=m_dynlib.NewClient(instance);
01285                       if (!client) throw std::bad_alloc();
01286                   }
01287               // non-copyable
01288               CClient( const CInstance& ) = delete;
01289               CClient& operator=( const CInstance& ) = delete;
01290               ~CClient()
01291                   {
01292                       if (client) {
01293                           m_dynlib.DeleteClient(client);
01294                           client=nullptr;
01295                       }
01296                   }
01304               std::string ProcessJson(const std::string &request, bool *NeedSave = nullptr)
01305                   {
01306                       assert(client);
01307                       int need_save=0;
01308                       const char *canswer = m_dynlib.ProcessJson(client, request.c_str(),
    &need_save);
01309                       if (!canswer) return {};
01310                       std::string answer(canswer);
01311                       m_dynlib.FreeJsonAnswer (canswer);
01312                       if (NeedSave) {
01313                           *NeedSave=(need_save!=0);
01314                       }
01315                       return answer;
01316                   }
01317           private:
01318               CDynLib& m_dynlib;
01319               bigvoice_CClientInstance *client = nullptr;
01320       };
01328       std::shared_ptr<CClient> NewClient()
01329           {
01330               assert(instance);
01331               return std::make_shared<CClient>(instance, m_dynlib);
01332           }
01333
01334   protected:
01335           template<typename T>
01336       unsigned int AddAudio(const T* payload, unsigned int nFrame)
01337           {
01338               assert(instance);
01339               return m_dynlib.AddAudio(instance, reinterpret_cast<const T*>(payload), nFrame,
    helper::SampleFormat<T>::format);
01340           }
01341           template<typename T>
01342       unsigned int GetAudio(T* payload, unsigned int max_nFrame)
01343           {
01344               assert(instance);
01345               return m_dynlib.GetAudio(instance, reinterpret_cast<T*>(payload), max_nFrame,
    helper::SampleFormat<T>::format);
01346           }
01347
01348   private:
01349       CDynLib& m_dynlib;
01350       bigvoice_CParameters* params = nullptr;
01351       bigvoice_CInstance* instance = nullptr;
01352       std::thread update_thread;
01353       std::vector< std::pair<std::string,std::string> > init_metadata;
01354 #if BIGVOICE_HAS_WEBSERVER
01355       uint64_t webserver = SOUND4_INVALID_WEBSERVER_ID;
01356 #endif // BIGVOICE_HAS_WEBSERVER
01357   };
01358
01359 }; // namespace dyn
01360 }; // namespace bigvoice
01361 }; // namespace sound4
01362
01363
01364 // bridge C callbacks to CPresetLoader
01365 extern "C" {
01366   static char *bigvoice_custom_reader(const fs_char *filename, void* userdata) {
01367       sound4::bigvoice::dyn::CPresetLoader
    *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01368       std::string content=preset_loader->Read(filename);
01369       return strdup(content.c_str());
```

```
01370     }
01371     static void bigvoice_custom_reader_free(char *content, void* userdata) {
01372         if (!content) return;
01373         free(content);
01374     }
01375     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata) {
01376         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01377         auto res=preset_loader->Write(filename,content);
01378         return res?0:-1;
01379     }
01380     static int bigvoice_custom_exists(const fs_char *filename, void* userdata) {
01381         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01382         auto res=preset_loader->Exists(filename);
01383         return res?0:-1;
01384     }
01385     static fs_char** bigvoice_custom_getall(void* userdata) {
01386         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01387         auto res=preset_loader->GetAll();
01388         fs_char**all=(fs_char**)malloc((res.size()+1)*sizeof(const fs_char*));
01389         for (size_t n=0;n<res.size();n++) {
01390             all[n]=fs_strdup(res[n].c_str());
01391         }
01392         all[res.size()]=nullptr;
01393         return all;
01394     }
01395     static void bigvoice_custom_getall_free(fs_char** all, void* userdata) {
01396         if (!all) return;
01397         for (fs_char** one=all;*one;one++) {
01398             free(*one);
01399         }
01400         free(all);
01401     }
01402     static int bigvoice_custom_remove(const fs_char *filename, void* userdata) {
01403         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01404         auto res=preset_loader->Remove(filename);
01405         return res?0:-1;
01406     }
01407     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata) {
01408         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01409         auto res=preset_loader->Rename(from,to);
01410         return res?0:-1;
01411     }
01412
01413 };
```

11.17 sound4cl.hpp File Reference

C++ wrapper for dynamic loading library.

```
#include <string>
#include <exception>
#include <thread>
#include <functional>
#include <memory>
#include <array>
#include <assert.h>
#include <stdexcept>
#include <filesystem>
#include <string.h>
#include <libloaderapi.h>
#include "sound4cl_cdef.h"
```

Classes

- struct sound4::helper::SampleFormat< T >

Helper for Sample format types.

- struct sound4::helper::SampleFormat< int16_t >
- struct sound4::helper::SampleFormat< int32_t >
- struct sound4::helper::SampleFormat< float >
- class sound4::helper::DynFuncHolder< T >

  Helper to wrap a function pointer.
- class sound4::helper::CDynLoader

  Helper to load dynamic library.
- class sound4::CProcessor

  Dynamic library interface.
- class sound4::CBus

  Shared Bus.
- class sound4::CPresetLoader

  Custom preset handler helper.
- class sound4::CInstance

  Instance handling class.
- class sound4::CInstance::CClient

Namespaces

- namespace sound4
- namespace sound4::helper

Macros

- #define UNIXLIKE 0

Typedefs

- using sound4::helper::DynLib_t = HMODULE
- using sound4::helper::DynFunc_t = FARPROC
- using sound4::LogSeverity = sound4cl_LogSeverity
- using sound4::log_cb_t = std::function< void(LogSeverity, const std::string &)>
- using sound4::PresetChange_Kind = sound4cl_PresetChange_Kind

Variables

- const LogSeverity sound4::none = (LogSeverity) sound4cl_none
- const LogSeverity sound4::fatal = (LogSeverity) sound4cl_fatal
- const LogSeverity sound4::error = (LogSeverity) sound4cl_error
- const LogSeverity sound4::warning = (LogSeverity) sound4cl_warning
- const LogSeverity sound4::info = (LogSeverity) sound4cl_info
- const LogSeverity sound4::verbose = (LogSeverity) sound4cl_verbose
- const LogSeverity sound4::verbose2 = (LogSeverity) sound4cl_verbose2
- const LogSeverity sound4::verbose3 = (LogSeverity) sound4cl_verbose3
- const LogSeverity sound4::verbose4 = (LogSeverity) sound4cl_verbose4
- const LogSeverity sound4::verbose5 = (LogSeverity) sound4cl_verbose5

11.17.1 Detailed Description

You need to load the dynamic library, and if it succeed you can use it.

Definition in file sound4cl.hpp.

11.17.2 Macro Definition Documentation

11.17.2.1 UNIXLIKE

```
#define UNIXLIKE 0
```

Definition at line 24 of file sound4cl.hpp.

11.18 sound4cl.hpp

Go to the documentation of this file.

```
00001
00008 #pragma once
00009
00010 #include <string>
00011 #include <exception>
00012 #include <thread>
00013 #include <functional>
00014 #include <memory>
00015 #include <array>
00016 #include <assert.h>
00017 #include <stdexcept>
00018 #include <filesystem>
00019 #include <string.h>
00020
00021 #if defined(__unix__) || defined(__APPLE__)
00022     #define UNIXLIKE 1
00023 #else
00024     #define UNIXLIKE 0
00025 #endif
00026
00027 #if UNIXLIKE
00028     #include <dlfcn.h>
00029 #elif defined(_WIN32)
00030     #include <libloaderapi.h>
00031 #else
00032     #error "Unsupported OS"
00033 #endif
00034
00035 #include "sound4cl_cdef.h"
00036
00037     // bridge C callbacks to CPresetLoader
00038     extern "C" {
00039         static char *sound4cl_custom_reader(const fs_char *filename, void* userdata);
00040         static void sound4cl_custom_reader_free(char *content, void* userdata);
00041         static int sound4cl_custom_writer(const fs_char *filename, const char *content, void*
      userdata);
00042         static int sound4cl_custom_exists(const fs_char *filename, void* userdata);
00043         static fs_char** sound4cl_custom_getall(void* userdata);
00044         static void sound4cl_custom_getall_free(fs_char** all, void* userdata);
00045         static int sound4cl_custom_remove(const fs_char *filename, void* userdata);
00046         static int sound4cl_custom_rename(const fs_char *from, const fs_char *to, void* userdata);
00047     };
00048
00052 namespace sound4 {
00053
00057     namespace helper {
00058         #ifdef _WIN32
00064         static inline std::string WStringToUTF8(const std::wstring& wstr) {
00065             if (wstr.empty()) return {};
00066             int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL,
      NULL);
00067             std::string str(size, 0);
00068             WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00069             return str;
```

```
00070         }
00076         static inline std::wstring UTF8ToWString(const std::string& str) {
00077             if (str.empty()) return std::wstring();
00078             int size = MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), NULL, 0);
00079             std::wstring wstr(size, 0);
00080             MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), &wstr[0], size);
00081             return wstr;
00082         }
00083         #endif // _WIN32
00084
00090             template<typename T>
00091         struct SampleFormat {
00092         };
00093             template<>
00094         struct SampleFormat<int16_t> {
00095             const sound4cl_SampleFormat format = S16_NATIVE;
00096         };
00097             template<>
00098         struct SampleFormat<int32_t> {
00099             const sound4cl_SampleFormat format = S32_NATIVE;
00100         };
00101             template<>
00102         struct SampleFormat<float> {
00103             const sound4cl_SampleFormat format = F32_NATIVE;
00104         };
00105
00106         // Storage definition, depending on OS
00107         #if UNIXLIKE
00108             using DynLib_t = void *;
00109             using DynFunc_t = void *;
00110         #else
00111             using DynLib_t = HMODULE;
00112             using DynFunc_t = FARPROC;
00113         #endif
00114
00120             template <typename T>
00121         class DynFuncHolder {
00122         private:
00123             DynFunc_t m_ptr = NULL;
00124         public:
00125             DynFuncHolder() = default;
00126             DynFuncHolder(DynFunc_t a_ptr) : m_ptr(a_ptr) {}
00127             operator bool() const { return (m_ptr!=NULL); }
00128             bool IsOk() const { return m_ptr!=NULL; }
00129             operator T* () const { return reinterpret_cast<T*>(m_ptr); }
00130         };
00131
00136         class CDynLoader {
00137             private:
00138                 DynLib_t m_lib {};
00139             public:
00140                 CDynLoader() = default;
00141                 CDynLoader(CDynLoader&&) = default;
00142                 // No copy allowed
00143                 CDynLoader(const CDynLoader&) = delete;
00144                 CDynLoader& operator=(CDynLoader const&) = delete;
00145                 operator bool() const {
00146                     return (m_lib!=NULL);
00147                 }
00148                 bool IsOk() const {
00149                     return (m_lib!=NULL);
00150                 }
00151                 #if UNIXLIKE
00152                     void Close() {
00153                         if (IsOk()) {
00154                             #ifndef __SANITIZE_ADDRESS__ // avoid unloading to keep call stack
00155                             dlclose(m_lib);
00156                             #endif // __SANITIZE_ADDRESS__
00157                             m_lib=NULL;
00158                         }
00159                     }
00160                     bool Load(const std::filesystem::path& dynlib)
00161                     {
00162                         Close();
00163                         m_lib=dlopen(dynlib.c_str(), RTLD_NOW|RTLD_LOCAL);
00164                         return IsOk();
00165                     }
00166                         template <typename T>
00167                     DynFuncHolder<T> GetSymbol(const std::string& name) {
00168                         auto ptr=dlsym(m_lib, name.c_str());
00169                         if (!ptr) {
00170                             throw std::runtime_error("Missing function in library");
00171                         }
00172                         return DynFuncHolder<T>(ptr);
00173                     }
00174                         template <typename T>
00175                     DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
```

```
00176                         auto ptr=dlsym(m_lib, name.c_str());
00177                         return DynFuncHolder<T>(ptr);
00178                     }
00179                     static std::filesystem::path GetThisLibraryPath(void) {
00180                         static Dl_info info;
00181                         if (! dladdr((void *) GetThisLibraryPath, & info)) return {};
00182                         auto rp=realpath(info.dli_fname, NULL);
00183                         std::filesystem::path p(rp);
00184                         free(rp);
00185                         return p;
00186                     }
00187                 #else
00188                     bool Load(const std::filesystem::path& dynlib, uint32_t loadflags =
    LOAD_LIBRARY_SEARCH_DLL_LOAD_DIR|LOAD_LIBRARY_SEARCH_APPLICATION_DIR|LOAD_LIBRARY_SEARCH_USER_DIRS|LOAD_LIBRARY_SEARCH_S
00189                     {
00190                         Close();
00191                         m_lib=LoadLibraryExW(dynlib.c_str(), NULL, loadflags);
00192                         return IsOk();
00193                     }
00194                     void Close() {
00195                         if (IsOk()) {
00196                             // NOTE: On Windows, FreeLibrary may create a lot of troubles, should use
    FreeLibraryAndExitThread but...
00197                             // So define SOUND4_CALL_FREELIBRARY before including this file if you
    really want to unload the library dynamically
00198                             #if defined(SOUND4_CALL_FREELIBRARYANDEXITTHREAD)
00199                                 FreeLibraryAndExitThread(m_lib, 0);
00200                             #elif defined(SOUND4_CALL_FREELIBRARY)
00201                                 FreeLibrary(m_lib);
00202                             #endif // SOUND4_CALL_FREELIBRARY
00203                             m_lib=NULL;
00204                         }
00205                     }
00206                         template <typename T>
00207                     DynFuncHolder<T> GetSymbol(const std::string& name) {
00208                         auto ptr=GetProcAddress(m_lib, name.c_str());
00209                         if (!ptr) {
00210                             throw std::runtime_error("Missing function in library");
00211                         }
00212                         return DynFuncHolder<T>(ptr);
00213                     }
00214                         template <typename T>
00215                     DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
00216                         auto ptr=GetProcAddress(m_lib, name.c_str());
00217                         return DynFuncHolder<T>(ptr);
00218                     }
00219                     static std::filesystem::path GetThisLibraryPath(void) {
00220                         static wchar_t path[MAX_PATH]={};
00221                         HMODULE hm = NULL;
00222                         if (GetModuleHandleExW(GET_MODULE_HANDLE_EX_FLAG_FROM_ADDRESS |
00223                                 GET_MODULE_HANDLE_EX_FLAG_UNCHANGED_REFCOUNT,
00224                                 (LPCWSTR) &GetThisLibraryPath, &hm))
00225                         {
00226                             if (GetModuleFileNameW(hm, path, MAX_PATH) > 0) {
00227                                 return std::filesystem::path(path);
00228                             }
00229                         }
00230                         return {};
00231                     }
00232                 #endif
00233                 virtual ~CDynLoader() {
00234                     Close();
00235                 }
00236         }; // class CDynLoader
00237     }; // namespace helper
00238
00239
00243     using LogSeverity = sound4cl_LogSeverity;
00244     const LogSeverity none     = (LogSeverity) sound4cl_none;
00245     const LogSeverity fatal    = (LogSeverity) sound4cl_fatal;
00246     const LogSeverity error    = (LogSeverity) sound4cl_error;
00247     const LogSeverity warning  = (LogSeverity) sound4cl_warning;
00248     const LogSeverity info     = (LogSeverity) sound4cl_info;
00249     const LogSeverity verbose  = (LogSeverity) sound4cl_verbose;
00250     const LogSeverity verbose2 = (LogSeverity) sound4cl_verbose2;
00251     const LogSeverity verbose3 = (LogSeverity) sound4cl_verbose3;
00252     const LogSeverity verbose4 = (LogSeverity) sound4cl_verbose4;
00253     const LogSeverity verbose5 = (LogSeverity) sound4cl_verbose5;
00254
00258     using log_cb_t = std::function<void(LogSeverity,const std::string&)>;
00259
00263     static log_cb_t _log_cb;
00264     extern "C" {
00265         static inline void _log_cb_c(LogSeverity severity, const char *c_msg) {
00266             _log_cb(severity, std::string(c_msg));
00267         }
00268     }
```

```
00269
00276     class CProcessor {
00277     private:
00278         helper::CDynLoader m_lib;
00279         bool m_bOK = false;
00280         std::string m_prefix; // The prefix of functions, depends on the library (cloud_, impact_...)
00281     protected:
00282         friend class CBus;
00283         friend class CInstance;
00284
00285         // All those wrapped functions have the same signature as there C sound4cl_XXX
00286         helper::DynFuncHolder< decltype(sound4cl_GetVersion             ) > fnGetVersion             ;
00287         helper::DynFuncHolder< decltype(sound4cl_GetChunkSizeInFrames   ) > fnGetChunkSizeInFrames   ;
00288         helper::DynFuncHolder< decltype(sound4cl_GetChannelCount        ) > fnGetChannelCount        ;
00289         helper::DynFuncHolder< decltype(sound4cl_GetAudioInputCount     ) > fnGetAudioInputCount     ;
00290         helper::DynFuncHolder< decltype(sound4cl_GetAudioOutputCount    ) > fnGetAudioOutputCount    ;
00291         helper::DynFuncHolder< decltype(sound4cl_GetSampleRate          ) > fnGetSampleRate          ;
00292         helper::DynFuncHolder< decltype(sound4cl_SetLoggerCallback      ) > fnSetLoggerCallback      ;
00293         helper::DynFuncHolder< decltype(sound4cl_SetLogSeverity         ) > fnSetLogSeverity         ;
00294         helper::DynFuncHolder< decltype(sound4cl_NewParameters           ) > fnNewParameters          ;
00295         helper::DynFuncHolder< decltype(sound4cl_FreeParameters          ) > fnFreeParameters         ;
00296         helper::DynFuncHolder< decltype(sound4cl_SetParameter            ) > fnSetParameter           ;
00297         helper::DynFuncHolder< decltype(sound4cl_GetParameter            ) > fnGetParameter           ;
00298         helper::DynFuncHolder< decltype(sound4cl_FreeParameterValue      ) > fnFreeParameterValue     ;
00299         helper::DynFuncHolder< decltype(sound4cl_InitProcess             ) > fnInitProcess            ;
00300         helper::DynFuncHolder< decltype(sound4cl_InitProcess2            ) > fnInitProcess2           ;
00301         helper::DynFuncHolder< decltype(sound4cl_TerminateProcess        ) > fnTerminateProcess       ;
00302         helper::DynFuncHolder< decltype(sound4cl_ExitProcess             ) > fnExitProcess            ;
00303         helper::DynFuncHolder< decltype(sound4cl_StartUpdateThread       ) > fnStartUpdateThread      ;
00304         helper::DynFuncHolder< decltype(sound4cl_StopUpdateThread        ) > fnStopUpdateThread       ;
00305         helper::DynFuncHolder< decltype(sound4cl_WaitUpdateThreadReady   ) > fnWaitUpdateThreadReady  ;
00306         helper::DynFuncHolder< decltype(sound4cl_ProcessAudio            ) > fnProcessAudio           ;
00307         helper::DynFuncHolder< decltype(sound4cl_ProcessAudio_Planar     ) > fnProcessAudio_Planar    ;
00308         helper::DynFuncHolder< decltype(sound4cl_GetBufferIn             ) > fnGetBufferIn            ;
00309         helper::DynFuncHolder< decltype(sound4cl_GetBufferOut            ) > fnGetBufferOut           ;
00310         helper::DynFuncHolder< decltype(sound4cl_GetEstimatedDelay       ) > fnGetEstimatedDelay      ;
00311         helper::DynFuncHolder< decltype(sound4cl_GetFormatName           ) > fnGetFormatName          ;
00312         helper::DynFuncHolder< decltype(sound4cl_GetFormatFromName       ) > fnGetFormatFromName      ;
00313         helper::DynFuncHolder< decltype(sound4cl_GetBytesFromFormat      ) > fnGetBytesFromFormat     ;
00314         helper::DynFuncHolder< decltype(sound4cl_GetMaxPacketFrame       ) > fnGetMaxPacketFrame      ;
00315         helper::DynFuncHolder< decltype(sound4cl_AddAudio                ) > fnAddAudio               ;
00316         helper::DynFuncHolder< decltype(sound4cl_AddPadAudio             ) > fnAddPadAudio            ;
00317         helper::DynFuncHolder< decltype(sound4cl_GetOutputCount          ) > fnGetOutputCount         ;
00318         helper::DynFuncHolder< decltype(sound4cl_GetAudio                ) > fnGetAudio               ;
00319         helper::DynFuncHolder< decltype(sound4cl_AudioConvertFrom        ) > fnAudioConvertFrom       ;
00320         helper::DynFuncHolder< decltype(sound4cl_AudioConvertTo          ) > fnAudioConvertTo         ;
00321         helper::DynFuncHolder< decltype(sound4cl_StereoToMono            ) > fnStereoToMono           ;
00322         helper::DynFuncHolder< decltype(sound4cl_MonoToStereo            ) > fnMonoToStereo           ;
00323         helper::DynFuncHolder< decltype(sound4cl_AudioMonoFromLiveStereo) > fnAudioMonoFromLiveStereo;
00324         helper::DynFuncHolder< decltype(sound4cl_AudioMonoToLiveStereo   ) > fnAudioMonoToLiveStereo  ;
00325         helper::DynFuncHolder< decltype(sound4cl_NewClient               ) > fnNewClient              ;
00326         helper::DynFuncHolder< decltype(sound4cl_DeleteClient            ) > fnDeleteClient           ;
00327         helper::DynFuncHolder< decltype(sound4cl_ProcessJson             ) > fnProcessJson            ;
00328         helper::DynFuncHolder< decltype(sound4cl_FreeJsonAnswer          ) > fnFreeJsonAnswer         ;
00329         helper::DynFuncHolder< decltype(sound4cl_SaveState               ) > fnSaveState              ;
00330
00331         // only for processes supporting webserver
00332         helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp           ) > fnWebserver_tcp          ;
00333         helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp2          ) > fnWebserver_tcp2         ;
00334         helper::DynFuncHolder< decltype(sound4cl_Webserver               ) > fnWebserver              ;
00335         helper::DynFuncHolder< decltype(sound4cl_Webserver_Stop          ) > fnWebserver_Stop         ;
00336         helper::DynFuncHolder< decltype(sound4cl_Webserver_Status        ) > fnWebserver_Status       ;
00337
00338         // added 2023-03-22
00339         helper::DynFuncHolder< decltype(sound4cl_StereoToMono_Planar     ) > fnStereoToMono_Planar    ;
00340         helper::DynFuncHolder< decltype(sound4cl_MonoToStereo_Planar     ) > fnMonoToStereo_Planar    ;
00341
00342         // added 2023-05-22
00343         helper::DynFuncHolder< decltype(sound4cl_SetMetadata             ) > fnSetMetadata            ;
00344         helper::DynFuncHolder< decltype(sound4cl_GetMetadataInfos        ) > fnGetMetadataInfos       ;
00345         helper::DynFuncHolder< decltype(sound4cl_FreeMetadataInfos       ) > fnFreeMetadataInfos      ;
00346
00347         // added 2023-06-20
00348         helper::DynFuncHolder< decltype(sound4cl_SetPresetManager                ) >
      fnSetPresetManager      ;
00349         helper::DynFuncHolder< decltype(sound4cl_PresetManager_InformChange      ) >
      fnPresetManager_InformChange      ;
00350
00351         // added 2023-09-21
00352         helper::DynFuncHolder< decltype(sound4cl_GetPossibleChunkSizeInFrames    ) >
      fnGetPossibleChunkSizeInFrames   ;
00353         helper::DynFuncHolder< decltype(sound4cl_GetProcessChunkFrames           ) >
      fnGetProcessChunkFrames   ;
00354         helper::DynFuncHolder< decltype(sound4cl_InitProcess3                    ) > fnInitProcess3
      ;
00355
00356         // added 2023-06-26, only for processes supporting bus
```

```
00357         helper::DynFuncHolder< decltype(sound4cl_NewBus                ) > fnNewBus      ;
00358         helper::DynFuncHolder< decltype(sound4cl_FreeBus               ) > fnFreeBus      ;
00359         helper::DynFuncHolder< decltype(sound4cl_SetInstanceBus        ) > fnSetInstanceBus      ;
00360 
00361         // added 2024-02-19
00362         helper::DynFuncHolder< decltype(sound4cl_SetMetadataMulti       ) > fnSetMetadataMulti
      ;
00363 
00364         // added 2024-05-23
00365         helper::DynFuncHolder< decltype(sound4cl_Webserver_SetAppHealth    ) >
      fnWebserver_SetAppHealth      ;
00366         helper::DynFuncHolder< decltype(sound4cl_Webserver_GetAppHealth    ) >
      fnWebserver_GetAppHealth      ;
00367         helper::DynFuncHolder< decltype(sound4cl_Webserver_FreeString      ) > fnWebserver_FreeString
      ;
00368 
00369             template <typename T>
00370         helper::DynFuncHolder<T> GetPrefixSymbol(const std::string& name) {
00371             std::string prefix_name = m_prefix+name;
00372             return m_lib.GetSymbol<T>(prefix_name);
00373         }
00374 
00375     public:
00376         CProcessor() = default;
00377 
00385         bool Load(const std::filesystem::path& filepath) {
00386             m_lib.Close();
00387             // If a path is given, use it directly and do not try other path
00388             if (filepath.has_parent_path() && !m_lib.Load(filepath)) {
00389                 return false;
00390             } else if (!m_lib.IsOk()) {
00391                 auto thisdir=helper::CDynLoader::GetThisLibraryPath().parent_path();
00392                 auto filename = filepath.filename();
00393                 #ifndef _WIN32
00394                 // Linux: if in a bin directory, try ../lib first
00395                 if (!m_lib.IsOk() && thisdir.filename()=="bin") {
00396                     auto libdir = thisdir.parent_path() / "lib";
00397                     m_lib.Load(libdir / filename);
00398                 }
00399                 #endif // !_WIN32
00400                 if (!m_lib.IsOk()) {
00401                     // Search in the same directory this code is in
00402                     m_lib.Load(thisdir / filename);
00403                 }
00404                 if (!m_lib.IsOk()) {
00405                     // Try current path
00406                     m_lib.Load(std::filesystem::current_path() / filename);
00407                 }
00408                 if (!m_lib.IsOk()) {
00409                     return false;
00410                 }
00411             }
00412             // Get information from the library itself
00413             try {
00414                 auto GetInfo = m_lib.GetSymbol< decltype(sound4cl_SOUND4_GetProcessInfo             )
      >("SOUND4_GetProcessInfo"   );
00415                 auto info = GetInfo();
00416                 m_prefix = info->prefix;
00417             } catch (std::runtime_error& ) {
00418                 // Compatibility: search in known libraries without this function
00419                 #ifdef _WIN32
00420                     std::string filename = helper::WStringToUTF8(filepath.stem());
00421                 #else // !_WIN32
00422                     std::string filename = filepath.stem();
00423                     // remove lib prefix
00424                     filename=filename.substr(3);
00425                 #endif // ! _WIN32
00426                 if (filename=="sound4.x1.cloud") {
00427                     m_prefix="cloudx1_";
00428                 } else if (filename=="sound4.impact.cl") {
00429                     m_prefix="impact_";
00430                 } else if (filename=="sound4.bigvoice.cl") {
00431                     m_prefix="bigvoice_";
00432                 } else {
00433                     return false;
00434                 }
00435             }
00436 
00437             // Load all C functions
00438             try {
00439                 fnGetVersion              = GetPrefixSymbol< decltype(sound4cl_GetVersion
      ) >("GetVersion"          );
00440                 fnGetChunkSizeInFrames    = GetPrefixSymbol< decltype(sound4cl_GetChunkSizeInFrames
      ) >("GetChunkSizeInFrames"   );
00441                 fnGetChannelCount         = GetPrefixSymbol< decltype(sound4cl_GetChannelCount
      ) >("GetChannelCount"        );
00442                 fnGetAudioInputCount      = GetPrefixSymbol< decltype(sound4cl_GetAudioInputCount
```

```
    ) >("GetAudioInputCount"     );
00443                fnGetAudioOutputCount     = GetPrefixSymbol< decltype(sound4cl_GetAudioOutputCount
    ) >("GetAudioOutputCount"    );
00444                fnGetSampleRate           = GetPrefixSymbol< decltype(sound4cl_GetSampleRate
    ) >("GetSampleRate"          );
00445                fnSetLoggerCallback       = GetPrefixSymbol< decltype(sound4cl_SetLoggerCallback
    ) >("SetLoggerCallback"      );
00446                fnSetLogSeverity          = GetPrefixSymbol< decltype(sound4cl_SetLogSeverity
    ) >("SetLogSeverity"         );
00447                fnNewParameters           = GetPrefixSymbol< decltype(sound4cl_NewParameters
    ) >("NewParameters"          );
00448                fnFreeParameters          = GetPrefixSymbol< decltype(sound4cl_FreeParameters
    ) >("FreeParameters"         );
00449                fnSetParameter            = GetPrefixSymbol< decltype(sound4cl_SetParameter
    ) >("SetParameter"           );
00450                fnGetParameter            = GetPrefixSymbol< decltype(sound4cl_GetParameter
    ) >("GetParameter"           );
00451                fnFreeParameterValue      = GetPrefixSymbol< decltype(sound4cl_FreeParameterValue
    ) >("FreeParameterValue"     );
00452                fnInitProcess             = GetPrefixSymbol< decltype(sound4cl_InitProcess
    ) >("InitProcess"            );
00453                fnInitProcess2            = GetPrefixSymbol< decltype(sound4cl_InitProcess2
    ) >("InitProcess2"           );
00454                fnTerminateProcess        = GetPrefixSymbol< decltype(sound4cl_TerminateProcess
    ) >("TerminateProcess"       );
00455                fnExitProcess             = GetPrefixSymbol< decltype(sound4cl_ExitProcess
    ) >("ExitProcess"            );
00456                fnStartUpdateThread       = GetPrefixSymbol< decltype(sound4cl_StartUpdateThread
    ) >("StartUpdateThread"      );
00457                fnStopUpdateThread        = GetPrefixSymbol< decltype(sound4cl_StopUpdateThread
    ) >("StopUpdateThread"       );
00458                fnWaitUpdateThreadReady   = GetPrefixSymbol< decltype(sound4cl_WaitUpdateThreadReady
    ) >("WaitUpdateThreadReady"  );
00459                fnProcessAudio            = GetPrefixSymbol< decltype(sound4cl_ProcessAudio
    ) >("ProcessAudio"           );
00460                fnProcessAudio_Planar     = GetPrefixSymbol< decltype(sound4cl_ProcessAudio_Planar
    ) >("ProcessAudio_Planar"    );
00461                fnGetBufferIn             = GetPrefixSymbol< decltype(sound4cl_GetBufferIn
    ) >("GetBufferIn"            );
00462                fnGetBufferOut            = GetPrefixSymbol< decltype(sound4cl_GetBufferOut
    ) >("GetBufferOut"           );
00463                fnGetEstimatedDelay       = GetPrefixSymbol< decltype(sound4cl_GetEstimatedDelay
    ) >("GetEstimatedDelay"      );
00464                fnGetFormatName           = GetPrefixSymbol< decltype(sound4cl_GetFormatName
    ) >("GetFormatName"          );
00465                fnGetFormatFromName       = GetPrefixSymbol< decltype(sound4cl_GetFormatFromName
    ) >("GetFormatFromName"      );
00466                fnGetBytesFromFormat      = GetPrefixSymbol< decltype(sound4cl_GetBytesFromFormat
    ) >("GetBytesFromFormat"     );
00467                fnGetMaxPacketFrame       = GetPrefixSymbol< decltype(sound4cl_GetMaxPacketFrame
    ) >("GetMaxPacketFrame"      );
00468                fnAddAudio                = GetPrefixSymbol< decltype(sound4cl_AddAudio
    ) >("AddAudio"               );
00469                fnAddPadAudio             = GetPrefixSymbol< decltype(sound4cl_AddPadAudio
    ) >("AddPadAudio"            );
00470                fnGetOutputCount          = GetPrefixSymbol< decltype(sound4cl_GetOutputCount
    ) >("GetOutputCount"         );
00471                fnGetAudio                = GetPrefixSymbol< decltype(sound4cl_GetAudio
    ) >("GetAudio"               );
00472                fnAudioConvertFrom        = GetPrefixSymbol< decltype(sound4cl_AudioConvertFrom
    ) >("AudioConvertFrom"       );
00473                fnAudioConvertTo          = GetPrefixSymbol< decltype(sound4cl_AudioConvertTo
    ) >("AudioConvertTo"         );
00474                fnStereoToMono            = GetPrefixSymbol< decltype(sound4cl_StereoToMono
    ) >("StereoToMono"           );
00475                fnMonoToStereo            = GetPrefixSymbol< decltype(sound4cl_MonoToStereo
    ) >("MonoToStereo"           );
00476                fnAudioMonoFromLiveStereo = GetPrefixSymbol<
    decltype(sound4cl_AudioMonoFromLiveStereo) >("AudioMonoFromLiveStereo");
00477                fnAudioMonoToLiveStereo   = GetPrefixSymbol< decltype(sound4cl_AudioMonoToLiveStereo
    ) >("AudioMonoToLiveStereo"  );
00478                fnNewClient               = GetPrefixSymbol< decltype(sound4cl_NewClient
    ) >("NewClient"              );
00479                fnDeleteClient            = GetPrefixSymbol< decltype(sound4cl_DeleteClient
    ) >("DeleteClient"           );
00480                fnProcessJson             = GetPrefixSymbol< decltype(sound4cl_ProcessJson
    ) >("ProcessJson"            );
00481                fnFreeJsonAnswer          = GetPrefixSymbol< decltype(sound4cl_FreeJsonAnswer
    ) >("FreeJsonAnswer"         );
00482                fnSaveState               = GetPrefixSymbol< decltype(sound4cl_SaveState
    ) >("SaveState"              );
00483            } catch (std::runtime_error& ) {
00484                return false;
00485            }
00486            // Webserver : not for all projects
00487            try {
00488                fnWebserver_tcp           = GetPrefixSymbol< decltype(sound4cl_Webserver_tcp
```

```
    ) >("Webserver_tcp"          );
00489                fnWebserver_tcp2          = GetPrefixSymbol< decltype(sound4cl_Webserver_tcp2
    ) >("Webserver_tcp2"         );
00490                fnWebserver               = GetPrefixSymbol< decltype(sound4cl_Webserver
    ) >("Webserver"              );
00491                fnWebserver_Stop          = GetPrefixSymbol< decltype(sound4cl_Webserver_Stop
    ) >("Webserver_Stop"         );
00492                fnWebserver_Status        = GetPrefixSymbol< decltype(sound4cl_Webserver_Status
    ) >("Webserver_Status"       );
00493            } catch (std::runtime_error& ) {
00494                // Ignored, handler will take care
00495            }
00496            // Stereo/Mono conversion : must be present
00497            try {
00498                // added 2023-03-22
00499                fnStereoToMono_Planar     = GetPrefixSymbol< decltype(sound4cl_StereoToMono_Planar
    ) >("StereoToMono_Planar"    );
00500                fnMonoToStereo_Planar     = GetPrefixSymbol< decltype(sound4cl_MonoToStereo_Planar
    ) >("MonoToStereo_Planar"    );
00501
00502            } catch (std::runtime_error& ) {
00503                return false;
00504            }
00505            // C functions allowed to be missing
00506            try {
00507                // added 2023-05-22
00508                fnSetMetadata             = GetPrefixSymbol< decltype(sound4cl_SetMetadata
    ) >("SetMetadata"            );
00509                fnGetMetadataInfos        = GetPrefixSymbol< decltype(sound4cl_GetMetadataInfos
    ) >("GetMetadataInfos"       );
00510                fnFreeMetadataInfos       = GetPrefixSymbol< decltype(sound4cl_FreeMetadataInfos
    ) >("FreeMetadataInfos"      );
00511                // added 2023-06-20
00512                fnSetPresetManager            = GetPrefixSymbol< decltype(sound4cl_SetPresetManager
    ) >("SetPresetManager"              );
00513                fnPresetManager_InformChange  = GetPrefixSymbol<
    decltype(sound4cl_PresetManager_InformChange     ) >("PresetManager_InformChange"    );
00514
00515                // added 2023-09-21
00516                fnGetPossibleChunkSizeInFrames = GetPrefixSymbol<
    decltype(sound4cl_GetPossibleChunkSizeInFrames  ) >("GetPossibleChunkSizeInFrames"  );
00517                fnGetProcessChunkFrames        = GetPrefixSymbol<
    decltype(sound4cl_GetProcessChunkFrames         ) >("GetProcessChunkFrames"         );
00518                fnInitProcess3                 = GetPrefixSymbol< decltype(sound4cl_InitProcess3
    ) >("InitProcess3"                  );
00519            }  catch (std::runtime_error& ) {
00520                // Ignored, handler will take care
00521            }
00522
00523            // bus: not for all projects
00524            try {
00525                // added 2023-06-26
00526                fnNewBus                  = GetPrefixSymbol< decltype(sound4cl_NewBus
    ) >("NewBus"                 );
00527                fnFreeBus                 = GetPrefixSymbol< decltype(sound4cl_FreeBus
    ) >("FreeBus"                );
00528                fnSetInstanceBus          = GetPrefixSymbol< decltype(sound4cl_SetInstanceBus
    ) >("SetInstanceBus"         );
00529            }  catch (std::runtime_error& ) {
00530                // Ignored, handler will take care
00531            }
00532
00533            // Other optional
00534            try {
00535                // added 2024-02-19
00536                fnSetMetadataMulti        = GetPrefixSymbol< decltype(sound4cl_SetMetadataMulti
    ) >("SetMetadataMulti"       );
00537
00538            }  catch (std::runtime_error& ) {
00539                // Ignored, handler will take care
00540            }
00541
00542            // Other optional, web server only
00543            try {
00544                // added 2024-05-23
00545                fnWebserver_SetAppHealth    = GetPrefixSymbol<
    decltype(sound4cl_Webserver_SetAppHealth    ) >("Webserver_SetAppHealth"     );
00546                fnWebserver_GetAppHealth    = GetPrefixSymbol<
    decltype(sound4cl_Webserver_GetAppHealth    ) >("Webserver_GetAppHealth"     );
00547                fnWebserver_FreeString      = GetPrefixSymbol< decltype(sound4cl_Webserver_FreeString
    ) >("Webserver_FreeString"       );
00548            }  catch (std::runtime_error& ) {
00549                // Ignored, handler will take care
00550            }
00551
00552            m_bOK=true;
00553            return true;
```

```
00554         }
00561         bool IsOk() const {
00562             return m_bOK;
00563         }
00564
00569         void AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl,
      sound4cl_SampleFormat fmt)
00570             { fnAudioConvertFrom(payload, output, nSpl, fmt); }
00571         void AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl, sound4cl_SampleFormat
      fmt)
00572             { fnAudioConvertTo(input, payload, nSpl, fmt); }
00573         void StereoToMono(const float *input, float *output, size_t nSpl)
00574             { fnStereoToMono(input, output, nSpl); }
00575         void MonoToStereo(const float *input, float *output, size_t nSpl)
00576             { fnMonoToStereo(input, output, nSpl); }
00577         void StereoToMono_Planar(const float *inputL, const float *inputR, float *output, size_t nSpl)
00578             { fnStereoToMono_Planar(inputL, inputR, output, nSpl); }
00579         void MonoToStereo_Planar(const float *input, float *outputL, float *outputR, size_t nSpl)
00580             { fnMonoToStereo_Planar(input, outputL, outputR, nSpl); }
00581         void AudioMonoFromLiveStereo(const uint8_t *payload, float *output)
00582             { fnAudioMonoFromLiveStereo(payload, output); }
00583         void AudioMonoToLiveStereo(const float *input, uint8_t *payload)
00584             { fnAudioMonoToLiveStereo(input, payload); }
00585
00591         std::string GetVersion()
00592             { return std::string(fnGetVersion()); }
00593
00602         unsigned int GetChunkSizeInFrames()
00603             { return fnGetChunkSizeInFrames(); }
00604
00613         std::vector<unsigned int> GetPossibleChunkSizeInFrames()
00614             {
00615                 std::vector<unsigned int> list;
00616                 if (fnGetPossibleChunkSizeInFrames) {
00617                     for (unsigned int* src=fnGetPossibleChunkSizeInFrames();*src;src++) {
00618                         list.push_back(*src);
00619                     }
00620                 } else {
00621                     list.push_back(fnGetChunkSizeInFrames());
00622                 }
00623                 return list;
00624             }
00625
00631         unsigned int GetChannelCount()
00632             { return fnGetChannelCount(); }
00633
00641         unsigned int GetAudioInputCount()
00642             { return fnGetAudioInputCount(); }
00643
00651         unsigned int GetAudioOutputCount()
00652             { return fnGetAudioOutputCount(); }
00653
00661         unsigned int GetSampleRate()
00662             { return fnGetSampleRate(); }
00663
00670         std::string GetFormatName( const sound4cl_SampleFormat fmt)
00671             { return std::string(fnGetFormatName(fmt)); }
00672
00679         sound4cl_SampleFormat GetFormatFromName( const std::string& name)
00680             { return fnGetFormatFromName(name.c_str()); }
00681
00688         unsigned int GetBytesFromFormat( const sound4cl_SampleFormat fmt)
00689             { return fnGetBytesFromFormat(fmt); }
00690
00694         void SetLogSeverity(LogSeverity severity)
00695             { fnSetLogSeverity(severity); }
00696
00700         void SetLoggerCallback(log_cb_t cb)
00701             { _log_cb=cb; fnSetLoggerCallback(&_log_cb_c); }
00702     };
00703
00709     class CBus {
00710         public:
00711             CBus(CProcessor& dynlib)
00712                 : m_dynlib(dynlib)
00713                 {
00714                     if (m_dynlib.fnNewBus) {
00715                         m_bus=m_dynlib.fnNewBus();
00716                     }
00717                 }
00718             ~CBus()
00719                 {
00720                     if (m_bus && m_dynlib.fnFreeBus) {
00721                         m_dynlib.fnFreeBus(m_bus);
00722                     }
00723                     m_bus = nullptr;
00724                 }
```

```
00725             sound4cl_CBus *Get() const { return m_bus; }
00726         private:
00727             CProcessor& m_dynlib;
00728             sound4cl_CBus *m_bus;
00729     };
00730
00736     class CPresetLoader {
00737     public:
00738         CPresetLoader() = default;
00739         virtual ~CPresetLoader() = default;
00740
00741         virtual bool IsReadOnly() = 0;
00742         virtual bool Exists(const std::filesystem::path &name) = 0;
00743         virtual bool Remove(const std::filesystem::path &name) = 0;
00744         virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) = 0;
00745         virtual std::vector<std::filesystem::path> GetAll() = 0;
00746         virtual std::string Read(const std::filesystem::path &filename) = 0;
00747         virtual bool Write(const std::filesystem::path &filename, const std::string &content) =0;
00748     };
00749     using PresetChange_Kind = sound4cl_PresetChange_Kind;
00750
00756     class CInstance {
00757     public:
00761         CInstance(CProcessor& dynlib)
00762         : m_dynlib(dynlib)
00763             {
00764                 params = m_dynlib.fnNewParameters();
00765                 if (!params) throw std::bad_alloc();
00766             }
00767         // non-copyable
00768         CInstance( const CInstance& ) = delete;
00769         CInstance& operator=( const CInstance& ) = delete;
00773         virtual ~CInstance()
00774             {
00775                 Stop();
00776                 if (params) m_dynlib.fnFreeParameters(params);
00777             }
00781        bool IsOk() const { return instance!=nullptr; }
00789         void SetParam(const std::string& name, const std::string& value)
00790             {
00791                 assert(params);
00792                 m_dynlib.fnSetParameter(params, name.c_str(), value.c_str());
00793             }
00799         std::string GetParam(const std::string& name)
00800             {
00801                 assert(params);
00802                 auto c_value=m_dynlib.fnGetParameter(params, name.c_str());
00803                 std::string ret(c_value);
00804                 m_dynlib.fnFreeParameterValue(c_value);
00805                 return ret;
00806             }
00807
00811         void SetBus(const CBus& bus) {
00812             assert(params);
00813             if (m_dynlib.fnSetInstanceBus) {
00814                 m_dynlib.fnSetInstanceBus(params,bus.Get());
00815             }
00816         }
00817
00827         void SetPresetManager(CPresetLoader *preset_manager)
00828             {
00829                 if (!preset_manager) return;
00830                 if (!m_dynlib.fnSetPresetManager) return;
00831                 assert(params);
00832                 m_dynlib.fnSetPresetManager(params,
00833                     sound4cl_custom_reader,
00834                     sound4cl_custom_reader_free,
00835                     sound4cl_custom_writer,
00836                     sound4cl_custom_exists,
00837                     sound4cl_custom_getall,
00838                     sound4cl_custom_getall_free,
00839                     sound4cl_custom_remove,
00840                     sound4cl_custom_rename,
00841                     preset_manager->IsReadOnly(),
00842                     preset_manager
00843                 );
00844             }
00845
00860         bool Create(const std::string& LoginKey, const std::string& RadioName, const std::string&
      Access_Key_ID, const std::string& Access_Key_Secret, const std::filesystem::path& save_path, int
      json_port = 0, unsigned int frames_per_chunk=0)
00861             {
00862                 assert(!instance);
00863                 std::string l_save_path;
00864                 if (!save_path.empty()) {
00865                     l_save_path = save_path.u8string();
00866                 }
```

```
00867                 if (frames_per_chunk==0) {
00868                     frames_per_chunk=m_dynlib.GetChunkSizeInFrames();
00869                 }
00870                 if (m_dynlib.fnInitProcess3) {
00871                     instance = m_dynlib.fnInitProcess3(LoginKey.c_str(), RadioName.c_str(),
      Access_Key_ID.c_str(), Access_Key_Secret.c_str(), l_save_path.c_str(), params, frames_per_chunk);
00872                 } else if (frames_per_chunk!=m_dynlib.GetChunkSizeInFrames()) {
00873                     return false;
00874                 } else {
00875                     instance = m_dynlib.fnInitProcess2(LoginKey.c_str(), RadioName.c_str(),
      Access_Key_ID.c_str(), Access_Key_Secret.c_str(), l_save_path.c_str(), params);
00876                 }
00877                 if (!instance) return false;
00878                 if (!init_metadata.empty()) {
00879                     for (auto&& [key,value]: init_metadata) {
00880                         m_dynlib.fnSetMetadata(instance, key.c_str(), value.c_str());
00881                     }
00882                     init_metadata.clear();
00883                 }
00884                 update_thread = std::thread([this, json_port](){
00885                     OnUpdateThreadStart();
00886                     m_dynlib.fnStartUpdateThread(instance, json_port);
00887                     OnUpdateThreadStop();
00888                 });
00889                 int timeout=5000;
00890                 #ifdef DEBUG
00891                     timeout=60*1000; // For debugger pauses
00892                 #endif
00893                 if (m_dynlib.fnWaitUpdateThreadReady(instance, timeout)<0) {
00894                     return false;
00895                 }
00896                 return true;
00897             }
00898
00906         unsigned int GetChunkFrames() {
00907             if (instance && m_dynlib.fnGetProcessChunkFrames) {
00908                 return m_dynlib.fnGetProcessChunkFrames(instance);
00909             }
00910             return m_dynlib.fnGetChunkSizeInFrames();
00911         }
00912
00920         void PresetManager_InformChange(const std::filesystem::path& relative_path, PresetChange_Kind
      change_kind)
00921             {
00922                 if (m_dynlib.fnPresetManager_InformChange) {
00923                     m_dynlib.fnPresetManager_InformChange(instance, relative_path.c_str(),
      (sound4cl_PresetChange_Kind) change_kind);
00924                 }
00925             }
00926
00938         void SetMetadata(const std::string& key, const char* value)
00939             {
00940                 if (m_dynlib.fnSetMetadata) {
00941                     if (instance) {
00942                         m_dynlib.fnSetMetadata(instance, key.c_str(), value);
00943                     } else {
00944                         init_metadata.push_back( {key, value} );
00945                     }
00946                 }
00947             }
00948
00949
00959         void SetMetadataMulti(const std::unordered_map<std::string, const char*>& list)
00960             {
00961                 if (instance) {
00962                     if (m_dynlib.fnSetMetadataMulti) {
00963                         typedef const char* pchar;
00964                         pchar* keyvalue=new pchar[2*list.size()+1];
00965                         size_t n=0;
00966                         for (auto&& [key,value]: list) {
00967                             keyvalue[2*n+0]=key.c_str();
00968                             keyvalue[2*n+1]=value;
00969                             n++;
00970                         }
00971                         keyvalue[2*n+0]=nullptr;
00972
00973                         sound4cl_SetMetadataMulti(instance, keyvalue);
00974
00975                         delete[] keyvalue;
00976                     } else {
00977                         for (auto&& [key,value]: list) {
00978                             SetMetadata(key, value);
00979                         }
00980                     }
00981                 } else {
00982                     for (auto&& [key,value]: list) {
00983                         if (value) {
```

```
00984                               init_metadata.push_back( {key, value} );
00985                           }
00986                       }
00987                   }
00988               }
00989
00995           std::vector< std::tuple<std::string,std::string> > GetMetadataInfos()
00996               {
00997                   std::vector< std::tuple<std::string,std::string> > values;
00998                   if (m_dynlib.fnGetMetadataInfos) {
00999                       const char** c_values = m_dynlib.fnGetMetadataInfos(instance);
01000                       if (c_values) {
01001                           for (const char** c_value=c_values; *c_value; ) {
01002                               std::string key(*c_value);
01003                               c_value++;
01004                               if (*c_value) {
01005                                   std::string descr(*c_value);
01006                                   c_value++;
01007                                   values.push_back( {key,descr} );
01008                               }
01009                           }
01010                           m_dynlib.fnFreeMetadataInfos(instance, c_values);
01011                       }
01012                   }
01013                   return values;
01014               }
01015
01016           // Can be overloaded, called at start of UpdateThread in the thread
01017           virtual void OnUpdateThreadStart() {}
01018           // Can be overloaded to call at end of UpdateThread in the thread
01019           virtual void OnUpdateThreadStop() {}
01020
01026           bool StartWebServer(int http_port, int https_port=0)
01027               {
01028                   assert(instance);
01029                   assert(webserver==SOUND4_INVALID_WEBSERVER_ID);
01030                   if (!m_dynlib.fnWebserver) {
01031                       return false;
01032                   }
01033                   webserver = m_dynlib.fnWebserver(http_port,https_port,instance);
01034                   if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
01035                       return false;
01036                   }
01037                   int web_status=m_dynlib.fnWebserver_Status(webserver);
01038                   if (http_port && (web_status & SOUND4_WEBSERVER_HTTP_OK) == 0) {
01039                       return false;
01040                   }
01041                   if (https_port && (web_status & SOUND4_WEBSERVER_HTTPS_OK) == 0) {
01042                       return false;
01043                   }
01044                   return true;
01045               }
01051           void StopWebServer()
01052               {
01053                   if (!m_dynlib.fnWebserver_Stop) return;
01054                   if (webserver != SOUND4_INVALID_WEBSERVER_ID) {
01055                       m_dynlib.fnWebserver_Stop(webserver, 1000);
01056                       webserver = SOUND4_INVALID_WEBSERVER_ID;
01057                   }
01058               }
01059
01063           void SetWebServerAppHealth(int httpcode, const std::string& contenttype, const std::string&
      content)
01064               {
01065                   assert(instance);
01066                   if (!m_dynlib.fnWebserver_SetAppHealth) return;
01067                   m_dynlib.fnWebserver_SetAppHealth(instance, httpcode, contenttype.c_str(),
      content.c_str());
01068               }
01072           void GetWebServerAppHealth(int &httpcode, std::string& contenttype, std::string& content)
01073               {
01074                   assert(instance);
01075                   if (!m_dynlib.fnWebserver_GetAppHealth) return;
01076                   char* c_contenttype=nullptr;
01077                   char* c_content=nullptr;
01078                   m_dynlib.fnWebserver_GetAppHealth(instance, &httpcode, &c_contenttype, &c_content);
01079                   contenttype=c_contenttype;
01080                   content=c_content;
01081                   m_dynlib.fnWebserver_FreeString(c_contenttype);
01082                   m_dynlib.fnWebserver_FreeString(c_content);
01083               }
01090           int Terminate()
01091               {
01092                   if (!instance) return 0;
01093                   return m_dynlib.fnTerminateProcess(instance);
01094               }
01095
```

```
01101         void Stop()
01102             {
01103                 if (!instance) return;
01104                 StopWebServer();
01105                 if (update_thread.joinable()) {
01106                     m_dynlib.fnStopUpdateThread(instance); // this will exit the update thread
01107                     update_thread.join();
01108                 }
01109                 m_dynlib.fnExitProcess(instance);
01110                 instance=nullptr;
01111             }
01112 
01118         unsigned int GetEstimatedDelay()
01119             {
01120                 assert(instance);
01121                 return m_dynlib.fnGetEstimatedDelay(instance);
01122             }
01123 
01134         float* GetBufferIn()
01135             {
01136                 assert(instance);
01137                 return m_dynlib.fnGetBufferIn(instance);
01138 
01139             }
01150         float* GetBufferOut()
01151             {
01152                 assert(instance);
01153                 return m_dynlib.fnGetBufferOut(instance);
01154             }
01160         void ProcessAudio()
01161             {
01162                 assert(instance);
01163                 m_dynlib.fnProcessAudio(instance, m_dynlib.fnGetBufferIn(instance),
      m_dynlib.fnGetBufferOut(instance));
01164             }
01178         // void ProcessAudio_Planar(const std::array< const std::array<const float,ChunkFrames>,
      InputChannels>& input, std::array< std::array<float,ChunkFrames>, OutputChannels>& output)
01179         void ProcessAudio_Planar(float const * const *input, float * const *output)
01180             {
01181                 assert(instance);
01182                 m_dynlib.fnProcessAudio_Planar(instance, input, output);
01183             }
01184 
01196             template<typename T>
01197         std::vector<T> ProcessAnyAudio(const std::vector<T> input)
01198             {
01199                 assert(instance);
01200                 std::vector<T> output;
01201                 unsigned int out_offset=0;
01202                 unsigned int in_offset=0;
01203                 unsigned int todo = input.size();
01204                 while (todo>0) {
01205                     unsigned int left = AddAudio(&input[in_offset], todo);
01206                     unsigned int out_avail = m_dynlib.fnGetOutputCount(instance);
01207                     output.resize(out_offset + out_avail);
01208                     GetAudio(&output[out_offset], out_avail);
01209                     out_offset+=out_avail;
01210                     in_offset += todo-left;
01211                     todo=left;
01212                 }
01213                 return output;
01214             }
01215 
01221         class CClient {
01222             public:
01223                 CClient(sound4cl_CInstance* instance, CProcessor& dynlib)
01224                 : m_dynlib(dynlib)
01225                     {
01226                         assert(instance);
01227                         client=m_dynlib.fnNewClient(instance);
01228                         if (!client) throw std::bad_alloc();
01229                     }
01230                 // non-copyable
01231                 CClient( const CInstance& ) = delete;
01232                 CClient& operator=( const CInstance& ) = delete;
01233                 ~CClient()
01234                     {
01235                         if (client) {
01236                             m_dynlib.fnDeleteClient(client);
01237                             client=nullptr;
01238                         }
01239                     }
01247                 std::string ProcessJson(const std::string &request, bool *NeedSave = nullptr)
01248                     {
01249                         assert(client);
01250                         int need_save=0;
01251                         const char *canswer = m_dynlib.fnProcessJson(client, request.c_str(),
```

```
    &need_save);
01252                         if (!canswer) return {};
01253                         std::string answer(canswer);
01254                         m_dynlib.fnFreeJsonAnswer (canswer);
01255                         if (NeedSave) {
01256                             *NeedSave=(need_save!=0);
01257                         }
01258                         return answer;
01259                     }
01260             private:
01261                 CProcessor& m_dynlib;
01262                 sound4cl_CClientInstance *client = nullptr;
01263         };
01271         std::shared_ptr<CClient> NewClient()
01272             {
01273                 assert(instance);
01274                 return std::make_shared<CClient>(instance, m_dynlib);
01275             }
01276
01277     protected:
01278             template<typename T>
01279         unsigned int AddAudio(const T* payload, unsigned int nFrame)
01280             {
01281                 assert(instance);
01282                 return m_dynlib.fnAddAudio(instance, reinterpret_cast<const T*>(payload), nFrame,
    helper::SampleFormat<T>::format);
01283             }
01284             template<typename T>
01285         unsigned int GetAudio(T* payload, unsigned int max_nFrame)
01286             {
01287                 assert(instance);
01288                 return m_dynlib.fnGetAudio(instance, reinterpret_cast<T*>(payload), max_nFrame,
    helper::SampleFormat<T>::format);
01289             }
01290
01291     private:
01292         CProcessor& m_dynlib;
01293         sound4cl_CParameters* params = nullptr;
01294         sound4cl_CInstance* instance = nullptr;
01295         std::thread update_thread;
01296         std::vector< std::pair<std::string,std::string> > init_metadata;
01297         uint64_t webserver = SOUND4_INVALID_WEBSERVER_ID;
01298     };
01299
01300 }; // namespace sound4
01301
01302
01303 // bridge C callbacks to CPresetLoader
01304 extern "C" {
01305     static char *sound4cl_custom_reader(const fs_char *filename, void* userdata) {
01306         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01307         std::string content=preset_loader->Read(filename);
01308         return strdup(content.c_str());
01309     }
01310     static void sound4cl_custom_reader_free(char *content, void* userdata) {
01311         if (!content) return;
01312         free(content);
01313     }
01314     static int sound4cl_custom_writer(const fs_char *filename, const char *content, void* userdata) {
01315         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01316         auto res=preset_loader->Write(filename,content);
01317         return res?0:-1;
01318     }
01319     static int sound4cl_custom_exists(const fs_char *filename, void* userdata) {
01320         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01321         auto res=preset_loader->Exists(filename);
01322         return res?0:-1;
01323     }
01324     static fs_char** sound4cl_custom_getall(void* userdata) {
01325         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01326         auto res=preset_loader->GetAll();
01327         fs_char**all=(fs_char**)malloc((res.size()+1)*sizeof(const fs_char*));
01328         for (size_t n=0;n<res.size();n++) {
01329             all[n]=fs_strdup(res[n].c_str());
01330         }
01331         all[res.size()]=nullptr;
01332         return all;
01333     }
01334     static void sound4cl_custom_getall_free(fs_char** all, void* userdata) {
01335         if (!all) return;
01336         for (fs_char** one=all;*one;one++) {
01337             free(*one);
01338         }
01339         free(all);
01340     }
01341     static int sound4cl_custom_remove(const fs_char *filename, void* userdata) {
01342         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
```

```
01343         auto res=preset_loader->Remove(filename);
01344         return res?0:-1;
01345     }
01346     static int sound4cl_custom_rename(const fs_char *from, const fs_char *to, void* userdata) {
01347         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01348         auto res=preset_loader->Rename(from,to);
01349         return res?0:-1;
01350     }
01351
01352 };
```

11.19 sound4cl_cdef.h File Reference

C function signature definition for all sound4.cl libraries.

```
#include <stdint.h>
#include <stringapiset.h>
#include <wchar.h>
```

Classes

- struct sound4cl_SOUND4_ProcessInfo

Macros

- #define fs_strdup wcsdup

  helper for OS dependant file name copy
- #define SOUND4_INVALID_WEBSERVER_ID ((uint64_t)-1)
- #define SOUND4_WEBSERVER_HTTP_OK (1<<0)
- #define SOUND4_WEBSERVER_HTTPS_OK (1<<1)

Typedefs

- typedef wchar_t fs_char
- typedef void(* sound4cl_loggerfn) (enum sound4cl_LogSeverity, const char *)
- typedef char *(* sound4cl_storage_reader) (const fs_char *filename, void *userdata)
- typedef void(* sound4cl_storage_reader_free) (char *content, void *userdata)
- typedef int(* sound4cl_storage_writer) (const fs_char *filename, const char *content, void *userdata)
- typedef int(* sound4cl_storage_exists) (const fs_char *filename, void *userdata)
- typedef fs_char **(* sound4cl_storage_getall) (void *userdata)
- typedef void(* sound4cl_storage_getall_free) (fs_char **all, void *userdata)
- typedef int(* sound4cl_storage_remove) (const fs_char *filename, void *userdata)
- typedef int(* sound4cl_storage_rename) (const fs_char *from, const fs_char *to, void *userdata)

Enumerations

- enum sound4cl_LogSeverity {
  sound4cl_none = 0 , sound4cl_fatal = 1 , sound4cl_error = 2 , sound4cl_warning = 3 ,
  sound4cl_info = 4 , sound4cl_verbose = 5 , sound4cl_verbose2 = 6 , sound4cl_verbose3 = 7 ,
  sound4cl_verbose4 = 8 , sound4cl_verbose5 = 9 }
- enum sound4cl_PresetChange_Kind { change_kind_created = 1 , change_kind_modified , change_kind_deleted
  }
- enum sound4cl_SampleFormat {
  INVALID_FORMAT =0 , S16_LE , S16_BE , S24_LE ,
  S24_BE , S32_LE , S32_BE , F32_LE ,
  F32_BE , S16_NATIVE =S16_LE , S24_NATIVE =S24_LE , S32_NATIVE =S32_LE ,
  F32_NATIVE =F32_LE }

Functions

- const struct sound4cl_SOUND4_ProcessInfo * sound4cl_SOUND4_GetProcessInfo ()
- const char * sound4cl_GetVersion ()
- unsigned int sound4cl_GetChunkSizeInFrames ()
- unsigned int * sound4cl_GetPossibleChunkSizeInFrames ()
- unsigned int sound4cl_GetChannelCount ()
- unsigned int sound4cl_GetAudioInputCount ()
- unsigned int sound4cl_GetAudioOutputCount ()
- unsigned int sound4cl_GetSampleRate ()
- void sound4cl_SetLoggerCallback (sound4cl_loggerfn logger)
- void sound4cl_SetLogSeverity (enum sound4cl_LogSeverity severity)
- struct sound4cl_CParameters * sound4cl_NewParameters ()
- void sound4cl_FreeParameters (struct sound4cl_CParameters *params)
- void sound4cl_SetParameter (struct sound4cl_CParameters *params, const char *name, const char *value)
- const char * sound4cl_GetParameter (struct sound4cl_CParameters *params, const char *name)
- void sound4cl_FreeParameterValue (const char *value)
- struct sound4cl_CInstance * sound4cl_InitProcess (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path)
- struct sound4cl_CInstance * sound4cl_InitProcess2 (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path, const struct sound4cl_↩ CParameters *parameters)
- struct sound4cl_CInstance * sound4cl_InitProcess3 (const char *LoginKey, const char *RadioName, const char *Access_Key_ID, const char *Access_Key_Secret, const char *save_path, const struct sound4cl_↩ CParameters *parameters, unsigned int frames_per_chunk)
- unsigned int sound4cl_GetProcessChunkFrames (struct sound4cl_CInstance *instance)
- int sound4cl_TerminateProcess (struct sound4cl_CInstance *instance)
- void sound4cl_ExitProcess (struct sound4cl_CInstance *instance)
- struct sound4cl_CBus * sound4cl_NewBus ()
- void sound4cl_FreeBus (struct sound4cl_CBus *bus)
- void sound4cl_SetInstanceBus (struct sound4cl_CParameters *params, struct sound4cl_CBus *bus)
- void sound4cl_SetPresetManager (struct sound4cl_CParameters *params, sound4cl_storage_reader reader, sound4cl_storage_reader_free, sound4cl_storage_writer writer, sound4cl_storage_exists exists, sound4cl_storage_getall getall, sound4cl_storage_getall_free getall_free, sound4cl_storage_remove remove, sound4cl_storage_rename rename, int IsReadOnly, void *userdata)
- void sound4cl_PresetManager_InformChange (struct sound4cl_CInstance *instance, const fs_char *relative_path, enum sound4cl_PresetChange_Kind change_kind)
- void sound4cl_SetMetadata (struct sound4cl_CInstance *instance, const char *key, const char *value)
- void sound4cl_SetMetadataMulti (struct sound4cl_CInstance *instance, const char **keyvalue)
- const char ** sound4cl_GetMetadataInfos (struct sound4cl_CInstance *instance)
- void sound4cl_FreeMetadataInfos (struct sound4cl_CInstance *instance, const char **infos)
- void sound4cl_StartUpdateThread (struct sound4cl_CInstance *instance, unsigned int port)
- void sound4cl_StopUpdateThread (struct sound4cl_CInstance *instance)
- int sound4cl_WaitUpdateThreadReady (struct sound4cl_CInstance *instance, int milliseconds)
- void sound4cl_ProcessAudio (struct sound4cl_CInstance *instance, const float *input, float *output)
- void sound4cl_ProcessAudio_Planar (struct sound4cl_CInstance *instance, float const *const *input, float *const *output)
- float * sound4cl_GetBufferIn (struct sound4cl_CInstance *instance)
- float * sound4cl_GetBufferOut (struct sound4cl_CInstance *instance)
- unsigned int sound4cl_GetEstimatedDelay (struct sound4cl_CInstance *instance)
- const char * sound4cl_GetFormatName (const enum sound4cl_SampleFormat fmt)
- enum sound4cl_SampleFormat sound4cl_GetFormatFromName (const char *name)
- unsigned int sound4cl_GetBytesFromFormat (const enum sound4cl_SampleFormat fmt)
- unsigned int sound4cl_GetMaxPacketFrame (struct sound4cl_CInstance *instance)

- unsigned int sound4cl_AddAudio (struct sound4cl_CInstance *instance, const uint8_t *payload, unsigned int nFrame, enum sound4cl_SampleFormat fmt)
- unsigned int sound4cl_AddPadAudio (struct sound4cl_CInstance *instance)
- unsigned int sound4cl_GetOutputCount (struct sound4cl_CInstance *instance)
- unsigned int sound4cl_GetAudio (struct sound4cl_CInstance *instance, uint8_t *payload, unsigned int max_nFrame, enum sound4cl_SampleFormat fmt)
- void sound4cl_AudioConvertFrom (const uint8_t *payload, float *output, size_t nSpl, enum sound4cl_SampleFormat fmt)
- void sound4cl_AudioConvertTo (const float *input, uint8_t *payload, size_t nSpl, enum sound4cl_SampleFormat fmt)
- void sound4cl_StereoToMono (const float *input, float *output, size_t nFrame)
- void sound4cl_MonoToStereo (const float *input, float *output, size_t nFrame)
- void sound4cl_StereoToMono_Planar (const float *inputL, const float *inputR, float *output, size_t nFrame)
- void sound4cl_MonoToStereo_Planar (const float *input, float *outputL, float *outputR, size_t nFrame)
- void sound4cl_AudioMonoFromLiveStereo (const uint8_t *payload, float *output)
- void sound4cl_AudioMonoToLiveStereo (const float *input, uint8_t *payload)
- struct sound4cl_CClientInstance * sound4cl_NewClient (struct sound4cl_CInstance *instance)
- void sound4cl_DeleteClient (struct sound4cl_CClientInstance *client)
- const char * sound4cl_ProcessJson (struct sound4cl_CClientInstance *client, const char *json_str, int *need_save)
- void sound4cl_FreeJsonAnswer (const char *json_str)
- int sound4cl_SaveState (struct sound4cl_CInstance *instance)
- uint64_t sound4cl_Webserver_tcp (unsigned int listenport, unsigned int listenport_secure, const char *socket_ip, unsigned int socket_port)
- uint64_t sound4cl_Webserver_tcp2 (unsigned int listenport, unsigned int listenport_secure, const char *socket_ip, unsigned int socket_port, const struct sound4cl_CParameters *parameters)
- uint64_t sound4cl_Webserver (unsigned int listenport, unsigned int listenport_secure, struct sound4cl_CInstance *instance)
- int sound4cl_Webserver_Stop (uint64_t id, int timeout_ms)
- int sound4cl_Webserver_Status (uint64_t id)
- void sound4cl_Webserver_SetAppHealth (struct sound4cl_CInstance *instance, int httpcode, const char *contenttype, const char *content)
- void sound4cl_Webserver_GetAppHealth (struct sound4cl_CInstance *instance, int *httpcode, char **contenttype, char **content)
- void sound4cl_Webserver_FreeString (char *str)

11.19.1 Macro Definition Documentation

11.19.1.1 fs_strdup

```
#define fs_strdup wcsdup
```

Definition at line 17 of file sound4cl_cdef.h.

11.19.1.2 SOUND4_INVALID_WEBSERVER_ID

```
#define SOUND4_INVALID_WEBSERVER_ID ((uint64_t)-1)
```

Definition at line 62 of file sound4cl_cdef.h.

11.19.1.3 SOUND4_WEBSERVER_HTTP_OK

```
#define SOUND4_WEBSERVER_HTTP_OK (1<<0)
```

Definition at line 63 of file sound4cl_cdef.h.

11.19.1.4 SOUND4_WEBSERVER_HTTPS_OK

```
#define SOUND4_WEBSERVER_HTTPS_OK (1<<1)
```

Definition at line 64 of file sound4cl_cdef.h.

11.19.2 Typedef Documentation

11.19.2.1 fs_char

```
typedef wchar_t fs_char
```

Definition at line 18 of file sound4cl_cdef.h.

11.19.2.2 sound4cl_loggerfn

```
typedef void(* sound4cl_loggerfn) (enum sound4cl_LogSeverity, const char *)
```

Definition at line 102 of file sound4cl_cdef.h.

11.19.2.3 sound4cl_storage_exists

```
typedef int(* sound4cl_storage_exists) (const fs_char *filename, void *userdata)
```

Definition at line 143 of file sound4cl_cdef.h.

11.19.2.4 sound4cl_storage_getall

```
typedef fs_char **(* sound4cl_storage_getall) (void *userdata)
```

Definition at line 144 of file sound4cl_cdef.h.

11.19.2.5 sound4cl_storage_getall_free

```
typedef void(* sound4cl_storage_getall_free) (fs_char **all, void *userdata)
```

Definition at line 145 of file sound4cl_cdef.h.

11.19.2.6 sound4cl_storage_reader

```
typedef char *(* sound4cl_storage_reader) (const fs_char *filename, void *userdata)
```

Definition at line 140 of file sound4cl_cdef.h.

11.19.2.7 sound4cl_storage_reader_free

```
typedef void(* sound4cl_storage_reader_free) (char *content, void *userdata)
```

Definition at line 141 of file sound4cl_cdef.h.

11.19.2.8 sound4cl_storage_remove

```
typedef int(* sound4cl_storage_remove) (const fs_char *filename, void *userdata)
```

Definition at line 146 of file sound4cl_cdef.h.

11.19.2.9 sound4cl_storage_rename

```
typedef int(* sound4cl_storage_rename) (const fs_char *from, const fs_char *to, void *userdata)
```

Definition at line 147 of file sound4cl_cdef.h.

11.19.2.10 sound4cl_storage_writer

```
typedef int(* sound4cl_storage_writer) (const fs_char *filename, const char *content, void
*userdata)
```

Definition at line 142 of file sound4cl_cdef.h.

11.19.3 Enumeration Type Documentation

11.19.3.1 sound4cl_LogSeverity

```
enum sound4cl_LogSeverity
```

Enumerator

sound4cl_none	
sound4cl_fatal	
sound4cl_error	
sound4cl_warning	
sound4cl_info	
sound4cl_verbose	
sound4cl_verbose2	
sound4cl_verbose3	
sound4cl_verbose4	
sound4cl_verbose5	

Definition at line 41 of file sound4cl_cdef.h.

11.19.3.2 sound4cl_PresetChange_Kind

```
enum sound4cl_PresetChange_Kind
```

Enumerator

change_kind_created	Path has been created.
change_kind_modified	Path has been modified.
change_kind_deleted	Path has been deleted.

Definition at line 57 of file sound4cl_cdef.h.

11.19.3.3 sound4cl_SampleFormat

```
enum sound4cl_SampleFormat
```

Supported formats for audio I/O

Enumerator

INVALID_FORMAT	Invalid.
S16_LE	16-bit signed integer, little-endian
S16_BE	16-bit signed integer, big-endian
S24_LE	24-bit signed integer, little-endian
S24_BE	24-bit signed integer, big-endian
S32_LE	32-bit signed integer, little-endian
S32_BE	32-bit signed integer, big-endian
F32_LE	32-bit floating-point, little-endian
F32_BE	32-bit floating-point, big-endian
S16_NATIVE	16-bit signed integer, native
S24_NATIVE	24-bit signed integer, native
S32_NATIVE	32-bit signed integer, native
F32_NATIVE	32-bit floating-point, native

Definition at line 69 of file sound4cl_cdef.h.

11.19.4 Function Documentation

11.19.4.1 sound4cl_AddAudio()

```
unsigned int sound4cl_AddAudio (
            struct sound4cl_CInstance * instance,
            const uint8_t * payload,
            unsigned int nFrame,
            enum sound4cl_SampleFormat fmt )
```

11.19.4.2 sound4cl_AddPadAudio()

```
unsigned int sound4cl_AddPadAudio (
            struct sound4cl_CInstance * instance )
```

11.19.4.3 sound4cl_AudioConvertFrom()

```
void sound4cl_AudioConvertFrom (
            const uint8_t * payload,
            float * output,
            size_t nSpl,
            enum sound4cl_SampleFormat fmt )
```

11.19.4.4 sound4cl_AudioConvertTo()

```
void sound4cl_AudioConvertTo (
            const float * input,
            uint8_t * payload,
            size_t nSpl,
            enum sound4cl_SampleFormat fmt )
```

11.19.4.5 sound4cl_AudioMonoFromLiveStereo()

```
void sound4cl_AudioMonoFromLiveStereo (
            const uint8_t * payload,
            float * output )
```

11.19.4.6 sound4cl_AudioMonoToLiveStereo()

```
void sound4cl_AudioMonoToLiveStereo (
            const float * input,
            uint8_t * payload )
```

11.19.4.7 sound4cl_DeleteClient()

```
void sound4cl_DeleteClient (
            struct sound4cl_CClientInstance * client )
```

11.19.4.8 sound4cl_ExitProcess()

```
void sound4cl_ExitProcess (
            struct sound4cl_CInstance * instance )
```

11.19.4.9 sound4cl_FreeBus()

```
void sound4cl_FreeBus (
            struct sound4cl_CBus * bus )
```

11.19.4.10 sound4cl_FreeJsonAnswer()

```
void sound4cl_FreeJsonAnswer (
            const char * json_str )
```

11.19.4.11 sound4cl_FreeMetadataInfos()

```
void sound4cl_FreeMetadataInfos (
            struct sound4cl_CInstance * instance,
            const char ** infos )
```

11.19.4.12 sound4cl_FreeParameters()

```
void sound4cl_FreeParameters (
            struct sound4cl_CParameters * params )
```

11.19.4.13 sound4cl_FreeParameterValue()

```
void sound4cl_FreeParameterValue (
            const char * value )
```

11.19.4.14 sound4cl_GetAudio()

```
unsigned int sound4cl_GetAudio (
            struct sound4cl_CInstance * instance,
            uint8_t * payload,
            unsigned int max_nFrame,
            enum sound4cl_SampleFormat fmt )
```

11.19.4.15 sound4cl_GetAudioInputCount()

```
unsigned int sound4cl_GetAudioInputCount ( )
```

11.19.4.16 sound4cl_GetAudioOutputCount()

```
unsigned int sound4cl_GetAudioOutputCount ( )
```

11.19.4.17 sound4cl_GetBufferIn()

```
float * sound4cl_GetBufferIn (
            struct sound4cl_CInstance * instance )
```

11.19.4.18 sound4cl_GetBufferOut()

```
float * sound4cl_GetBufferOut (
            struct sound4cl_CInstance * instance )
```

11.19.4.19 sound4cl_GetBytesFromFormat()

```
unsigned int sound4cl_GetBytesFromFormat (
            const enum sound4cl_SampleFormat fmt )
```

11.19.4.20 sound4cl_GetChannelCount()

```
unsigned int sound4cl_GetChannelCount ( )
```

11.19.4.21 sound4cl_GetChunkSizeInFrames()

```
unsigned int sound4cl_GetChunkSizeInFrames ( )
```

11.19.4.22 sound4cl_GetEstimatedDelay()

```
unsigned int sound4cl_GetEstimatedDelay (
            struct sound4cl_CInstance * instance )
```

11.19.4.23 sound4cl_GetFormatFromName()

```
enum sound4cl_SampleFormat sound4cl_GetFormatFromName (
            const char * name )
```

11.19.4.24 sound4cl_GetFormatName()

```
const char * sound4cl_GetFormatName (
            const enum sound4cl_SampleFormat fmt )
```

11.19.4.25 sound4cl_GetMaxPacketFrame()

```
unsigned int sound4cl_GetMaxPacketFrame (
            struct sound4cl_CInstance * instance )
```

11.19.4.26 sound4cl_GetMetadataInfos()

```
const char ** sound4cl_GetMetadataInfos (
            struct sound4cl_CInstance * instance )
```

11.19.4.27 sound4cl_GetOutputCount()

```
unsigned int sound4cl_GetOutputCount (
            struct sound4cl_CInstance * instance )
```

11.19.4.28 sound4cl_GetParameter()

```
const char * sound4cl_GetParameter (
            struct sound4cl_CParameters * params,
            const char * name )
```

11.19.4.29 sound4cl_GetPossibleChunkSizeInFrames()

```
unsigned int * sound4cl_GetPossibleChunkSizeInFrames ( )
```

11.19.4.30 sound4cl_GetProcessChunkFrames()

```
unsigned int sound4cl_GetProcessChunkFrames (
            struct sound4cl_CInstance * instance )
```

11.19.4.31 sound4cl_GetSampleRate()

```
unsigned int sound4cl_GetSampleRate ( )
```

11.19.4.32 sound4cl_GetVersion()

```
const char * sound4cl_GetVersion ( )
```

11.19.4.33 sound4cl_InitProcess()

```
struct sound4cl_CInstance * sound4cl_InitProcess (
            const char * LoginKey,
            const char * RadioName,
            const char * Access_Key_ID,
            const char * Access_Key_Secret,
            const char * save_path )
```

11.19.4.34 sound4cl_InitProcess2()

```
struct sound4cl_CInstance * sound4cl_InitProcess2 (
            const char * LoginKey,
            const char * RadioName,
            const char * Access_Key_ID,
            const char * Access_Key_Secret,
            const char * save_path,
            const struct sound4cl_CParameters * parameters )
```

11.19.4.35 sound4cl_InitProcess3()

```
struct sound4cl_CInstance * sound4cl_InitProcess3 (
            const char * LoginKey,
            const char * RadioName,
            const char * Access_Key_ID,
            const char * Access_Key_Secret,
            const char * save_path,
            const struct sound4cl_CParameters * parameters,
            unsigned int frames_per_chunk )
```

11.19.4.36 sound4cl_MonoToStereo()

```
void sound4cl_MonoToStereo (
            const float * input,
            float * output,
            size_t nFrame )
```

11.19.4.37 sound4cl_MonoToStereo_Planar()

```
void sound4cl_MonoToStereo_Planar (
            const float * input,
            float * outputL,
            float * outputR,
            size_t nFrame )
```

11.19.4.38 sound4cl_NewBus()

```
struct sound4cl_CBus * sound4cl_NewBus ( )
```

11.19.4.39 sound4cl_NewClient()

```
struct sound4cl_CClientInstance * sound4cl_NewClient (
            struct sound4cl_CInstance * instance )
```

11.19.4.40 sound4cl_NewParameters()

```
struct sound4cl_CParameters * sound4cl_NewParameters ( )
```

11.19.4.41 sound4cl_PresetManager_InformChange()

```
void sound4cl_PresetManager_InformChange (
            struct sound4cl_CInstance * instance,
            const fs_char * relative_path,
            enum sound4cl_PresetChange_Kind change_kind )
```

11.19.4.42 sound4cl_ProcessAudio()

```
void sound4cl_ProcessAudio (
            struct sound4cl_CInstance * instance,
            const float * input,
            float * output )
```

11.19.4.43 sound4cl_ProcessAudio_Planar()

```
void sound4cl_ProcessAudio_Planar (
            struct sound4cl_CInstance * instance,
            float const *const * input,
            float *const * output )
```

11.19.4.44 sound4cl_ProcessJson()

```
const char * sound4cl_ProcessJson (
            struct sound4cl_CClientInstance * client,
            const char * json_str,
            int * need_save )
```

11.19.4.45 sound4cl_SaveState()

```
int sound4cl_SaveState (
            struct sound4cl_CInstance * instance )
```

11.19.4.46 sound4cl_SetInstanceBus()

```
void sound4cl_SetInstanceBus (
            struct sound4cl_CParameters * params,
            struct sound4cl_CBus * bus )
```

11.19.4.47 sound4cl_SetLoggerCallback()

```
void sound4cl_SetLoggerCallback (
            sound4cl_loggerfn logger )
```

11.19.4.48 sound4cl_SetLogSeverity()

```
void sound4cl_SetLogSeverity (
            enum sound4cl_LogSeverity severity )
```

11.19.4.49 sound4cl_SetMetadata()

```
void sound4cl_SetMetadata (
            struct sound4cl_CInstance * instance,
            const char * key,
            const char * value )
```

11.19.4.50 sound4cl_SetMetadataMulti()

```
void sound4cl_SetMetadataMulti (
            struct sound4cl_CInstance * instance,
            const char ** keyvalue )
```

11.19.4.51 sound4cl_SetParameter()

```
void sound4cl_SetParameter (
            struct sound4cl_CParameters * params,
            const char * name,
            const char * value )
```

11.19.4.52 sound4cl_SetPresetManager()

```
void sound4cl_SetPresetManager (
            struct sound4cl_CParameters * params,
            sound4cl_storage_reader reader,
            sound4cl_storage_reader_free ,
            sound4cl_storage_writer writer,
            sound4cl_storage_exists exists,
            sound4cl_storage_getall getall,
            sound4cl_storage_getall_free getall_free,
            sound4cl_storage_remove remove,
            sound4cl_storage_rename rename,
            int IsReadOnly,
            void * userdata )
```

11.19.4.53 sound4cl_SOUND4_GetProcessInfo()

```
const struct sound4cl_SOUND4_ProcessInfo * sound4cl_SOUND4_GetProcessInfo ( )
```

11.19.4.54 sound4cl_StartUpdateThread()

```
void sound4cl_StartUpdateThread (
            struct sound4cl_CInstance * instance,
            unsigned int port )
```

11.19.4.55 sound4cl_StereoToMono()

```
void sound4cl_StereoToMono (
            const float * input,
            float * output,
            size_t nFrame )
```

11.19.4.56 sound4cl_StereoToMono_Planar()

```
void sound4cl_StereoToMono_Planar (
            const float * inputL,
            const float * inputR,
            float * output,
            size_t nFrame )
```

11.19.4.57 sound4cl_StopUpdateThread()

```
void sound4cl_StopUpdateThread (
            struct sound4cl_CInstance * instance )
```

11.19.4.58 sound4cl_TerminateProcess()

```
int sound4cl_TerminateProcess (
            struct sound4cl_CInstance * instance )
```

11.19.4.59 sound4cl_WaitUpdateThreadReady()

```
int sound4cl_WaitUpdateThreadReady (
            struct sound4cl_CInstance * instance,
            int milliseconds )
```

11.19.4.60 sound4cl_Webserver()

```
uint64_t sound4cl_Webserver (
            unsigned int listenport,
            unsigned int listenport_secure,
            struct sound4cl_CInstance * instance )
```

11.19.4.61 sound4cl_Webserver_FreeString()

```
void sound4cl_Webserver_FreeString (
            char * str )
```

11.19.4.62 sound4cl_Webserver_GetAppHealth()

```
void sound4cl_Webserver_GetAppHealth (
            struct sound4cl_CInstance * instance,
            int * httpcode,
            char ** contenttype,
            char ** content )
```

11.19.4.63 sound4cl_Webserver_SetAppHealth()

```
void sound4cl_Webserver_SetAppHealth (
            struct sound4cl_CInstance * instance,
            int httpcode,
            const char * contenttype,
            const char * content )
```

11.19.4.64 sound4cl_Webserver_Status()

```
int sound4cl_Webserver_Status (
            uint64_t id )
```

11.19.4.65 sound4cl_Webserver_Stop()

```
int sound4cl_Webserver_Stop (
            uint64_t id,
            int timeout_ms )
```

11.19.4.66 sound4cl_Webserver_tcp()

```
uint64_t sound4cl_Webserver_tcp (
            unsigned int listenport,
            unsigned int listenport_secure,
            const char * socket_ip,
            unsigned int socket_port )
```

11.19.4.67 sound4cl_Webserver_tcp2()

```
uint64_t sound4cl_Webserver_tcp2 (
            unsigned int listenport,
            unsigned int listenport_secure,
            const char * socket_ip,
            unsigned int socket_port,
            const struct sound4cl_CParameters * parameters )
```

11.20 sound4cl_cdef.h

Go to the documentation of this file.

```
00001
00006 #pragma once
00007
00008 #include <stdint.h>
00009 #ifdef __unix__
00010     #include <sys/types.h>
00011 #endif
00012
00013 #ifdef _WIN32
00014     #include <stringapiset.h>
00015     #include <wchar.h>
00017     #define fs_strdup wcsdup
00018     typedef wchar_t fs_char;
00019     #ifdef _MSC_VER
```

```
00020         #define __BYTE_ORDER__  REG_DWORD
00021         #define __ORDER_LITTLE_ENDIAN__ REG_DWORD_LITTLE_ENDIAN
00022         #define __ORDER_BIG_ENDIAN__    REG_DWORD_BIG_ENDIAN
00023     #endif
00024 #else // !_WIN32
00026     #define fs_strdup strdup
00027     typedef char fs_char;
00028 #endif // !_WIN32
00029
00030 #ifdef __cplusplus
00031 extern "C" {
00032 #endif // __cplusplus
00033
00034 struct sound4cl_SOUND4_ProcessInfo {
00035     size_t struct_size;
00036     const char *name;
00037     const char *prefix;
00038     const char *shortname;
00039     const char *version;
00040 };
00041 enum sound4cl_LogSeverity {
00042     sound4cl_none = 0,
00043     sound4cl_fatal = 1,
00044     sound4cl_error = 2,
00045     sound4cl_warning = 3,
00046     sound4cl_info = 4,
00047     sound4cl_verbose = 5,
00048     sound4cl_verbose2 = 6,
00049     sound4cl_verbose3 = 7,
00050     sound4cl_verbose4 = 8,
00051     sound4cl_verbose5 = 9,
00052 };
00053 struct sound4cl_CInstance;
00054 struct sound4cl_CParameters;
00055 struct sound4cl_CBus;
00056 struct sound4cl_CClientInstance;
00057 enum sound4cl_PresetChange_Kind {
00058     change_kind_created = 1,
00059     change_kind_modified   ,
00060     change_kind_deleted    ,
00061 };
00062 #define SOUND4_INVALID_WEBSERVER_ID            ((uint64_t)-1)
00063 #define SOUND4_WEBSERVER_HTTP_OK               (1<<0)
00064 #define SOUND4_WEBSERVER_HTTPS_OK              (1<<1)
00065
00069 enum sound4cl_SampleFormat {
00070     INVALID_FORMAT=0,
00071     S16_LE,
00072     S16_BE,
00073     S24_LE,
00074     S24_BE,
00075     S32_LE,
00076     S32_BE,
00077     F32_LE,
00078     F32_BE,
00079
00080     // Native definitions, only links to the physical ones
00081     #if __BYTE_ORDER__ == __ORDER_LITTLE_ENDIAN__
00082         S16_NATIVE=S16_LE,
00083         S24_NATIVE=S24_LE,
00084         S32_NATIVE=S32_LE,
00085         F32_NATIVE=F32_LE,
00086     #else
00087         S16_NATIVE=S16_BE,
00088         S24_NATIVE=S24_BE,
00089         S32_NATIVE=S32_BE,
00090         F32_NATIVE=F32_BE,
00091     #endif
00092 };
00093
00094 const struct sound4cl_SOUND4_ProcessInfo* sound4cl_SOUND4_GetProcessInfo();
00095 const char *sound4cl_GetVersion();
00096 unsigned int sound4cl_GetChunkSizeInFrames();
00097 unsigned int* sound4cl_GetPossibleChunkSizeInFrames();
00098 unsigned int sound4cl_GetChannelCount();
00099 unsigned int sound4cl_GetAudioInputCount();
00100 unsigned int sound4cl_GetAudioOutputCount();
00101 unsigned int sound4cl_GetSampleRate();
00102 typedef void (*sound4cl_loggerfn) (enum sound4cl_LogSeverity, const char *);
00103 void sound4cl_SetLoggerCallback( sound4cl_loggerfn logger );
00104 void sound4cl_SetLogSeverity( enum sound4cl_LogSeverity severity );
00105 struct sound4cl_CParameters *sound4cl_NewParameters();
00106 void sound4cl_FreeParameters(struct sound4cl_CParameters *params);
00107 void sound4cl_SetParameter(struct sound4cl_CParameters *params, const char *name, const char *value);
00108 const char *sound4cl_GetParameter(struct sound4cl_CParameters *params, const char *name);
00109 void sound4cl_FreeParameterValue(const char *value);
00110 struct sound4cl_CInstance *sound4cl_InitProcess(
```

```
00111         const char *LoginKey,
00112         const char *RadioName,
00113         const char *Access_Key_ID,
00114         const char *Access_Key_Secret,
00115         const char *save_path
00116     );
00117 struct sound4cl_CInstance *sound4cl_InitProcess2(
00118         const char *LoginKey,
00119         const char *RadioName,
00120         const char *Access_Key_ID,
00121         const char *Access_Key_Secret,
00122         const char *save_path,
00123         const struct sound4cl_CParameters *parameters
00124     );
00125 struct sound4cl_CInstance *sound4cl_InitProcess3(
00126         const char *LoginKey,
00127         const char *RadioName,
00128         const char *Access_Key_ID,
00129         const char *Access_Key_Secret,
00130         const char *save_path,
00131         const struct sound4cl_CParameters *parameters,
00132         unsigned int frames_per_chunk
00133     );
00134 unsigned int sound4cl_GetProcessChunkFrames(struct sound4cl_CInstance *instance);
00135 int sound4cl_TerminateProcess(struct sound4cl_CInstance *instance);
00136 void sound4cl_ExitProcess(struct sound4cl_CInstance *instance);
00137 struct sound4cl_CBus* sound4cl_NewBus();
00138 void sound4cl_FreeBus(struct sound4cl_CBus *bus);
00139 void sound4cl_SetInstanceBus(struct sound4cl_CParameters *params, struct sound4cl_CBus *bus);
00140 typedef char * (*sound4cl_storage_reader) (const fs_char *filename, void* userdata);
00141 typedef void (*sound4cl_storage_reader_free) (char *content, void* userdata);
00142 typedef int (*sound4cl_storage_writer) (const fs_char *filename, const char *content, void* userdata);
00143 typedef int (*sound4cl_storage_exists) (const fs_char *filename, void* userdata);
00144 typedef fs_char** (*sound4cl_storage_getall) (void* userdata);
00145 typedef void (*sound4cl_storage_getall_free) (fs_char**all, void* userdata);
00146 typedef int (*sound4cl_storage_remove) (const fs_char *filename, void* userdata);
00147 typedef int (*sound4cl_storage_rename) (const fs_char *from, const fs_char *to, void* userdata);
00148 void sound4cl_SetPresetManager(struct sound4cl_CParameters *params
00149     , sound4cl_storage_reader reader, sound4cl_storage_reader_free
00150     , sound4cl_storage_writer writer
00151     , sound4cl_storage_exists exists
00152     , sound4cl_storage_getall getall, sound4cl_storage_getall_free getall_free
00153     , sound4cl_storage_remove remove
00154     , sound4cl_storage_rename rename
00155     , int IsReadOnly
00156     , void* userdata
00157     );
00158 void sound4cl_PresetManager_InformChange(struct sound4cl_CInstance *instance, const fs_char
      *relative_path, enum sound4cl_PresetChange_Kind change_kind);
00159 void sound4cl_SetMetadata(struct sound4cl_CInstance *instance, const char* key, const char* value);
00160 void sound4cl_SetMetadataMulti(struct sound4cl_CInstance *instance, const char** keyvalue);
00161 const char** sound4cl_GetMetadataInfos(struct sound4cl_CInstance *instance);
00162 void sound4cl_FreeMetadataInfos(struct sound4cl_CInstance *instance, const char** infos);
00163 void sound4cl_StartUpdateThread(struct sound4cl_CInstance *instance, unsigned int port);
00164 void sound4cl_StopUpdateThread(struct sound4cl_CInstance *instance);
00165 int sound4cl_WaitUpdateThreadReady(struct sound4cl_CInstance *instance, int milliseconds);
00166 void sound4cl_ProcessAudio(struct sound4cl_CInstance *instance, const float *input, float *output );
00167 void sound4cl_ProcessAudio_Planar(struct sound4cl_CInstance *instance
00168     , float const * const *input
00169     , float * const *output);
00170 float *sound4cl_GetBufferIn(struct sound4cl_CInstance *instance);
00171 float *sound4cl_GetBufferOut(struct sound4cl_CInstance *instance);
00172 unsigned int sound4cl_GetEstimatedDelay(struct sound4cl_CInstance *instance);
00173 const char *sound4cl_GetFormatName(const enum sound4cl_SampleFormat fmt);
00174 enum sound4cl_SampleFormat sound4cl_GetFormatFromName(const char *name);
00175 unsigned int sound4cl_GetBytesFromFormat(const enum sound4cl_SampleFormat fmt);
00176 unsigned int sound4cl_GetMaxPacketFrame(struct sound4cl_CInstance *instance);
00177 unsigned int sound4cl_AddAudio(struct sound4cl_CInstance *instance, const uint8_t *payload, unsigned
      int nFrame, enum sound4cl_SampleFormat fmt );
00178 unsigned int sound4cl_AddPadAudio(struct sound4cl_CInstance *instance);
00179 unsigned int sound4cl_GetOutputCount(struct sound4cl_CInstance *instance);
00180 unsigned int sound4cl_GetAudio(struct sound4cl_CInstance *instance, uint8_t *payload, unsigned int
      max_nFrame, enum sound4cl_SampleFormat fmt );
00181 void sound4cl_AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl, enum
      sound4cl_SampleFormat fmt);
00182 void sound4cl_AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl, enum
      sound4cl_SampleFormat fmt);
00183 void sound4cl_StereoToMono(const float *input, float *output, size_t nFrame);
00184 void sound4cl_MonoToStereo(const float *input, float *output, size_t nFrame);
00185 void sound4cl_StereoToMono_Planar(const float *inputL, const float *inputR, float *output, size_t
      nFrame);
00186 void sound4cl_MonoToStereo_Planar(const float *input, float *outputL, float *outputR, size_t nFrame);
00187 void sound4cl_AudioMonoFromLiveStereo(const uint8_t *payload, float *output);
00188 void sound4cl_AudioMonoToLiveStereo(const float *input, uint8_t *payload);
00189 struct sound4cl_CClientInstance *sound4cl_NewClient(struct sound4cl_CInstance *instance);
00190 void sound4cl_DeleteClient(struct sound4cl_CClientInstance *client);
00191 const char *sound4cl_ProcessJson(struct sound4cl_CClientInstance *client, const char *json_str, int
```

```
      *need_save);
00192 void sound4cl_FreeJsonAnswer(const char *json_str);
00193 int sound4cl_SaveState(struct sound4cl_CInstance *instance);
00194 uint64_t sound4cl_Webserver_tcp(unsigned int listenport, unsigned int listenport_secure, const char
      *socket_ip, unsigned int socket_port);
00195 uint64_t sound4cl_Webserver_tcp2(unsigned int listenport, unsigned int listenport_secure, const char
      *socket_ip, unsigned int socket_port, const struct sound4cl_CParameters *parameters);
00196 uint64_t sound4cl_Webserver(unsigned int listenport, unsigned int listenport_secure, struct
      sound4cl_CInstance *instance);
00197 int sound4cl_Webserver_Stop(uint64_t id, int timeout_ms);
00198 int sound4cl_Webserver_Status(uint64_t id);
00199 void sound4cl_Webserver_SetAppHealth(struct sound4cl_CInstance *instance, int httpcode, const char*
      contenttype, const char* content);
00200 void sound4cl_Webserver_GetAppHealth(struct sound4cl_CInstance *instance, int* httpcode, char**
      contenttype, char** content);
00201 void sound4cl_Webserver_FreeString(char* str);
00202
00203 #ifdef __cplusplus
00204 } // extern "C"
00205 #endif // __cplusplus
```

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