SOUND4 BIGVOICE.CL Library [1.1.16]

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Chapter 1

SOUND4 BIGVOICE.CL Library

1.1 General library information

The library interface is in C to avoid any compatibility issue.

If you are using C++, you might be better using Generic C++ access to SOUND4 .CL librairies.

Note

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

To access the presets/settings, you need to use JSON syntax.

Have a look at our Examples.

1.2 General C 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

You may communicate with the instance with JSON syntax using :

- the socket opened with bigvoice_StartUpdateThread
- the direct API, see Client's JSon config interfacing.

Chapter 2

Generic C++ access to SOUND4 .CL librairies

This is the easier way to integrate, and works for all .CL engines.

2.1 General usage

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

The main steps are the following :

1. Load the want library with CProcessor::Load
2. Configure logging with CProcessor::SetLogSeverity and CProcessor::SetLoggerCallback
3. Allocate an CInstance
4. Configure parameters with CInstance::SetParam (see Environment variables and parameters)
5. Create the instance with CInstance::Create.
6. Create a web server with CInstance::StartWebServer
7. Send the audio to the instance using CInstance::ProcessAudio

Note

All `std::string` are **UTF-8** encoded

2.2 Communicating with the instance

If you need to communicate with the instance, you can create a CInstance::NewClient and use it with JSON syntax.

2.3 Metadata

You can update the metadata by calling CInstance::SetMetadata or CInstance::SetMetadataMulti.

This may be used by plugins, like Stream.CL.

2.4 Advanced tasks

2.4.1 Custom storage

You can use your own storage implementation by deriving CPresetLoader.

You have then to select it in your instance with CInstance::SetPresetManager.

Whenever some change from storage happens, you should inform the instance with CInstance::PresetManager_InformChange

2.4.2 Using a bus

You can group instances for processes which supports it with CInstance::SetBus

2.4.3 Convert helpers

You can use helpers to convert audio from different formats using Audio convert helpers (C++).

2.4.4 Adding a health point in the web server

Your application can define exactly what will be returned by the web server on the /apphealth path. Use CInstance::SetWebServerAppHealth.

Chapter 3

JSON syntax

JSON protocol to configure the process and get its state.

See also JSON syntax for internal setup

3.1 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.

If a property "`propname`" is an array, you can use "`propname[0]`" instead of "`propname`" for get and set to access only the first element.

```
{ "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

3.2 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.

3.3 Examples

3.3.1 Get status

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

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

3.3.2 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":{...}},
       ...
       }
```

3.3.3 Check license

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

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

3.3.4 Set Processor name

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

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

3.3.5 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"},
           ...
       ]}}
```

3.3.6 Load a preset

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

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

3.3.7 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"}}}
```

3.3.8 Set input gain

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

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

3.3.9 Set bypass

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

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

3.3.10 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

3.3.11 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"}
```

Chapter 4

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.

4.1 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}
       }}}
```

4.2 Authentication management

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

Secret stored is

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

4.2.1 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.

4.2.2 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

4.2.3 Change setup account

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

4.2.3.1 Set the setup/admin account

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

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

4.2.3.2 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"}}
```

4.2.3.3 Remove the setup/admin account

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

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

4.2.4 Get user info

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

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

4.2.5 Add or modify a user

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

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

4.2.6 Removes a user

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

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

4.2.7 List users

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

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

4.2.8 Get/set unlogged access

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

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

4.2.9 Get realm

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

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

4.2.10 Get API version

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

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

4.2.11 Get setup is admin

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

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

4.2.12 Get/set setup account

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

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

4.2.13 Get/set custom storage

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

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

4.3 Get process' interface description

4.3.1 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 !

4.3.2 Get Process Image

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

answer:

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

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

4.3.3 Get Process Ico

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

answer:

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

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

Chapter 5

Environment variables and parameters

5.1 Parameters defaulting from environment

The following environment variables are used by software library:

Note

Those variables can be passed as parameters when creating the instance.

Note

boolvalue are (case insensitive):

- 0,false,no,n : disable
- 1,true,yes,y,(empty),(any) : enable

5.1.1 Webserver authentification setup :

- `SETUP_USER` : The setup user name
- `SETUP_SECRET` : The setup user password
- `ADMIN_USER` : The admin user name
- `ADMIN_SECRET` : The admin user password

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

5.1.2 Webserver secure :

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

5.1.3 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

5.2 Parameters

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

5.2.1 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=boolvalue : force the storage in read-only mode
- STATE_RO=boolvalue : force the state in read-only mode (but can save presets/auth)
- WAIT_LICENSE=boolvalue : force to wait the license load before starting (always in file mode)
- FAST_START=boolvalue : do not to try loading the license before starting (never in file mode)
- LOG_HEADER=string : use string as header for logs in instance as much as possible

5.2.2 Web server options:

- COOKIE_DOMAIN=domain : Force login cookie's domain
- COOKIE_PATH=path : Force login cookie's path
- COOKIE_SECURE=mode : Force login cookie's secure mode [true|false]
- COOKIE_SAMESITE=mode : Force login cookie's secure mode [default|strict|lax|none]

5.3 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.

5.4 Workaround for known problems

5.4.1 .NET (C#)

If you are using the library in a .NET program, you may trigger a SEGV due to .NET incompatibility with Go, referenced in dotnet issue 110368 (present at least up to .NET 10.0.107).

This library has a mitigation to avoid the crash. You need to set the variable SOUND4_DOTNET_MITIGATION=1 in environment before loading the library to activate it. You can check it is activated by setting SOUND4_DOTNET↩_MITIGATION_VERBOSE=1 the same way, which should output information on stderr.

If you intend to attach a debugger (managed or native) to the host, set SOUND4_DOTNET_MITIGATION_↩DEBUGGER=1 instead. It supersedes SOUND4_DOTNET_MITIGATION (no need to set both) and additionally clears SA_ONSTACK on SIGTRAP so the debugger attach does not kill the process.

Note

calling Environment.SetEnvironmentVariable from C# is not sufficient on Linux , you need to call setenv from libc.

Chapter 6

Deprecated List

Member BIGVOICE_AUDIO_INPUT_COUNT

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

Member BIGVOICE_AUDIO_OUTPUT_COUNT

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

Member BIGVOICE_AUDIOFRAME_COUNT

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

Member BIGVOICE_CHANNEL_COUNT

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

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)

Use bigvoice_InitProcess3

Member BIGVOICE_SAMPLE_RATE

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

Member bigvoice_Webserver_tcp (unsigned int listenport, unsigned int listenport_secure, const char *socket_ip, unsigned int socket_port)

Use bigvoice_Webserver_tcp2

Member sound4::bigvoice::ChunkFrames

use GetPossibleChunkSizeInFrames

Member sound4::bigvoice::dyn::ChunkFrames

use GetPossibleChunkSizeInFrames()

Member sound4::bigvoice::dyn::GetChunkSizeInFrames (CDynLib &dynlib)

Use GetPossibleChunkSizeInFrames

Member sound4::bigvoice::dyn::InputChannels

Use GetChannelCount and GetAudioInputCount

Member sound4::bigvoice::dyn::InputSampleSize

Use GetPossibleChunkSizeInFrames and GetAudioInputCount

Member sound4::bigvoice::dyn::OutputChannels

Use GetChannelCount and GetAudioOutputCount

Member sound4::bigvoice::dyn::OutputSampleSize

Use GetPossibleChunkSizeInFrames and GetAudioOutputCount

Member sound4::bigvoice::dyn::SampleRate

Use GetSampleRate

Member sound4::bigvoice::GetChunkSizeInFrames ()

Use GetPossibleChunkSizeInFrames

Member sound4::bigvoice::InputChannels

Use GetChannelCount and GetAudioInputCount

Member sound4::bigvoice::InputSampleSize

Use GetPossibleChunkSizeInFrames and GetAudioInputCount

Member sound4::bigvoice::OutputChannels

Use GetChannelCount and GetAudioOutputCount

Member sound4::bigvoice::OutputSampleSize

Use GetPossibleChunkSizeInFrames and GetAudioOutputCount

Member sound4::bigvoice::SampleRate

Use GetSampleRate

Member sound4::CProcessor::GetChunkSizeInFrames ()

Use GetPossibleChunkSizeInFrames

Chapter 7

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Chapter 12

Topic Documentation

12.1 Audio convert helpers

Helpers to convert audio.

Classes

- struct bigvoice_CAudioConverter

Enumerations

- enum bigvoice_ConverterTargetMode { ConverterTargetMode_AsInput = 0 , ConverterTargetMode_Mono , ConverterTargetMode_Stereo , ConverterTargetMode_StereoToMono , ConverterTargetMode_MonoToStereo }

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)
- struct bigvoice_CAudioConverter * bigvoice_GetAudioConverter (enum bigvoice_SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset, enum bigvoice_ConverterTargetMode target_mode)
- void bigvoice_FreeAudioConverter (struct bigvoice_CAudioConverter *converter)
- void bigvoice_AudioConverter_From (struct bigvoice_CAudioConverter *converter, const uint8_t *payload, float *output)
- void bigvoice_AudioConverter_To (struct bigvoice_CAudioConverter *converter, const float *input, uint8_t *payload)

12.1.1 Detailed Description

Helpers to convert audio in an optimized way

12.1.2 Enumeration Type Documentation

12.1.2.1 bigvoice_ConverterTargetMode

```
enum bigvoice_ConverterTargetMode
```

Kind of process-side samples for CAudioConverter

Enumerator

ConverterTargetMode_AsInput	Same channels as input (no extract/insert)
ConverterTargetMode_Mono	Mono process (using mono extract/payload)
ConverterTargetMode_Stereo	Stereo process (using stereo extract/payload)
ConverterTargetMode_StereoToMono	Mono process, using stereo extract/payload (converts stereo to mono)
ConverterTargetMode_MonoToStereo	Stereo process, using mono extract/payload (converts mono to stereo)

Definition at line 1083 of file sound4.bigvoice.cl.h.

12.1.3 Function Documentation

12.1.3.1 bigvoice_AudioConverter_From()

```
void bigvoice_AudioConverter_From (
            struct bigvoice_CAudioConverter * converter,
            const uint8_t * payload,
            float * output )
```

Convert the payload to floating-point array, using a predefined converter.

Warning

Output buffer must be 64-byte aligned

Parameters

converter	a converter created with bigvoice_GetAudioConverter
payload	the binary raw audio buffer
output	audio output buffer (64 byte aligned)

12.1.3.2 bigvoice_AudioConverter_To()

```
void bigvoice_AudioConverter_To (
```

```
            struct bigvoice_CAudioConverter * converter,
            const float * input,
            uint8_t * payload )
```

Convert floating-point array to payload, using a predefined converter.

Warning

Input buffer must be 64-byte aligned

Parameters

converter	a converter created with bigvoice_GetAudioConverter
input	audio input buffer (64 byte aligned)
payload	the binary raw audio buffer

12.1.3.3 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

12.1.3.4 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

12.1.3.5 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)

12.1.3.6 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

12.1.3.7 bigvoice_FreeAudioConverter()

```
void bigvoice_FreeAudioConverter (
            struct bigvoice_CAudioConverter * converter )
```

Free the audio converter created with bigvoice_GetAudioConverter.

12.1.3.8 bigvoice_GetAudioConverter()

```
struct bigvoice_CAudioConverter * bigvoice_GetAudioConverter (
            enum bigvoice_SampleFormat fmt,
            size_t nFrame,
```

```
            size_t payl_ch,
            size_t payl_ch_offset,
            enum bigvoice_ConverterTargetMode target_mode )
```

Prepare an audio converter for extract/insert and convert.

This helps to extract/insert a subset of channels from/to the payload, and convert it to floating-point format.

The floating-point channels count depends on `target_mode`. It can be the same as payload, or fixed to mono or stereo.

It can be used with bigvoice_AudioConverter_From and bigvoice_AudioConverter_To.

The converter will have to be freed with bigvoice_FreeAudioConverter.

Parameters

fmt	the format of the payload
nFrame	the number of frames per packet
payl_ch	the number of channels in the payload
payl_ch_offset	the offset of the first channel to extract/insert in the payload [must be <= (payload_channels-output_channels)]
target_mode	defines the number of channels in process, and the number of channels to extract from payload for mono<->stereo conversion

Returns

The converter or null if not possible

Note

The converter is not multithread-safe, it uses internal cache buffers.

12.1.3.9 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

12.1.3.10 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

12.1.3.11 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

12.1.3.12 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

12.2 Audio convert helpers (C++)

Helpers to convert audio (C++)

Classes

- class sound4::CAudioConverter

  Audio converter helper.

Enumerations

- enum sound4::ConverterTargetMode {
  sound4::ConverterTargetMode_AsInput = sound4cl_ConverterTargetMode_AsInput , sound4::ConverterTargetMode_Mono = sound4cl_ConverterTargetMode_Mono , sound4::ConverterTargetMode_Stereo = sound4cl_Converter↩
  TargetMode_Stereo , sound4::ConverterTargetMode_StereoToMono = sound4cl_ConverterTargetMode_↩
  StereoToMono ,
  sound4::ConverterTargetMode_MonoToStereo = sound4cl_ConverterTargetMode_MonoToStereo }

Functions

- void sound4::CProcessor::AudioConvertFrom (const uint8_t *payload, float *output, size_t nSpl, SampleFormat fmt)
- void sound4::CProcessor::AudioConvertTo (const float *input, uint8_t *payload, size_t nSpl, SampleFormat fmt)
- void sound4::CProcessor::StereoToMono (const float *input, float *output, size_t nFrame)
- void sound4::CProcessor::MonoToStereo (const float *input, float *output, size_t nFrame)
- void sound4::CProcessor::StereoToMono_Planar (const float *inputL, const float *inputR, float *output, size_t nFrame)
- void sound4::CProcessor::MonoToStereo_Planar (const float *input, float *outputL, float *outputR, size_↩
  t nFrame)
- void sound4::CProcessor::AudioMonoFromLiveStereo (const uint8_t *payload, float *output)
- void sound4::CProcessor::AudioMonoToLiveStereo (const float *input, uint8_t *payload)

12.2.1 Detailed Description

Helpers to convert audio in an optimized way

12.2.2 Enumeration Type Documentation

12.2.2.1 ConverterTargetMode

```
enum sound4::ConverterTargetMode
```

Kind of process-side samples for CAudioConverter

Enumerator

ConverterTargetMode_AsInput	Same channels as input (no extract/insert)
ConverterTargetMode_Mono	Mono process (using mono extract/payload)
ConverterTargetMode_Stereo	Stereo process (using stereo extract/payload)
ConverterTargetMode_StereoToMono	Mono process, using stereo extract/payload (converts stereo to mono)
ConverterTargetMode_MonoToStereo	Stereo process, using mono extract/payload (converts mono to stereo)

Definition at line 1575 of file sound4cl.hpp.

12.2.3 Function Documentation

12.2.3.1 AudioConvertFrom()

```
void sound4::CProcessor::AudioConvertFrom (
            const uint8_t * payload,
            float * output,
            size_t nSpl,
            SampleFormat fmt )  [inline]
```

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

Definition at line 659 of file sound4cl.hpp.

12.2.3.2 AudioConvertTo()

```
void sound4::CProcessor::AudioConvertTo (
            const float * input,
```

```
            uint8_t * payload,
            size_t nSpl,
            SampleFormat fmt )  [inline]
```

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

Definition at line 672 of file sound4cl.hpp.

12.2.3.3 AudioMonoFromLiveStereo()

```
void sound4::CProcessor::AudioMonoFromLiveStereo (
            const uint8_t * payload,
            float * output )  [inline]
```

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)

Definition at line 731 of file sound4cl.hpp.

12.2.3.4 AudioMonoToLiveStereo()

```
void sound4::CProcessor::AudioMonoToLiveStereo (
            const float * input,
            uint8_t * payload )  [inline]
```

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

Definition at line 740 of file sound4cl.hpp.

12.2.3.5 MonoToStereo()

```
void sound4::CProcessor::MonoToStereo (
            const float * input,
            float * output,
            size_t nFrame )  [inline]
```

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

Definition at line 696 of file sound4cl.hpp.

12.2.3.6 MonoToStereo_Planar()

```
void sound4::CProcessor::MonoToStereo_Planar (
            const float * input,
            float * outputL,
            float * outputR,
            size_t nFrame )  [inline]
```

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

Definition at line 722 of file sound4cl.hpp.

12.2.3.7 StereoToMono()

```
void sound4::CProcessor::StereoToMono (
            const float * input,
```

```
            float * output,
            size_t nFrame )  [inline]
```

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

Definition at line 684 of file sound4cl.hpp.

12.2.3.8 StereoToMono_Planar()

```
void sound4::CProcessor::StereoToMono_Planar (
            const float * inputL,
            const float * inputR,
            float * output,
            size_t nFrame )  [inline]
```

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

Definition at line 709 of file sound4cl.hpp.

12.3 Audio managing (any audio)

Process audio in any format and size.

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)

12.3.1 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.

12.3.2 Enumeration Type Documentation

12.3.2.1 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 879 of file sound4.bigvoice.cl.h.

12.3.3 Function Documentation

12.3.3.1 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

12.3.3.2 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

12.3.3.3 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

12.3.3.4 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

12.3.3.5 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.

12.3.3.6 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

12.3.3.7 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.

12.3.3.8 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

12.4 Auxiliary outputs

Classes

- struct SOUND4_AuxiliaryOutputInfos

Functions

- struct SOUND4_AuxiliaryOutputInfos ** bigvoice_GetAuxiliaryAudioOutputInfos (struct bigvoice_CInstance *instance)
- void bigvoice_FreeAuxiliaryAudioInfos (struct SOUND4_AuxiliaryOutputInfos **infos)
- int bigvoice_ActivateAuxiliaryAudioID (struct bigvoice_CInstance *instance, const char *id)
- unsigned int bigvoice_GetAuxiliaryAudioEstimatedDelay (struct bigvoice_CInstance *instance, const char *id)

12.4.1 Detailed Description

For advanced processing with multiple simultaneous outputs.

Auxiliary outputs are filled at each call to bigvoice_ProcessAudio or bigvoice_ProcessAudio_Planar.

You can use their buffer to retreive their output.

12.4.2 Function Documentation

12.4.2.1 bigvoice_ActivateAuxiliaryAudioID()

```
int bigvoice_ActivateAuxiliaryAudioID (
            struct bigvoice_CInstance * instance,
            const char * id )
```

Activate an auxiliary output.

This is required to activate the output generation

Parameters

instance	the processing instance
id	the auxiliary output ID to activate

Returns

0 is success

12.4.2.2 bigvoice_FreeAuxiliaryAudioInfos()

```
void bigvoice_FreeAuxiliaryAudioInfos (
            struct SOUND4_AuxiliaryOutputInfos ** infos )
```

Frees the information returned by bigvoice_GetAuxiliaryAudioOutputInfos.

Parameters

infos	the infos to free

12.4.2.3 bigvoice_GetAuxiliaryAudioEstimatedDelay()

```
unsigned int bigvoice_GetAuxiliaryAudioEstimatedDelay (
            struct bigvoice_CInstance * instance,
            const char * id )
```

Get the delay (estimated) of current processing algorithm for a specific auxiliary output

Remarks

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

But it is sufficient for file processing adjustements.

Changing the preset and parameters may change the returned value.

Parameters

instance	the processing instance
id	the auxiliary output ID. Use NULL or empty string for main output delay.

Returns

Estimated delay in frames, or 0 if unknown id.

12.4.2.4 bigvoice_GetAuxiliaryAudioOutputInfos()

```
struct SOUND4_AuxiliaryOutputInfos ** bigvoice_GetAuxiliaryAudioOutputInfos (
            struct bigvoice_CInstance * instance )
```

Get the list of possible auxiliary outputs.

Parameters

instance	the processing instance

Returns

a list of SOUND4_AuxiliaryOutputInfos, null terminated, of auxiliary outputs. May be null. Should be freed with bigvoice_FreeAuxiliaryAudioInfos

12.5 Client's JSon config interfacing

Communicate with the instance.

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)

12.5.1 Detailed Description

Allow low-level JSON configuration. see also JSON syntax

12.5.2 Function Documentation

12.5.2.1 bigvoice_DeleteClient()

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

Deletes a client

Parameters

client	the client instance

12.5.2.2 bigvoice_FreeJsonAnswer()

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

Free a JSON answer returned by bigvoice_ProcessJson

Parameters

json_str	the JSON request

12.5.2.3 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

12.5.2.4 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)

12.5.2.5 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

12.6 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)

12.6.1 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)

12.6.2 Typedef Documentation

12.6.2.1 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 515 of file sound4.bigvoice.cl.h.

12.6.2.2 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 524 of file sound4.bigvoice.cl.h.

12.6.2.3 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 532 of file sound4.bigvoice.cl.h.

12.6.2.4 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 488 of file sound4.bigvoice.cl.h.

12.6.2.5 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 496 of file sound4.bigvoice.cl.h.

12.6.2.6 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 541 of file sound4.bigvoice.cl.h.

12.6.2.7 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 551 of file sound4.bigvoice.cl.h.

12.6.2.8 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 506 of file sound4.bigvoice.cl.h.

12.6.2.9 fs_char

```
typedef wchar_t fs_char
```

Definition at line 476 of file sound4.bigvoice.cl.h.

12.6.3 Enumeration Type Documentation

12.6.3.1 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 584 of file sound4.bigvoice.cl.h.

12.6.4 Function Documentation

12.6.4.1 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

12.6.4.2 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
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

12.7 Direct processing

Optimized processing with direct in->out.

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)

12.7.1 Detailed Description

Optimized processing with direct in->out.

12.7.2 Function Documentation

12.7.2.1 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.

12.7.2.2 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.

12.7.2.3 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.

But it is sufficient for file processing adjustements.

Changing the preset and parameters may change the returned value.

Returns

Estimated delay in frames

12.7.2.4 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

12.7.2.5 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)

12.8 Examples

List all examples.

The C header is sound4.bigvoice.cl.h.

You can also use the C++ wrappers :

- sound4cl.hpp (using dynamic library loading, compatible with all .CL engines)
- sound4.bigvoice.cl.hpp
- sound4.bigvoice.cl_dyn.hpp (using dynamic library loading)

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

12.9 Global setup

Get information on the library.

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)

12.9.1 Detailed Description

Get information on the library. Set logging mode.

12.9.2 Macro Definition Documentation

12.9.2.1 BIGVOICE_AUDIO_INPUT_COUNT

```
#define BIGVOICE_AUDIO_INPUT_COUNT 1
```

This version number of inputs for this process.

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

Definition at line 58 of file sound4.bigvoice.cl.h.

12.9.2.2 BIGVOICE_AUDIO_OUTPUT_COUNT

```
#define BIGVOICE_AUDIO_OUTPUT_COUNT 1
```

This version number of outputs for this process.

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

Definition at line 64 of file sound4.bigvoice.cl.h.

12.9.2.3 BIGVOICE_AUDIOFRAME_COUNT

```
#define BIGVOICE_AUDIOFRAME_COUNT 12
```

This version number of frames in a process chunk.

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

Definition at line 46 of file sound4.bigvoice.cl.h.

12.9.2.4 BIGVOICE_CHANNEL_COUNT

```
#define BIGVOICE_CHANNEL_COUNT 1
```

This version number of channels.

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

Definition at line 52 of file sound4.bigvoice.cl.h.

12.9.2.5 BIGVOICE_SAMPLE_RATE

```
#define BIGVOICE_SAMPLE_RATE 48000
```

This input/output sample-rate.

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

Definition at line 70 of file sound4.bigvoice.cl.h.

12.9.3 Typedef Documentation

12.9.3.1 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 185 of file sound4.bigvoice.cl.h.

12.9.4 Enumeration Type Documentation

12.9.4.1 bigvoice_LogSeverity

```
enum bigvoice_LogSeverity
```

The logging levels

Enumerator

none	Not used.
fatal	fatal error
error	error
warning	warning
info	info
verbose	verbose
verbose2	verbose2
verbose3	verbose3
verbose4	verbose4
verbose5	verbose5

Definition at line 166 of file sound4.bigvoice.cl.h.

12.9.5 Function Documentation

12.9.5.1 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

12.9.5.2 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

12.9.5.3 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

12.9.5.4 bigvoice_GetChunkSizeInFrames()

```
unsigned int bigvoice_GetChunkSizeInFrames ( )
```

Get the default 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

12.9.5.5 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

12.9.5.6 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

12.9.5.7 bigvoice_GetVersion()

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

Get the process version string

Returns

version string

12.9.5.8 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.

12.9.5.9 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

12.9.5.10 SOUND4_GetProcessInfo()

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

Get this processor description

Common to all SOUND4 processors.

Returns

the process description

12.10 Instance tracing (Windows only)

This allows instances to use windows event tracing.

Functions

- void bigvoice_SetInstanceTracing (struct bigvoice_CParameters *params, TraceLoggingHProvider tracing_provider, GUID activity_guid)
- void bigvoice_SetInstanceTracingProcessActivity (struct bigvoice_CInstance *instance, GUID activity_guid)

12.10.1 Detailed Description

This allows instances to use windows event tracing

12.10.2 Function Documentation

12.10.2.1 bigvoice_SetInstanceTracing()

```
void bigvoice_SetInstanceTracing (
            struct bigvoice_CParameters * params,
            TraceLoggingHProvider tracing_provider,
            GUID activity_guid )
```

Set the instance's tracing provider before creating instance

Parameters

params	the parameters to configure
tracing_provider	the provider as created with TRACELOGGING_DEFINE_PROVIDER
activity_guid	the activity guid, used for creation, updates and destruction

12.10.2.2 bigvoice_SetInstanceTracingProcessActivity()

```
void bigvoice_SetInstanceTracingProcessActivity (
            struct bigvoice_CInstance * instance,
            GUID activity_guid )
```

Set the instance's process activity for tracing (optional). Should be called only in process's thread.

Parameters

instance	the instance to configure
activity_guid	the activity guid

12.11 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)

12.11.1 Detailed Description

This allows instances to exchange real-time data.

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

12.11.2 Function Documentation

12.11.2.1 bigvoice_FreeBus()

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

Frees the bus allocated with bigvoice_NewBus

Parameters

bus	The bus to free

12.11.2.2 bigvoice_NewBus()

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

Creates a new bus

Returns

the new bus, to be freed with bigvoice_FreeBus

12.11.2.3 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

12.12 Metadata Management

Send/update metadata.

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)

12.12.1 Detailed Description

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

12.12.2 Function Documentation

12.12.2.1 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

12.12.2.2 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

12.12.2.3 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.

12.12.2.4 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.

12.13 Process creation/destruction

Create and destroy a process instance.

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)

12.13.1 Detailed Description

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

12.13.2 Function Documentation

12.13.2.1 bigvoice_ExitProcess()

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

Quit and destroy the instance

Parameters

instance	the instance to destroy

12.13.2.2 bigvoice_FreeParameters()

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

Free the parameters created with bigvoice_NewParameters.

12.13.2.3 bigvoice_FreeParameterValue()

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

Free a parameter value returned by bigvoice_GetParameter

Parameters

value	the returned value

12.13.2.4 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

12.13.2.5 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

12.13.2.6 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

12.13.2.7 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

12.13.2.8 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.

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.

See also Environment variables and 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

12.13.2.9 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).

12.13.2.10 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

12.13.2.11 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

12.14 Sample using C interface

C example.

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

12.14.1 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);
     }*/
```

12.14.2 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;
        }
    }
```

12.14.3 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);
```

12.15 Sample using C++ interface wrapper

C++ example (static link)

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

12.15.1 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");
```

12.15.2 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;
    }
```

12.15.3 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;
```

12.15.4 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;
}
```

12.15.5 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;
    }
}
```

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

C++ example (dynamic link) See full example cpp/sound4.bigvoice.cl-pipe-dyn.cpp.

12.16.1 Dynamic loading

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

12.16.2 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");
```

12.16.3 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;
}
```

12.16.4 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;
```

12.16.5 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;
    }
```

12.16.6 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;
        }
    }
```

12.16.7 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;
            std::error_code ec;
            if ( !std::filesystem::exists(m_preset_path,ec ) ) {
                return false;
            }
            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;
            std::error_code ec;
            for (auto it = std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied, ec);
                 !ec && it != std::filesystem::directory_iterator{};
                  it.increment(ec) )
            {
                if (it->is_regular_file(ec)) {
                    list.push_back(it->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;
        }
};
```

12.16.8 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 " « (const
      char*)store_path.u8string().c_str() « std::endl;
            return 1;
        }
        instance.SetPresetManager(&preset_manager);
    }
```

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

C++ example (dynamic link, any process)

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

It uses sound4cl.hpp header.

See full example cpp/sound4cl-pipe.cpp

12.17.1 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;
    }
```

12.17.2 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");
```

12.17.3 Create the processing instance

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

12.17.4 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;
        }
    }
```

12.17.5 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;
    }
```

12.17.6 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;
```

12.17.7 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;
            std::error_code ec;
            if ( !std::filesystem::exists(m_preset_path,ec ) ) {
                return false;
            }
            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;
            std::error_code ec;
            for (auto it = std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied, ec);
                !ec && it != std::filesystem::directory_iterator{};
                 it.increment(ec) )
            {
                if (it->is_regular_file(ec)) {
                    list.push_back(it->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;
        }
};
```

12.17.8 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 " « (const
      char*)store_path.u8string().c_str() « std::endl;
            return 1;
        }
        instance.SetPresetManager(&preset_manager);
    }
```

12.18 Update Management

Manage the process update.

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)

12.18.1 Detailed Description

Manage the process update and communications.

12.18.2 Function Documentation

12.18.2.1 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

12.18.2.2 bigvoice_StopUpdateThread()

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

Stop the update thread

Parameters

instance	the processing instance

12.18.2.3 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

12.19 Web server

Web server configuring.

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)

12.19.1 Detailed Description

Run a web server to configure the processor

The web server also expose `/health` which should always answer 200.

The web server also expose `/licvalid` which should answer 200 when license is valid, 402 when it is not valid, other standard code for other errors.

You can also use `/livalid/[module]` (where `[module]` is the name of a module) to check for validity of the [module] extension in the same way. For instance '/livalid/stream' will check the stream extension.

See also how to setup authentication with Environment variables and parameters. Their use is documented in bigvoice_InitProcess3.

12.19.2 Macro Definition Documentation

12.19.2.1 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 1336 of file sound4.bigvoice.cl.h.

12.19.2.2 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 1341 of file sound4.bigvoice.cl.h.

12.19.2.3 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 1345 of file sound4.bigvoice.cl.h.

12.19.3 Function Documentation

12.19.3.1 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

12.19.3.2 bigvoice_Webserver_FreeString()

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

Free a a string returned by bigvoice_Webserver_GetAppHealth

Parameters

str	the string to free

12.19.3.3 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)

12.19.3.4 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

12.19.3.5 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

12.19.3.6 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

12.19.3.7 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

Same as bigvoice_Webserver_tcp2, but with default parameters (from env)

Deprecated Use bigvoice_Webserver_tcp2

12.19.3.8 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

Chapter 13

Namespace Documentation

13.1 sound4 Namespace Reference

Namespaces

- namespace bigvoice
- namespace helper

Classes

- struct AuxiliaryOutputInfos
- class CAudioConverter

  Audio converter helper.
- class CBus

  Shared Bus.
- class CInstance

  Instance handling class.
- class CPresetLoader

  Custom preset handler helper.
- class CProcessor

  Dynamic library interface.

Typedefs

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

Enumerations

- enum SampleFormat {
  INVALID_FORMAT , S16_LE , S16_BE , S24_LE ,
  S24_BE , S32_LE , S32_BE , F32_LE ,
  F32_BE , S16_NATIVE , S24_NATIVE , S32_NATIVE ,
  F32_NATIVE }
- enum LogSeverity {
  none , fatal , error , warning ,
  info , verbose , verbose2 , verbose3 ,
  verbose4 , verbose5 }
- enum PresetChange_Kind { change_kind_created , change_kind_modified , change_kind_deleted }
- enum ConverterTargetMode {
  ConverterTargetMode_AsInput = sound4cl_ConverterTargetMode_AsInput , ConverterTargetMode_Mono =
  sound4cl_ConverterTargetMode_Mono , ConverterTargetMode_Stereo = sound4cl_ConverterTargetMode↩
  _Stereo , ConverterTargetMode_StereoToMono = sound4cl_ConverterTargetMode_StereoToMono ,
  ConverterTargetMode_MonoToStereo = sound4cl_ConverterTargetMode_MonoToStereo }

Functions

- static void _log_cb_c (sound4cl_LogSeverity severity, const char *c_msg)

Variables

- static log_cb_t _log_cb

13.1.1 Detailed Description

SOUND4 namespace

13.1.2 Typedef Documentation

13.1.2.1 log_cb_t

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

Log callback type

Definition at line 295 of file sound4cl.hpp.

13.1.3 Enumeration Type Documentation

13.1.3.1 LogSeverity

```
enum sound4::LogSeverity
```

Log Severity levels

Enumerator

none	Not used.
fatal	fatal error
error	error
warning	warning
info	info
verbose	verbose
verbose2	verbose2
verbose3	verbose3
verbose4	verbose4
verbose5	verbose5

Definition at line 279 of file sound4cl.hpp.

13.1.3.2 PresetChange_Kind

```
enum sound4::PresetChange_Kind
```

Enumerator

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

Definition at line 912 of file sound4cl.hpp.

13.1.3.3 SampleFormat

```
enum sound4::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 60 of file sound4cl.hpp.

13.1.4 Function Documentation

13.1.4.1 _log_cb_c()

```
static void sound4::_log_cb_c (
            sound4cl_LogSeverity severity,
            const char * c_msg )  [inline], [static]
```

Definition at line 302 of file sound4cl.hpp.

13.1.5 Variable Documentation

13.1.5.1 _log_cb

```
log_cb_t sound4::_log_cb  [static]
```

internal helpers for C log callbacks

Definition at line 300 of file sound4cl.hpp.

13.2 sound4::bigvoice Namespace Reference

Namespaces

- namespace dyn
- namespace helper

Classes

- class CAudioConverter
  Audio converter helper.
- class CBus
  Shared Bus.
- class CInstance
  Instance handling class.
- class CPresetLoader
  Custom preset handler helper.

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

Functions

- static std::string GetVersion ()
- static unsigned int GetChunkSizeInFrames ()
- static std::vector< unsigned int > GetPossibleChunkSizeInFrames ()
- static unsigned int GetChannelCount ()
- static unsigned int GetAudioInputCount ()
- static unsigned int GetAudioOutputCount ()
- static unsigned int GetSampleRate ()
- static void SanityCheck (bool a_bCheckFrames=true)
- static std::string GetFormatName (const SampleFormat fmt)
- static SampleFormat GetFormatFromName (const std::string &name)
- static unsigned int GetBytesFromFormat (const SampleFormat fmt)
- static void _log_cb_c (bigvoice_LogSeverity severity, const char *c_msg)
- static void SetLogSeverity (LogSeverity severity)
- static void SetLoggerCallback (log_cb_t cb)

Variables

- static constexpr const char * process_name = "SOUND4 BIGVOICE.CL"
- static constexpr const char * process_shortname = "bigvoice"
- 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
- static log_cb_t _log_cb

13.2.1 Detailed Description

bigvoice namespace

13.2.2 Typedef Documentation

13.2.2.1 log_cb_t

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

Log callback type

Definition at line 405 of file sound4.bigvoice.cl.hpp.

13.2.2.2 LogSeverity

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

Log Severity levels

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

13.2.2.3 PresetChange_Kind

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

Definition at line 471 of file sound4.bigvoice.cl.hpp.

13.2.2.4 SampleFormat

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

Definition at line 63 of file sound4.bigvoice.cl.hpp.

13.2.3 Function Documentation

13.2.3.1 _log_cb_c()

```
static void sound4::bigvoice::_log_cb_c (
            bigvoice_LogSeverity severity,
            const char * c_msg )  [inline], [static]
```

Definition at line 412 of file sound4.bigvoice.cl.hpp.

13.2.3.2 GetAudioInputCount()

```
static unsigned int sound4::bigvoice::GetAudioInputCount ( )  [inline], [static]
```

Get the number of inputs for this process

Remarks

All inputs have GetChannelCount() channels

Returns

The process input count

Definition at line 311 of file sound4.bigvoice.cl.hpp.

13.2.3.3 GetAudioOutputCount()

```
static unsigned int sound4::bigvoice::GetAudioOutputCount ( )  [inline], [static]
```

Get the number of outputs for this process

Remarks

All outputs have GetChannelCount() channels

Returns

The process outputs count

Definition at line 323 of file sound4.bigvoice.cl.hpp.

13.2.3.4 GetBytesFromFormat()

```
static unsigned int sound4::bigvoice::GetBytesFromFormat (
            const SampleFormat fmt )  [inline], [static]
```

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 393 of file sound4.bigvoice.cl.hpp.

13.2.3.5 GetChannelCount()

```
static unsigned int sound4::bigvoice::GetChannelCount ( )  [inline], [static]
```

Get the number of channels needed by this process

Returns

The process channels count

Definition at line 299 of file sound4.bigvoice.cl.hpp.

13.2.3.6 GetChunkSizeInFrames()

```
static unsigned int sound4::bigvoice::GetChunkSizeInFrames ( )  [inline], [static]
```

Get the default 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 GetChannelCount samples

Returns

The process chunk size in frame

Deprecated Use GetPossibleChunkSizeInFrames

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

13.2.3.7 GetFormatFromName()

```
static SampleFormat sound4::bigvoice::GetFormatFromName (
            const std::string & name )  [inline], [static]
```

Convert string to format

Parameters

name	the format string

Returns

the matching format, or INVALID_FORMAT if invalid.

Definition at line 382 of file sound4.bigvoice.cl.hpp.

13.2.3.8 GetFormatName()

```
static std::string sound4::bigvoice::GetFormatName (
            const SampleFormat fmt )  [inline], [static]
```

Convert format to string

Parameters

fmt	the format

Returns

the string name of the format

Definition at line 371 of file sound4.bigvoice.cl.hpp.

13.2.3.9 GetPossibleChunkSizeInFrames()

```
static std::vector< unsigned int > sound4::bigvoice::GetPossibleChunkSizeInFrames ( )  [inline],
[static]
```

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 GetChannelCount samples

Returns

An vector of possible process chunk size in frame

Definition at line 285 of file sound4.bigvoice.cl.hpp.

13.2.3.10 GetSampleRate()

```
static unsigned int sound4::bigvoice::GetSampleRate ( )  [inline], [static]
```

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 335 of file sound4.bigvoice.cl.hpp.

13.2.3.11 GetVersion()

```
static std::string sound4::bigvoice::GetVersion ( )  [inline], [static]
```

Get the process version string

Returns

version string

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

13.2.3.12 SanityCheck()

```
static void sound4::bigvoice::SanityCheck (
            bool a_bCheckFrames = true )  [inline], [static]
```

Checks for library compatibility with const/defines

Throws std::runtime_error on failure

Definition at line 345 of file sound4.bigvoice.cl.hpp.

13.2.3.13 SetLoggerCallback()

```
static void sound4::bigvoice::SetLoggerCallback (
            log_cb_t cb )  [inline], [static]
```

Sets the log callback. If not set, console output will be used.

Definition at line 426 of file sound4.bigvoice.cl.hpp.

13.2.3.14 SetLogSeverity()

```
static void sound4::bigvoice::SetLogSeverity (
            LogSeverity severity )  [inline], [static]
```

Sets the log severity (global)

Definition at line 419 of file sound4.bigvoice.cl.hpp.

13.2.4 Variable Documentation

13.2.4.1 _log_cb

```
log_cb_t sound4::bigvoice::_log_cb  [static]
```

internal helpers for C log callbacks

Definition at line 410 of file sound4.bigvoice.cl.hpp.

13.2.4.2 ChunkFrames

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

Number of frames in a chunk

Deprecated use GetPossibleChunkSizeInFrames

Definition at line 68 of file sound4.bigvoice.cl.hpp.

13.2.4.3 InputChannels

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

Number of float values in an input frame

Deprecated Use GetChannelCount and GetAudioInputCount

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

13.2.4.4 InputSampleSize

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

Number of float values for an input chunk

Deprecated Use GetPossibleChunkSizeInFrames and GetAudioInputCount

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

13.2.4.5 OutputChannels

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

Number of float values in an output frame

Deprecated Use GetChannelCount and GetAudioOutputCount

Definition at line 78 of file sound4.bigvoice.cl.hpp.

13.2.4.6 OutputSampleSize

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

Number of float values for an output chunk

Deprecated Use GetPossibleChunkSizeInFrames and GetAudioOutputCount

Definition at line 88 of file sound4.bigvoice.cl.hpp.

13.2.4.7 process_name

```
constexpr const char* sound4::bigvoice::process_name = "SOUND4 BIGVOICE.CL"  [static], [constexpr]
```

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

13.2.4.8 process_shortname

```
constexpr const char* sound4::bigvoice::process_shortname = "bigvoice"  [static], [constexpr]
```

Definition at line 62 of file sound4.bigvoice.cl.hpp.

13.2.4.9 SampleRate

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

Sample rate of library

Deprecated Use GetSampleRate

Definition at line 93 of file sound4.bigvoice.cl.hpp.

13.3 sound4::bigvoice::dyn Namespace Reference

Namespaces

- namespace helper

Classes

- class CAudioConverter

  Audio converter helper.
- class CBus

  Shared Bus.
- class CDynLib

  Dynamic library interface.
- class CInstance

  Instance handling class.
- class CPresetLoader

  Custom preset handler helper.

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

Functions

- static std::string GetVersion (CDynLib &dynlib)
- static unsigned int GetChunkSizeInFrames (CDynLib &dynlib)
- static std::vector< unsigned int > GetPossibleChunkSizeInFrames (CDynLib &dynlib)
- static unsigned int GetChannelCount (CDynLib &dynlib)
- static unsigned int GetAudioInputCount (CDynLib &dynlib)
- static unsigned int GetAudioOutputCount (CDynLib &dynlib)
- static unsigned int GetSampleRate (CDynLib &dynlib)
- static void SanityCheck (CDynLib &dynlib, bool a_bCheckFrames=true)
- static std::string GetFormatName (CDynLib &dynlib, const SampleFormat fmt)
- static SampleFormat GetFormatFromName (CDynLib &dynlib, const std::string &name)
- static unsigned int GetBytesFromFormat (CDynLib &dynlib, const SampleFormat fmt)
- static void _log_cb_c (bigvoice_LogSeverity severity, const char *c_msg)
- static void SetLogSeverity (CDynLib &dynlib, LogSeverity severity)
- static void SetLoggerCallback (CDynLib &dynlib, log_cb_t cb)

Variables

- static constexpr const char * process_name = "SOUND4 BIGVOICE.CL"
- static constexpr const char * process_shortname = "bigvoice"
- 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
- static log_cb_t _log_cb

13.3.1 Detailed Description

Dynamic loading namespace

13.3.2 Typedef Documentation

13.3.2.1 log_cb_t

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

Log callback type

Definition at line 880 of file sound4.bigvoice.cl_dyn.hpp.

13.3.2.2 LogSeverity

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

Log Severity levels

Definition at line 876 of file sound4.bigvoice.cl_dyn.hpp.

13.3.2.3 PresetChange_Kind

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

Definition at line 954 of file sound4.bigvoice.cl_dyn.hpp.

13.3.2.4 SampleFormat

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

Definition at line 514 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3 Function Documentation

13.3.3.1 _log_cb_c()

```
static void sound4::bigvoice::dyn::_log_cb_c (
            bigvoice_LogSeverity severity,
            const char * c_msg )  [inline], [static]
```

Definition at line 887 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.2 GetAudioInputCount()

```
static unsigned int sound4::bigvoice::dyn::GetAudioInputCount (
            CDynLib & dynlib )  [inline], [static]
```

Get the number of inputs for this process

Remarks

All inputs have GetChannelCount() channels

Parameters

dynlib	the dynamic library

Returns

The process input count

Definition at line 779 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.3 GetAudioOutputCount()

```
static unsigned int sound4::bigvoice::dyn::GetAudioOutputCount (
            CDynLib & dynlib )  [inline], [static]
```

Get the number of outputs for this process

Remarks

All outputs have GetChannelCount() channels

Parameters

dynlib	the dynamic library

Returns

The process outputs count

Definition at line 792 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.4 GetBytesFromFormat()

```
static unsigned int sound4::bigvoice::dyn::GetBytesFromFormat (
            CDynLib & dynlib,
            const SampleFormat fmt )  [inline], [static]
```

Get the format byte size

Parameters

dynlib	the dynamic library
fmt	the format

Returns

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

Definition at line 868 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.5 GetChannelCount()

```
static unsigned int sound4::bigvoice::dyn::GetChannelCount (
            CDynLib & dynlib )  [inline], [static]
```

Get the number of channels needed by this process

Parameters

dynlib	the dynamic library

Returns

The process channels count

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

13.3.3.6 GetChunkSizeInFrames()

```
static unsigned int sound4::bigvoice::dyn::GetChunkSizeInFrames (
            CDynLib & dynlib )  [inline], [static]
```

Get the default 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 GetChannelCount samples

Deprecated Use GetPossibleChunkSizeInFrames

Parameters

dynlib	the dynamic library

Returns

The process chunk size in frame

Definition at line 733 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.7 GetFormatFromName()

```
static SampleFormat sound4::bigvoice::dyn::GetFormatFromName (
            CDynLib & dynlib,
            const std::string & name )  [inline], [static]
```

Convert string to format

Parameters

dynlib	the dynamic library
name	the format string

Returns

the matching format, or INVALID_FORMAT if invalid.

Definition at line 856 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.8 GetFormatName()

```
static std::string sound4::bigvoice::dyn::GetFormatName (
            CDynLib & dynlib,
            const SampleFormat fmt )  [inline], [static]
```

Convert format to string

Parameters

dynlib	the dynamic library
fmt	the format

Returns

the string name of the format

Definition at line 844 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.9 GetPossibleChunkSizeInFrames()

```
static std::vector< unsigned int > sound4::bigvoice::dyn::GetPossibleChunkSizeInFrames (
            CDynLib & dynlib )  [inline], [static]
```

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 GetChannelCount samples

Parameters

dynlib	the dynamic library

Returns

An vector of possible process chunk size in frame

Definition at line 747 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.10 GetSampleRate()

```
static unsigned int sound4::bigvoice::dyn::GetSampleRate (
            CDynLib & dynlib )  [inline], [static]
```

Get the processing sample-rate

Remarks

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

Parameters

dynlib	the dynamic library

Returns

The process sample-rate in Hz

Definition at line 805 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.11 GetVersion()

```
static std::string sound4::bigvoice::dyn::GetVersion (
            CDynLib & dynlib )  [inline], [static]
```

Get the process version string

Parameters

dynlib	the dynamic library

Returns

version string

Definition at line 717 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.12 SanityCheck()

```
static void sound4::bigvoice::dyn::SanityCheck (
            CDynLib & dynlib,
            bool a_bCheckFrames = true )  [inline], [static]
```

Checks for library compatibility with const/defines

Exceptions

std::runtime_error	on failure

Parameters

dynlib	the dynamic library
a_bCheckFrames	if false, do not check chunk size

Definition at line 817 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.13 SetLoggerCallback()

```
static void sound4::bigvoice::dyn::SetLoggerCallback (
            CDynLib & dynlib,
            log_cb_t cb )  [inline], [static]
```

Sets the log callback. If not set, console output will be used.

Definition at line 901 of file sound4.bigvoice.cl_dyn.hpp.

13.3.3.14 SetLogSeverity()

```
static void sound4::bigvoice::dyn::SetLogSeverity (
            CDynLib & dynlib,
            LogSeverity severity )  [inline], [static]
```

Sets the log severity (global)

Definition at line 894 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4 Variable Documentation

13.3.4.1 _log_cb

```
log_cb_t sound4::bigvoice::dyn::_log_cb  [static]
```

internal helpers for C log callbacks

Definition at line 885 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4.2 ChunkFrames

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

Number of frames in a chunk

Deprecated use GetPossibleChunkSizeInFrames()

Definition at line 519 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4.3 InputChannels

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

Number of float values in an input frame

Deprecated Use GetChannelCount and GetAudioInputCount

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

13.3.4.4 InputSampleSize

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

Number of float values for an input chunk

Deprecated Use GetPossibleChunkSizeInFrames and GetAudioInputCount

Definition at line 534 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4.5 OutputChannels

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

Number of float values in an output frame

Deprecated Use GetChannelCount and GetAudioOutputCount

Definition at line 529 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4.6 OutputSampleSize

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

Number of float values for an output chunk

Deprecated Use GetPossibleChunkSizeInFrames and GetAudioOutputCount

Definition at line 539 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4.7 process_name

```
constexpr const char* sound4::bigvoice::dyn::process_name = "SOUND4 BIGVOICE.CL"  [static],
[constexpr]
```

Definition at line 512 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4.8 process_shortname

```
constexpr const char* sound4::bigvoice::dyn::process_shortname = "bigvoice"  [static], [constexpr]
```

Definition at line 513 of file sound4.bigvoice.cl_dyn.hpp.

13.3.4.9 SampleRate

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

Sample rate of library

Deprecated Use GetSampleRate

Definition at line 544 of file sound4.bigvoice.cl_dyn.hpp.

13.4 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** >

Functions

- static std::string WStringToUTF8 (const std::wstring &wstr)
- static std::wstring UTF8ToWString (const std::string &str)
- static void AudioConvertFrom (CDynLib &dynlib, const uint8_t *payload, float *output, size_t nSpl, bigvoice_SampleFormat fmt)
- static void AudioConvertTo (CDynLib &dynlib, const float *input, uint8_t *payload, size_t nSpl, bigvoice_SampleFormat fmt)
- static void StereoToMono (CDynLib &dynlib, const float *input, float *output, size_t nFrame)
- static void MonoToStereo (CDynLib &dynlib, const float *input, float *output, size_t nFrame)
- static void StereoToMono_Planar (CDynLib &dynlib, const float *inputL, const float *inputR, float *output, size_t nFrame)
- static void MonoToStereo_Planar (CDynLib &dynlib, const float *input, float *outputL, float *outputR, size_t nFrame)
- static void AudioMonoFromLiveStereo (CDynLib &dynlib, const uint8_t *payload, float *output)
- static void AudioMonoToLiveStereo (CDynLib &dynlib, const float *input, uint8_t *payload)

13.4.1 Detailed Description

helper functions for unicode strings in Windows

13.4.2 Function Documentation

13.4.2.1 AudioConvertFrom()

```
static void sound4::bigvoice::dyn::helper::AudioConvertFrom (
            CDynLib & dynlib,
            const uint8_t * payload,
            float * output,
            size_t nSpl,
            bigvoice_SampleFormat fmt )  [inline], [static]
```

Convert the payload to floating-point array

Warning

Output buffer must be 64-byte aligned

Parameters

dynlib	the dynamic library
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

Definition at line 610 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.2 AudioConvertTo()

```
static void sound4::bigvoice::dyn::helper::AudioConvertTo (
            CDynLib & dynlib,
            const float * input,
            uint8_t * payload,
            size_t nSpl,
            bigvoice_SampleFormat fmt )  [inline], [static]
```

Convert floating-point array to payload

Warning

Input buffer must be 64-byte aligned

Parameters

dynlib	the dynamic library

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

Definition at line 625 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.3 AudioMonoFromLiveStereo()

```
static void sound4::bigvoice::dyn::helper::AudioMonoFromLiveStereo (
            CDynLib & dynlib,
            const uint8_t * payload,
            float * output )  [inline], [static]
```

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

Parameters

dynlib	the dynamic library
payload	Livewire Live Stereo raw buffer
output	audio output mono buffer (64 byte aligned)

Definition at line 694 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.4 AudioMonoToLiveStereo()

```
static void sound4::bigvoice::dyn::helper::AudioMonoToLiveStereo (
            CDynLib & dynlib,
            const float * input,
            uint8_t * payload )  [inline], [static]
```

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

Parameters

dynlib	the dynamic library
input	audio input mono buffer (64 byte aligned)
payload	Livewire Live Stereo raw buffer

Definition at line 705 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.5 MonoToStereo()

```
static void sound4::bigvoice::dyn::helper::MonoToStereo (
            CDynLib & dynlib,
```

```
            const float * input,
            float * output,
            size_t nFrame )  [inline], [static]
```

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

Warning

Buffers must be 64-byte aligned

Parameters

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

Definition at line 653 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.6 MonoToStereo_Planar()

```
static void sound4::bigvoice::dyn::helper::MonoToStereo_Planar (
            CDynLib & dynlib,
            const float * input,
            float * outputL,
            float * outputR,
            size_t nFrame )  [inline], [static]
```

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

Warning

Buffers must be 64-byte aligned

Parameters

dynlib	the dynamic library
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

Definition at line 683 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.7 StereoToMono()

```
static void sound4::bigvoice::dyn::helper::StereoToMono (
            CDynLib & dynlib,
```

```
            const float * input,
            float * output,
            size_t nFrame )  [inline], [static]
```

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

Warning

Buffers must be 64-byte aligned

Parameters

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

Definition at line 639 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.8 StereoToMono_Planar()

```
static void sound4::bigvoice::dyn::helper::StereoToMono_Planar (
            CDynLib & dynlib,
            const float * inputL,
            const float * inputR,
            float * output,
            size_t nFrame )  [inline], [static]
```

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

Warning

Buffers must be 64-byte aligned

Parameters

dynlib	the dynamic library
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

Definition at line 668 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.9 UTF8ToWString()

```
static std::wstring sound4::bigvoice::dyn::helper::UTF8ToWString (
            const std::string & str )  [inline], [static]
```

Helper to convert a std::string (UTF8) to a std::wstring for Windows

Attention

For Windows only

Definition at line 568 of file sound4.bigvoice.cl_dyn.hpp.

13.4.2.10 WStringToUTF8()

```
static std::string sound4::bigvoice::dyn::helper::WStringToUTF8 (
            const std::wstring & wstr )  [inline], [static]
```

Helper to convert a std::wstring to a std::string (UTF8) for Windows

Attention

For Windows only

Definition at line 556 of file sound4.bigvoice.cl_dyn.hpp.

13.5 sound4::bigvoice::helper Namespace Reference

Classes

- struct SampleFormat

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

Functions

- static std::string WStringToUTF8 (const std::wstring &wstr)
- static std::wstring UTF8ToWString (const std::string &str)
- static void AudioConvertFrom (const uint8_t *payload, float *output, size_t nSpl, bigvoice_SampleFormat fmt)
- static void AudioConvertTo (const float *input, uint8_t *payload, size_t nSpl, bigvoice_SampleFormat fmt)
- static void StereoToMono (const float *input, float *output, size_t nFrame)
- static void MonoToStereo (const float *input, float *output, size_t nFrame)
- static void StereoToMono_Planar (const float *inputL, const float *inputR, float *output, size_t nFrame)
- static void MonoToStereo_Planar (const float *input, float *outputL, float *outputR, size_t nFrame)
- static void AudioMonoFromLiveStereo (const uint8_t *payload, float *output)
- static void AudioMonoToLiveStereo (const float *input, uint8_t *payload)

13.5.1 Detailed Description

helper functions for unicode strings in Windows

13.5.2 Function Documentation

13.5.2.1 AudioConvertFrom()

```
static void sound4::bigvoice::helper::AudioConvertFrom (
            const uint8_t * payload,
            float * output,
            size_t nSpl,
            bigvoice_SampleFormat fmt )  [inline], [static]
```

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

Definition at line 158 of file sound4.bigvoice.cl.hpp.

13.5.2.2 AudioConvertTo()

```
static void sound4::bigvoice::helper::AudioConvertTo (
            const float * input,
            uint8_t * payload,
            size_t nSpl,
            bigvoice_SampleFormat fmt )  [inline], [static]
```

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

Definition at line 172 of file sound4.bigvoice.cl.hpp.

13.5.2.3 AudioMonoFromLiveStereo()

```
static void sound4::bigvoice::helper::AudioMonoFromLiveStereo (
            const uint8_t * payload,
            float * output )  [inline], [static]
```

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)

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

13.5.2.4 AudioMonoToLiveStereo()

```
static void sound4::bigvoice::helper::AudioMonoToLiveStereo (
            const float * input,
            uint8_t * payload )  [inline], [static]
```

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

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

13.5.2.5 MonoToStereo()

```
static void sound4::bigvoice::helper::MonoToStereo (
            const float * input,
            float * output,
            size_t nFrame )  [inline], [static]
```

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

Definition at line 198 of file sound4.bigvoice.cl.hpp.

13.5.2.6 MonoToStereo_Planar()

```
static void sound4::bigvoice::helper::MonoToStereo_Planar (
            const float * input,
            float * outputL,
            float * outputR,
            size_t nFrame )  [inline], [static]
```

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

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

13.5.2.7 StereoToMono()

```
static void sound4::bigvoice::helper::StereoToMono (
            const float * input,
            float * output,
            size_t nFrame )  [inline], [static]
```

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

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

13.5.2.8 StereoToMono_Planar()

```
static void sound4::bigvoice::helper::StereoToMono_Planar (
            const float * inputL,
            const float * inputR,
            float * output,
            size_t nFrame )  [inline], [static]
```

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

Definition at line 212 of file sound4.bigvoice.cl.hpp.

13.5.2.9 UTF8ToWString()

```
static std::wstring sound4::bigvoice::helper::UTF8ToWString (
            const std::string & str )  [inline], [static]
```

Helper to convert a std::string (UTF8) to a std::wstring for Windows

Attention

For Windows only

Definition at line 117 of file sound4.bigvoice.cl.hpp.

13.5.2.10 WStringToUTF8()

```
static std::string sound4::bigvoice::helper::WStringToUTF8 (
            const std::wstring & wstr )  [inline], [static]
```

Helper to convert a std::wstring to a std::string (UTF8) for Windows

Attention

For Windows only

Definition at line 105 of file sound4.bigvoice.cl.hpp.

13.6 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** >

Functions

- static std::string WStringToUTF8 (const std::wstring &wstr)
- static std::wstring UTF8ToWString (const std::string &str)

13.6.1 Detailed Description

helper functions for unicode strings in Windows

13.6.2 Function Documentation

13.6.2.1 UTF8ToWString()

```
static std::wstring sound4::helper::UTF8ToWString (
            const std::string & str )  [inline], [static]
```

Helper to convert a std::string (UTF8) to a std::wstring for Windows

Attention

For Windows only

Definition at line 98 of file sound4cl.hpp.

13.6.2.2 WStringToUTF8()

```
static std::string sound4::helper::WStringToUTF8 (
            const std::wstring & wstr )  [inline], [static]
```

Helper to convert a std::wstring to a std::string (UTF8) for Windows

Attention

For Windows only

Definition at line 86 of file sound4cl.hpp.

Chapter 14

Class Documentation

14.1 sound4::AuxiliaryOutputInfos Struct Reference

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

Public Attributes

- std::string id

  The ID of the output (fixed across versions)
- std::string description

  The description of the output.
- unsigned int sample_rate

  The sampling rate of this output.
- unsigned int channel_count

  The number of channels of this output.
- const float * buffer

  The output buffer of the output. See sound4::bigvoice::CInstance::ProcessAudio for format.

14.1.1 Detailed Description

Definition at line 50 of file sound4.bigvoice.cl.hpp.

14.1.2 Member Data Documentation

14.1.2.1 buffer

`const float* sound4::AuxiliaryOutputInfos::buffer`

Definition at line 55 of file sound4.bigvoice.cl.hpp.

14.1.2.2 channel_count

```
unsigned int sound4::AuxiliaryOutputInfos::channel_count
```

Definition at line 54 of file sound4.bigvoice.cl.hpp.

14.1.2.3 description

```
std::string sound4::AuxiliaryOutputInfos::description
```

Definition at line 52 of file sound4.bigvoice.cl.hpp.

14.1.2.4 id

```
std::string sound4::AuxiliaryOutputInfos::id
```

Definition at line 51 of file sound4.bigvoice.cl.hpp.

14.1.2.5 sample_rate

```
unsigned int sound4::AuxiliaryOutputInfos::sample_rate
```

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

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

- sound4.bigvoice.cl.hpp

14.2 bigvoice_CAudioConverter Struct Reference

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

14.2.1 Detailed Description

Abstract holder for an audio conveerter

See also

bigvoice_GetAudioConverter

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

- sound4.bigvoice.cl.h

14.3 bigvoice_CBus Struct Reference

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

14.3.1 Detailed Description

Abstract holder for a instances' bus

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

- sound4.bigvoice.cl.h

14.4 bigvoice_CClientInstance Struct Reference

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

14.4.1 Detailed Description

Abstract pointer for a client instance

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

- sound4.bigvoice.cl.h

14.5 bigvoice_CInstance Struct Reference

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

14.5.1 Detailed Description

Abstract holder for a process instance

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

- sound4.bigvoice.cl.h

14.6 bigvoice_CParameters Struct Reference

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

14.6.1 Detailed Description

Abstract holder for a process instance parameters

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

- sound4.bigvoice.cl.h

14.7 sound4::bigvoice::CAudioConverter Class Reference

Audio converter helper.

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

Public Member Functions

- CAudioConverter ()=default
  Construct a new empty CAudioConverter object.
- virtual ~CAudioConverter ()
  Destroy the CAudioConverter object.
- bool Configure (SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset, bigvoice_ConverterTargetMode target_mode)
- void Delete ()
- bool IsOK () const
- void ConvertFrom (const uint8_t *payload, float *output)
- void ConvertTo (const float *input, uint8_t *payload)

14.7.1 Detailed Description

This helps to extract/insert a subset of channels from/to the payload, and convert it to floating-point format.

Definition at line 1108 of file sound4.bigvoice.cl.hpp.

14.7.2 Constructor & Destructor Documentation

14.7.2.1 CAudioConverter()

`sound4::bigvoice::CAudioConverter::CAudioConverter ( ) [default]`

14.7.2.2 ~CAudioConverter()

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

Definition at line 1118 of file sound4.bigvoice.cl.hpp.

14.7.3 Member Function Documentation

14.7.3.1 Configure()

```
bool sound4::bigvoice::CAudioConverter::Configure (
            SampleFormat fmt,
            size_t nFrame,
            size_t payl_ch,
            size_t payl_ch_offset,
            bigvoice_ConverterTargetMode target_mode )  [inline]
```

Prepare an audio converter for extract/insert and convert.

The floating-point channels count depends on `target_mode`. It can be the same as payload, or fixed to mono or stereo.

Parameters

fmt	the format of the payload
nFrame	the number of frames per packet
payl_ch	the number of channels in the payload
payl_ch_offset	the offset of the first channel to extract/insert in the payload [must be <= (payl_ch-proc_ch)]
target_mode	defines the number of channels in process, and the number of channels to extract from payload for mono<->stereo conversion

Returns

true if was created

Note

The converter is not multithread-safe, it uses internal cache buffers.

Definition at line 1138 of file sound4.bigvoice.cl.hpp.

14.7.3.2 ConvertFrom()

```
void sound4::bigvoice::CAudioConverter::ConvertFrom (
            const uint8_t * payload,
            float * output )  [inline]
```

Convert the payload to floating-point array, using a predefined converter.

Warning

Output buffer must be 64-byte aligned

Parameters

payload	the binary raw audio buffer
output	audio output buffer (64 byte aligned)

Definition at line 1161 of file sound4.bigvoice.cl.hpp.

14.7.3.3 ConvertTo()

```
void sound4::bigvoice::CAudioConverter::ConvertTo (
            const float * input,
            uint8_t * payload )  [inline]
```

Convert floating-point array to payload, using a predefined converter.

Warning

Input buffer must be 64-byte aligned

Parameters

input	audio input buffer (64 byte aligned)
payload	the binary raw audio buffer

Definition at line 1172 of file sound4.bigvoice.cl.hpp.

14.7.3.4 Delete()

```
void sound4::bigvoice::CAudioConverter::Delete ( )  [inline]
```

Definition at line 1144 of file sound4.bigvoice.cl.hpp.

14.7.3.5 IsOK()

```
bool sound4::bigvoice::CAudioConverter::IsOK ( ) const  [inline]
```

Definition at line 1151 of file sound4.bigvoice.cl.hpp.

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

- sound4.bigvoice.cl.hpp

14.8 sound4::bigvoice::dyn::CAudioConverter Class Reference

Audio converter helper.

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

Public Member Functions

- CAudioConverter (CDynLib &dynlib)

  Construct a new empty CAudioConverter object.
- virtual ~CAudioConverter ()

  Destroy the CAudioConverter object.
- bool Configure (SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset, bigvoice_ConverterTargetMode target_mode)
- void Delete ()
- bool IsOK () const
- void ConvertFrom (const uint8_t *payload, float *output)
- void ConvertTo (const float *input, uint8_t *payload)

14.8.1 Detailed Description

This helps to extract/insert a subset of channels from/to the payload, and convert it to floating-point format.

Definition at line 1594 of file sound4.bigvoice.cl_dyn.hpp.

14.8.2 Constructor & Destructor Documentation

14.8.2.1 CAudioConverter()

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

Parameters

dynlib	the processor dynamic library

Definition at line 1601 of file sound4.bigvoice.cl_dyn.hpp.

14.8.2.2 ~CAudioConverter()

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

Definition at line 1608 of file sound4.bigvoice.cl_dyn.hpp.

14.8.3 Member Function Documentation

14.8.3.1 Configure()

```
bool sound4::bigvoice::dyn::CAudioConverter::Configure (
            SampleFormat fmt,
            size_t nFrame,
            size_t payl_ch,
```

```
        size_t payl_ch_offset,
        bigvoice_ConverterTargetMode target_mode )  [inline]
```

Prepare an audio converter for extract/insert and convert.

The floating-point channels count depends on `target_mode`. It can be the same as payload, or fixed to mono or stereo.

Parameters

fmt	the format of the payload
nFrame	the number of frames per packet
payl_ch	the number of channels in the payload
payl_ch_offset	the offset of the first channel to extract/insert in the payload [must be <= (payload_channels-output_channels)]
target_mode	defines the number of channels in process, and the number of channels to extract from payload for mono<->stereo conversion

Returns

true if was created

Note

The converter is not multithread-safe, it uses internal cache buffers.

Definition at line 1628 of file sound4.bigvoice.cl_dyn.hpp.

14.8.3.2 ConvertFrom()

```
void sound4::bigvoice::dyn::CAudioConverter::ConvertFrom (
            const uint8_t * payload,
            float * output )  [inline]
```

Convert the payload to floating-point array, using a predefined converter.

Warning

Output buffer must be 64-byte aligned

Parameters

payload	the binary raw audio buffer
output	audio output buffer (64 byte aligned)

Definition at line 1652 of file sound4.bigvoice.cl_dyn.hpp.

14.8.3.3 ConvertTo()

```
void sound4::bigvoice::dyn::CAudioConverter::ConvertTo (
            const float * input,
            uint8_t * payload )  [inline]
```

Convert floating-point array to payload, using a predefined converter.

Warning

Input buffer must be 64-byte aligned

Parameters

input	audio input buffer (64 byte aligned)
payload	the binary raw audio buffer

Definition at line 1663 of file sound4.bigvoice.cl_dyn.hpp.

14.8.3.4 Delete()

```
void sound4::bigvoice::dyn::CAudioConverter::Delete ( )  [inline]
```

Definition at line 1635 of file sound4.bigvoice.cl_dyn.hpp.

14.8.3.5 IsOK()

```
bool sound4::bigvoice::dyn::CAudioConverter::IsOK ( ) const  [inline]
```

Definition at line 1642 of file sound4.bigvoice.cl_dyn.hpp.

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

- sound4.bigvoice.cl_dyn.hpp

14.9 sound4::CAudioConverter Class Reference

Audio converter helper.

`#include <sound4cl.hpp>`

Public Member Functions

- CAudioConverter (CProcessor &dynlib)
  Construct a new empty CAudioConverter object.
- virtual ~CAudioConverter ()
  Destroy the CAudioConverter object.
- bool Configure (SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset, ConverterTargetMode target_mode)
- void Delete ()
- bool IsOK () const
- void ConvertFrom (const uint8_t *payload, float *output)
- void ConvertTo (const float *input, uint8_t *payload)

14.9.1 Detailed Description

This helps to extract/insert a subset of channels from/to the payload, and convert it to floating-point format.

Definition at line 1590 of file sound4cl.hpp.

14.9.2 Constructor & Destructor Documentation

14.9.2.1 CAudioConverter()

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

Parameters

dynlib	the processor dynamic library

Definition at line 1597 of file sound4cl.hpp.

14.9.2.2 ~CAudioConverter()

```
virtual sound4::CAudioConverter::~CAudioConverter ( )  [inline], [virtual]
```

Definition at line 1604 of file sound4cl.hpp.

14.9.3 Member Function Documentation

14.9.3.1 Configure()

```
bool sound4::CAudioConverter::Configure (
            SampleFormat fmt,
            size_t nFrame,
            size_t payl_ch,
            size_t payl_ch_offset,
            ConverterTargetMode target_mode )  [inline]
```

Configure the converter.

The floating-point channels count depends on `target_mode`. It can be the same as payload, or fixed to mono or stereo.

Parameters

fmt	the format of the payload
nFrame	the number of frames per packet
payl_ch	the number of channels in the payload
payl_ch_offset	the offset of the first channel to extract/insert in the payload [must be <= (payload_channels-output_channels)]
target_mode	defines the number of channels in process, and the number of channels to extract from payload for mono<->stereo conversion

Returns

true if was created

Note

The converter is not multithread-safe, it uses internal cache buffers.

Definition at line 1624 of file sound4cl.hpp.

14.9.3.2 ConvertFrom()

```
void sound4::CAudioConverter::ConvertFrom (
            const uint8_t * payload,
            float * output )  [inline]
```

Convert the payload to floating-point array, using a predefined converter.

Warning

Output buffer must be 64-byte aligned

Parameters

payload	the binary raw audio buffer
output	audio output buffer (64 byte aligned)

Definition at line 1648 of file sound4cl.hpp.

14.9.3.3 ConvertTo()

```
void sound4::CAudioConverter::ConvertTo (
            const float * input,
            uint8_t * payload )  [inline]
```

Convert floating-point array to payload, using a predefined converter.

Warning

Input buffer must be 64-byte aligned

Parameters

input	audio input buffer (64 byte aligned)
payload	the binary raw audio buffer

Definition at line 1659 of file sound4cl.hpp.

14.9.3.4 Delete()

```
void sound4::CAudioConverter::Delete ( )  [inline]
```

Definition at line 1631 of file sound4cl.hpp.

14.9.3.5 IsOK()

```
bool sound4::CAudioConverter::IsOK ( ) const  [inline]
```

Definition at line 1638 of file sound4cl.hpp.

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

- sound4cl.hpp

14.10 sound4::bigvoice::CBus Class Reference

Shared Bus.

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

Public Member Functions

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

14.10.1 Detailed Description

Some processor can share a bus for realtime data exchange

Definition at line 438 of file sound4.bigvoice.cl.hpp.

14.10.2 Constructor & Destructor Documentation

14.10.2.1 CBus()

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

Definition at line 440 of file sound4.bigvoice.cl.hpp.

14.10.2.2 ~CBus()

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

Definition at line 442 of file sound4.bigvoice.cl.hpp.

14.10.3 Member Function Documentation

14.10.3.1 Get()

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

Definition at line 447 of file sound4.bigvoice.cl.hpp.

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

- sound4.bigvoice.cl.hpp

14.11 sound4::bigvoice::dyn::CBus Class Reference

Shared Bus.

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

Public Member Functions

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

14.11.1 Detailed Description

Some processor can share a bus for realtime data exchange

Definition at line 913 of file sound4.bigvoice.cl_dyn.hpp.

14.11.2 Constructor & Destructor Documentation

14.11.2.1 CBus()

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

Definition at line 915 of file sound4.bigvoice.cl_dyn.hpp.

14.11.2.2 ~CBus()

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

Definition at line 922 of file sound4.bigvoice.cl_dyn.hpp.

14.11.3 Member Function Documentation

14.11.3.1 Get()

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

Definition at line 929 of file sound4.bigvoice.cl_dyn.hpp.

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

- sound4.bigvoice.cl_dyn.hpp

14.12 sound4::CBus Class Reference

Shared Bus.

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

Public Member Functions

- CBus (CProcessor &dynlib)
- ~CBus ()

Protected Member Functions

- sound4cl_CBus * Get () const

Friends

- class CInstance

14.12.1 Detailed Description

Some processor can share a bus for realtime data exchange

Definition at line 870 of file sound4cl.hpp.

14.12.2 Constructor & Destructor Documentation

14.12.2.1 CBus()

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

Definition at line 872 of file sound4cl.hpp.

14.12.2.2 ~CBus()

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

Definition at line 879 of file sound4cl.hpp.

14.12.3 Member Function Documentation

14.12.3.1 Get()

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

Definition at line 888 of file sound4cl.hpp.

14.12.4 Friends And Related Symbol Documentation

14.12.4.1 CInstance

```
friend class CInstance  [friend]
```

Definition at line 887 of file sound4cl.hpp.

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

- sound4cl.hpp

14.13 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.

14.13.1 Detailed Description

Low-level JSON client.

See also JSON syntax

Definition at line 986 of file sound4.bigvoice.cl.hpp.

14.13.2 Constructor & Destructor Documentation

14.13.2.1 CClient() [1/2]

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

Definition at line 988 of file sound4.bigvoice.cl.hpp.

14.13.2.2 CClient() [2/2]

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

14.13.2.3 ~CClient()

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

Definition at line 997 of file sound4.bigvoice.cl.hpp.

14.13.3 Member Function Documentation

14.13.3.1 operator=()

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

14.13.3.2 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
NeedSave	if non null, returns if the saving is required (maybe delayed)

Returns

the JSON answer

Definition at line 1011 of file sound4.bigvoice.cl.hpp.

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

- sound4.bigvoice.cl.hpp

14.14 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.

14.14.1 Detailed Description

Low-level JSON client.

See also JSON syntax

Definition at line 1465 of file sound4.bigvoice.cl_dyn.hpp.

14.14.2 Constructor & Destructor Documentation

14.14.2.1 CClient() [1/2]

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

Definition at line 1467 of file sound4.bigvoice.cl_dyn.hpp.

14.14.2.2 CClient() [2/2]

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

14.14.2.3 ~CClient()

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

Definition at line 1477 of file sound4.bigvoice.cl_dyn.hpp.

14.14.3 Member Function Documentation

14.14.3.1 operator=()

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

14.14.3.2 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
NeedSave	if non null, returns if the saving is required (maybe delayed)

Returns

the JSON answer

Definition at line 1491 of file sound4.bigvoice.cl_dyn.hpp.

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

- sound4.bigvoice.cl_dyn.hpp

14.15 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.

14.15.1 Detailed Description

Low-level JSON client.

See also JSON syntax

Definition at line 1446 of file sound4cl.hpp.

14.15.2 Constructor & Destructor Documentation

14.15.2.1 CClient() [1/2]

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

Definition at line 1448 of file sound4cl.hpp.

14.15.2.2 CClient() [2/2]

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

14.15.2.3 ~CClient()

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

Definition at line 1458 of file sound4cl.hpp.

14.15.3 Member Function Documentation

14.15.3.1 operator=()

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

14.15.3.2 ProcessJson()

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

Parameters

request	the JSON request. See also JSON syntax
NeedSave	if non null, returns if the saving is required (maybe delayed)

Returns

the JSON answer

Definition at line 1472 of file sound4cl.hpp.

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

- sound4cl.hpp

14.16 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
- helper::DynFuncHolder< decltype(bigvoice_SetInstanceTracing) > SetInstanceTracing
- helper::DynFuncHolder< decltype(bigvoice_SetInstanceTracingProcessActivity) > SetInstanceTracingProcessActivity
- helper::DynFuncHolder< decltype(bigvoice_GetAudioConverter) > GetAudioConverter
- helper::DynFuncHolder< decltype(bigvoice_FreeAudioConverter) > FreeAudioConverter
- helper::DynFuncHolder< decltype(bigvoice_AudioConverter_From) > AudioConverter_From
- helper::DynFuncHolder< decltype(bigvoice_AudioConverter_To) > AudioConverter_To

14.16.1 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 234 of file sound4.bigvoice.cl_dyn.hpp.

14.16.2 Constructor & Destructor Documentation

14.16.2.1 CDynLib()

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

14.16.3 Member Function Documentation

14.16.3.1 IsOk()

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

Returns

true if OK.

false if not OK.

Definition at line 504 of file sound4.bigvoice.cl_dyn.hpp.

14.16.3.2 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 348 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4 Member Data Documentation

14.16.4.1 AddAudio

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

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

14.16.4.2 AddPadAudio

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

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

14.16.4.3 AudioConverter_From

```
helper::DynFuncHolder< decltype(bigvoice_AudioConverter_From ) > sound4::bigvoice::dyn::CDyn↩
Lib::AudioConverter_From
```

Definition at line 338 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.4 AudioConverter_To

```
helper::DynFuncHolder< decltype(bigvoice_AudioConverter_To ) > sound4::bigvoice::dyn::CDyn↩
Lib::AudioConverter_To
```

Definition at line 339 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.5 AudioConvertFrom

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

Definition at line 275 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.6 AudioConvertTo

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

Definition at line 276 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.7 AudioMonoFromLiveStereo

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

Definition at line 279 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.8 AudioMonoToLiveStereo

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

Definition at line 280 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.9 DeleteClient

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

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

14.16.4.10 ExitProcess

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

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

14.16.4.11 FreeAudioConverter

helper::DynFuncHolder< decltype(bigvoice_FreeAudioConverter) > sound4::bigvoice::dyn::CDyn↩
Lib::FreeAudioConverter

Definition at line 337 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.12 FreeBus

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

Definition at line 315 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.13 FreeJsonAnswer

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

Definition at line 284 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.14 FreeMetadataInfos

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

Definition at line 301 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.15 FreeParameters

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

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

14.16.4.16 FreeParameterValue

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

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

14.16.4.17 GetAudio

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

Definition at line 274 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.18 GetAudioConverter

```
helper::DynFuncHolder< decltype(bigvoice_GetAudioConverter ) > sound4::bigvoice::dyn::CDyn↩
Lib::GetAudioConverter
```

Definition at line 336 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.19 GetAudioInputCount

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

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

14.16.4.20 GetAudioOutputCount

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

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

14.16.4.21 GetBufferIn

```
helper::DynFuncHolder< decltype(bigvoice_GetBufferIn ) > sound4::bigvoice::dyn::CDynLib::Get↩
BufferIn
```

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

14.16.4.22 GetBufferOut

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

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

14.16.4.23 GetBytesFromFormat

```
helper::DynFuncHolder< decltype(bigvoice_GetBytesFromFormat ) > sound4::bigvoice::dyn::CDyn↩
Lib::GetBytesFromFormat
```

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

14.16.4.24 GetChannelCount

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

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

14.16.4.25 GetChunkSizeInFrames

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

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

14.16.4.26 GetEstimatedDelay

helper::DynFuncHolder< decltype(bigvoice_GetEstimatedDelay) > sound4::bigvoice::dyn::CDyn↩
Lib::GetEstimatedDelay

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

14.16.4.27 GetFormatFromName

helper::DynFuncHolder< decltype(bigvoice_GetFormatFromName) > sound4::bigvoice::dyn::CDyn↩
Lib::GetFormatFromName

Definition at line 268 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.28 GetFormatName

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

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

14.16.4.29 GetMaxPacketFrame

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

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

14.16.4.30 GetMetadataInfos

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

Definition at line 300 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.31 GetOutputCount

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

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

14.16.4.32 GetParameter

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

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

14.16.4.33 GetPossibleChunkSizeInFrames

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

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

14.16.4.34 GetProcessChunkFrames

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

Definition at line 309 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.35 GetSampleRate

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

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

14.16.4.36 GetVersion

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

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

14.16.4.37 InitProcess

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

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

14.16.4.38 InitProcess2

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

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

14.16.4.39 InitProcess3

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

Definition at line 310 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.40 MonoToStereo

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

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

14.16.4.41 MonoToStereo_Planar

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

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

14.16.4.42 NewBus

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

Definition at line 314 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.43 NewClient

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

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

14.16.4.44 NewParameters

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

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

14.16.4.45 PresetManager_InformChange

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

Definition at line 305 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.46 ProcessAudio

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

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

14.16.4.47 ProcessAudio_Planar

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

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

14.16.4.48 ProcessJson

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

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

14.16.4.49 SaveState

helper::DynFuncHolder< decltype(bigvoice_SaveState) > sound4::bigvoice::dyn::CDynLib::Save↩
State

Definition at line 285 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.50 SetInstanceBus

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

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

14.16.4.51 SetInstanceTracing

helper::DynFuncHolder< decltype(bigvoice_SetInstanceTracing) > sound4::bigvoice::dyn::CDyn↩
Lib::SetInstanceTracing

Definition at line 331 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.52 SetInstanceTracingProcessActivity

helper::DynFuncHolder< decltype(bigvoice_SetInstanceTracingProcessActivity) > sound4::bigvoice↩
::dyn::CDynLib::SetInstanceTracingProcessActivity

Definition at line 332 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.53 SetLoggerCallback

helper::DynFuncHolder< decltype(bigvoice_SetLoggerCallback) > sound4::bigvoice::dyn::CDyn↩
Lib::SetLoggerCallback

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

14.16.4.54 SetLogSeverity

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

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

14.16.4.55 SetMetadata

helper::DynFuncHolder< decltype(bigvoice_SetMetadata) > sound4::bigvoice::dyn::CDynLib::Set↩
Metadata

Definition at line 299 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.56 SetMetadataMulti

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

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

14.16.4.57 SetParameter

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

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

14.16.4.58 SetPresetManager

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

Definition at line 304 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.59 StartUpdateThread

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

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

14.16.4.60 StereoToMono

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

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

14.16.4.61 StereoToMono_Planar

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

Definition at line 295 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.62 StopUpdateThread

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

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

14.16.4.63 TerminateProcess

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

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

14.16.4.64 WaitUpdateThreadReady

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

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

14.16.4.65 Webserver

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

Definition at line 289 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.66 Webserver_FreeString

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

Definition at line 326 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.67 Webserver_GetAppHealth

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

Definition at line 325 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.68 Webserver_SetAppHealth

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

Definition at line 324 of file sound4.bigvoice.cl_dyn.hpp.

14.16.4.69 Webserver_Status

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

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

14.16.4.70 Webserver_Stop

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

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

14.16.4.71 Webserver_tcp

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

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

14.16.4.72 Webserver_tcp2

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

Definition at line 288 of file sound4.bigvoice.cl_dyn.hpp.

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

- sound4.bigvoice.cl_dyn.hpp

14.17 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 &&other) noexcept
- CDynLoader & operator= (CDynLoader &&other) noexcept
- 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)

14.17.1 Detailed Description

Definition at line 108 of file sound4.bigvoice.cl_dyn.hpp.

14.17.2 Constructor & Destructor Documentation

14.17.2.1 CDynLoader() [1/3]

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

14.17.2.2 CDynLoader() [2/3]

```
sound4::bigvoice::dyn::helper::CDynLoader::CDynLoader (
            CDynLoader && other )  [inline], [noexcept]
```

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

14.17.2.3 CDynLoader() [3/3]

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

14.17.2.4 ~CDynLoader()

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

Definition at line 222 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3 Member Function Documentation

14.17.3.1 Close()

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

Definition at line 183 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3.2 GetSymbol()

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

Definition at line 196 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3.3 GetSymbol_safe()

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

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

14.17.3.4 GetThisLibraryPath()

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

Definition at line 208 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3.5 IsOk()

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

Definition at line 130 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3.6 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 177 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3.7 operator bool()

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

Definition at line 127 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3.8 operator=() [1/2]

```
CDynLoader & sound4::bigvoice::dyn::helper::CDynLoader::operator= (
            CDynLoader && other )  [inline], [noexcept]
```

Definition at line 120 of file sound4.bigvoice.cl_dyn.hpp.

14.17.3.9 operator=() [2/2]

```
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

14.18 sound4::helper::CDynLoader Class Reference

Helper to load dynamic library.

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

Public Member Functions

- CDynLoader ()=default
- CDynLoader (CDynLoader &&other) noexcept
- CDynLoader & operator= (CDynLoader &&other) noexcept
- 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)

14.18.1 Detailed Description

Definition at line 155 of file sound4cl.hpp.

14.18.2 Constructor & Destructor Documentation

14.18.2.1 CDynLoader() [1/3]

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

14.18.2.2 CDynLoader() [2/3]

```
sound4::helper::CDynLoader::CDynLoader (
            CDynLoader && other )  [inline], [noexcept]
```

Definition at line 166 of file sound4cl.hpp.

14.18.2.3 CDynLoader() [3/3]

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

14.18.2.4 ~CDynLoader()

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

Definition at line 269 of file sound4cl.hpp.

14.18.3 Member Function Documentation

14.18.3.1 Close()

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

Definition at line 230 of file sound4cl.hpp.

14.18.3.2 GetSymbol()

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

Definition at line 243 of file sound4cl.hpp.

14.18.3.3 GetSymbol_safe()

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

Definition at line 251 of file sound4cl.hpp.

14.18.3.4 GetThisLibraryPath()

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

Definition at line 255 of file sound4cl.hpp.

14.18.3.5 IsOk()

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

Definition at line 177 of file sound4cl.hpp.

14.18.3.6 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 224 of file sound4cl.hpp.

14.18.3.7 operator bool()

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

Definition at line 174 of file sound4cl.hpp.

14.18.3.8 operator=() [1/2]

```
CDynLoader & sound4::helper::CDynLoader::operator= (
            CDynLoader && other )  [inline], [noexcept]
```

Definition at line 167 of file sound4cl.hpp.

14.18.3.9 operator=() [2/2]

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

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

- sound4cl.hpp

14.19 sound4::bigvoice::CInstance Class Reference

Instance handling class.

`#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 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 ()
- std::vector< AuxiliaryOutputInfos > GetAuxiliaryAudioOutputInfos ()
- void ActivateAuxiliaryAudioID (const std::string &id)
- virtual void OnUpdateThreadStart ()
- virtual void OnUpdateThreadStop ()
- bool StartWebServer (int http_port, int https_port=0)
- void StopWebServer (int timeout_ms=1000)
- 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 ()
- bool SaveState ()
- void SetInstanceTracing (TraceLoggingHProvider tracing_provider, GUID activity_guid={})
- void SetInstanceTracingProcessActivity (GUID activity_guid)

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)

14.19.1 Detailed Description

Holds an instance of processing

Definition at line 478 of file sound4.bigvoice.cl.hpp.

14.19.2 Constructor & Destructor Documentation

14.19.2.1 CInstance() [1/2]

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

Creates the instance, with default parameters

Definition at line 483 of file sound4.bigvoice.cl.hpp.

14.19.2.2 CInstance() [2/2]

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

14.19.2.3 ~CInstance()

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

Destructor, stopping any running tasks

Definition at line 494 of file sound4.bigvoice.cl.hpp.

14.19.3 Member Function Documentation

14.19.3.1 ActivateAuxiliaryAudioID()

```
void sound4::bigvoice::CInstance::ActivateAuxiliaryAudioID (
            const std::string & id )  [inline]
```

Definition at line 759 of file sound4.bigvoice.cl.hpp.

14.19.3.2 AddAudio()

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

Definition at line 1080 of file sound4.bigvoice.cl.hpp.

14.19.3.3 Create()

```
bool sound4::bigvoice::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

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 empty or the folder is empty, a default configuration with a default preset will be loaded, unless using SetPresetManager.

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

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
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 597 of file sound4.bigvoice.cl.hpp.

14.19.3.4 GetAudio()

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

Definition at line 1086 of file sound4.bigvoice.cl.hpp.

14.19.3.5 GetAuxiliaryAudioOutputInfos()

```
std::vector< AuxiliaryOutputInfos > sound4::bigvoice::CInstance::GetAuxiliaryAudioOutputInfos
( )  [inline]
```

Get information on auxiliary audio outputs.

Returns

a list of AuxiliaryOutputInfos

Definition at line 740 of file sound4.bigvoice.cl.hpp.

14.19.3.6 GetBufferIn()

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

Get preallocated aligned buffer for audio input for ProcessAudio

The buffer is a big enough for all supported chunk sizes.

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]

Returns

An audio input dedicated buffer.

Definition at line 901 of file sound4.bigvoice.cl.hpp.

14.19.3.7 GetBufferOut()

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

Get preallocated aligned buffer for audio output for ProcessAudio

The buffer is a big enough for all supported chunk sizes.

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]

Returns

An audio output dedicated buffer.

Definition at line 919 of file sound4.bigvoice.cl.hpp.

14.19.3.8 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 638 of file sound4.bigvoice.cl.hpp.

14.19.3.9 GetEstimatedDelay()

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

Get the delay (estimated) of current processing algorithm

Remarks

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

But it is sufficient for file processing adjustements.

Changing the preset and parameters may change the returned value.

Returns

Estimated delay in frames

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

14.19.3.10 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 716 of file sound4.bigvoice.cl.hpp.

14.19.3.11 GetParam()

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

Gets a parameter value

Parameters

name	the parameter name

Returns

the parameter value

Definition at line 523 of file sound4.bigvoice.cl.hpp.

14.19.3.12 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 830 of file sound4.bigvoice.cl.hpp.

14.19.3.13 IsOk()

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

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

Definition at line 502 of file sound4.bigvoice.cl.hpp.

14.19.3.14 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 1034 of file sound4.bigvoice.cl.hpp.

14.19.3.15 OnUpdateThreadStart()

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

Can be overloaded, called at start of UpdateThread in the thread

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

14.19.3.16 OnUpdateThreadStop()

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

Can be overloaded to call at end of UpdateThread in the thread

Definition at line 770 of file sound4.bigvoice.cl.hpp.

14.19.3.17 operator=()

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

14.19.3.18 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 652 of file sound4.bigvoice.cl.hpp.

14.19.3.19 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 962 of file sound4.bigvoice.cl.hpp.

14.19.3.20 ProcessAudio()

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

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

Definition at line 928 of file sound4.bigvoice.cl.hpp.

14.19.3.21 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...], ...]

Parameters

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

Definition at line 944 of file sound4.bigvoice.cl.hpp.

14.19.3.22 SaveState()

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

Save the current state

Needed when CClient::ProcessJson returned with need_save to true. However it can be postponed as much as wanted.

Remarks

Works only when update thread is running

Returns

true if success

Definition at line 1050 of file sound4.bigvoice.cl.hpp.

14.19.3.23 SetBus()

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

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

bus	the bus to use

Definition at line 541 of file sound4.bigvoice.cl.hpp.

14.19.3.24 SetInstanceTracing()

```
void sound4::bigvoice::CInstance::SetInstanceTracing (
            TraceLoggingHProvider tracing_provider,
            GUID activity_guid = {} )  [inline]
```

Set the instance's tracing provider before creating instance

Parameters

activity_guid	the activity guid, used for creation, updates and destruction
tracing_provider	the provider as created with TRACELOGGING_DEFINE_PROVIDER

Definition at line 1064 of file sound4.bigvoice.cl.hpp.

14.19.3.25 SetInstanceTracingProcessActivity()

```
void sound4::bigvoice::CInstance::SetInstanceTracingProcessActivity (
            GUID activity_guid )  [inline]
```

Set the instance's process activity for tracing (optional). Should be called only in process's thread.

Parameters

activity_guid	the activity guid

Definition at line 1073 of file sound4.bigvoice.cl.hpp.

14.19.3.26 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 668 of file sound4.bigvoice.cl.hpp.

14.19.3.27 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 SetMetadata but with multiple metadata at once.

See also

CInstance::SetMetadata

Parameters

list	a map of key/value pair.

Definition at line 686 of file sound4.bigvoice.cl.hpp.

14.19.3.28 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 Environment variables and parameters

Parameters

name	the parameter name
value	the parameter value

Definition at line 512 of file sound4.bigvoice.cl.hpp.

14.19.3.29 SetPresetManager()

```
void sound4::bigvoice::CInstance::SetPresetManager (
            CPresetLoader * preset_manager )  [inline]
```

Sets a custom preset manager Optional, this overrides the `save_path` in Create

To dynamically update when storage change, see PresetManager_InformChange

Must be done before Create

Parameters

preset_manager	The custom preset manager

Definition at line 557 of file sound4.bigvoice.cl.hpp.

14.19.3.30 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 822 of file sound4.bigvoice.cl.hpp.

14.19.3.31 StartWebServer()

```
bool sound4::bigvoice::CInstance::StartWebServer (
            int http_port,
            int https_port = 0 )  [inline]
```

Starts a Web server on requested ports

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

http_port	The port to listen for HTTP connections (0 to disable)
https_port	The port to listen for HTTPS connections (0 to disable)

Returns

true if ports were opened successfully.

Definition at line 786 of file sound4.bigvoice.cl.hpp.

14.19.3.32 Stop()

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

Stops the instance, its web server and its update thread.

Definition at line 860 of file sound4.bigvoice.cl.hpp.

14.19.3.33 StopWebServer()

```
void sound4::bigvoice::CInstance::StopWebServer (
            int timeout_ms = 1000 )  [inline]
```

Stop a web server started with StartWebServer

Warning

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

Parameters

timeout_ms	The timeout to wait gracefull shutdown

Definition at line 811 of file sound4.bigvoice.cl.hpp.

14.19.3.34 Terminate()

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

Terminate the processing.

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

Returns

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

Definition at line 851 of file sound4.bigvoice.cl.hpp.

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

- sound4.bigvoice.cl.hpp

14.20 sound4::bigvoice::dyn::CInstance Class Reference

Instance handling class.

```
#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 (int timeout_ms=1000)
- 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 ()
- bool SaveState ()
- void SetInstanceTracing (TraceLoggingHProvider tracing_provider, GUID activity_guid={})
- void SetInstanceTracingProcessActivity (GUID activity_guid)

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)

14.20.1 Detailed Description

Holds an instance of processing

Definition at line 961 of file sound4.bigvoice.cl_dyn.hpp.

14.20.2 Constructor & Destructor Documentation

14.20.2.1 CInstance() [1/2]

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

Creates the instance, with default parameters

Definition at line 966 of file sound4.bigvoice.cl_dyn.hpp.

14.20.2.2 CInstance() [2/2]

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

14.20.2.3 ~CInstance()

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

Destructor, stopping any running tasks

Definition at line 978 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3 Member Function Documentation

14.20.3.1 AddAudio()

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

Definition at line 1565 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.2 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

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 empty or the folder is empty, a default configuration with a default preset will be loaded, unless using SetPresetManager.

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

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
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 1083 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.3 GetAudio()

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

Definition at line 1571 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.4 GetBufferIn()

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

Get preallocated aligned buffer for audio input for ProcessAudio

The buffer is a big enough for all supported chunk sizes.

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]

Returns

An audio input dedicated buffer.

Definition at line 1380 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.5 GetBufferOut()

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

Get preallocated aligned buffer for audio output for ProcessAudio

The buffer is a big enough for all supported chunk sizes.

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]

Returns

An audio output dedicated buffer.

Definition at line 1398 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.6 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 1130 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.7 GetEstimatedDelay()

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

Get the delay (estimated) of current processing algorithm

Remarks

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

But it is sufficient for file processing adjustements.

Changing the preset and parameters may change the returned value.

Returns

Estimated delay in frames

Definition at line 1362 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.8 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 1219 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.9 GetParam()

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

Gets a parameter value

Parameters

name	the parameter name

Returns

the parameter value

Definition at line 1007 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.10 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 1308 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.11 IsOk()

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

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

Definition at line 986 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.12 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 1515 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.13 OnUpdateThreadStart()

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

Can be overloaded, called at start of UpdateThread in the thread

Definition at line 1243 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.14 OnUpdateThreadStop()

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

Can be overloaded to call at end of UpdateThread in the thread

Definition at line 1247 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.15 operator=()

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

14.20.3.16 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 1144 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.17 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 1441 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.18 ProcessAudio()

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

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

Definition at line 1407 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.19 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...], ...]

Parameters

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

Definition at line 1423 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.20 SaveState()

```
bool sound4::bigvoice::dyn::CInstance::SaveState ( )  [inline]
```

Save the current state

Needed when CClient::ProcessJson returned with need_save to true. However it can be postponed as much as wanted.

Remarks

Works only when update thread is running

Returns

true if success

Definition at line 1531 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.21 SetBus()

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

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

bus	the bus to use

Definition at line 1024 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.22 SetInstanceTracing()

```
void sound4::bigvoice::dyn::CInstance::SetInstanceTracing (
            TraceLoggingHProvider tracing_provider,
            GUID activity_guid = {} )  [inline]
```

Set the instance's tracing provider before creating instance

Parameters

activity_guid	the activity guid, used for creation, updates and destruction
tracing_provider	the provider as created with TRACELOGGING_DEFINE_PROVIDER

Definition at line 1545 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.23 SetInstanceTracingProcessActivity()

```
void sound4::bigvoice::dyn::CInstance::SetInstanceTracingProcessActivity (
            GUID activity_guid )  [inline]
```

Set the instance's process activity for tracing (optional). Should be called only in process's thread.

Parameters

activity_guid	the activity guid

Definition at line 1556 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.24 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 1162 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.25 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 SetMetadata but with multiple metadata at once.

See also

CInstance::SetMetadata

Parameters

list	a map of key/value pair.

Definition at line 1183 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.26 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 Environment variables and parameters

Parameters

name	the parameter name
value	the parameter value

Definition at line 996 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.27 SetPresetManager()

```
void sound4::bigvoice::dyn::CInstance::SetPresetManager (
            CPresetLoader * preset_manager )  [inline]
```

Sets a custom preset manager Optional, this overrides the `save_path` in Create

To dynamically update when storage change, see PresetManager_InformChange

Must be done before Create

Parameters

preset_manager	The custom preset manager

Definition at line 1042 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.28 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 1299 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.29 StartWebServer()

```
bool sound4::bigvoice::dyn::CInstance::StartWebServer (
            int http_port,
            int https_port = 0 )  [inline]
```

Starts a Web server on requested ports

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

http_port	The port to listen for HTTP connections (0 to disable)
https_port	The port to listen for HTTPS connections (0 to disable)

Returns

true if ports were opened successfully.

Definition at line 1263 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.30 Stop()

```
void sound4::bigvoice::dyn::CInstance::Stop ( )  [inline]
```

Stops the instance, its web server and its update thread.

Definition at line 1339 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.31 StopWebServer()

```
void sound4::bigvoice::dyn::CInstance::StopWebServer (
            int timeout_ms = 1000 )  [inline]
```

Stop a web server started with StartWebServer

Warning

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

Parameters

timeout_ms	The timeout to wait gracefull shutdown

Definition at line 1288 of file sound4.bigvoice.cl_dyn.hpp.

14.20.3.32 Terminate()

```
int sound4::bigvoice::dyn::CInstance::Terminate ( )  [inline]
```

Terminate the processing.

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

Returns

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

Definition at line 1330 of file sound4.bigvoice.cl_dyn.hpp.

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

- sound4.bigvoice.cl_dyn.hpp

14.21 sound4::CInstance Class Reference

Instance handling class.

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

Classes

- class CClient

Public Member Functions

- CInstance (CProcessor &dynlib)
- CInstance (CProcessor &dynlib, void *_instance)
- 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 (int timeout_ms=1000)
- 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 ()
- bool SaveState ()
- void SetInstanceTracing (TraceLoggingHProvider tracing_provider, GUID activity_guid={})
- void SetInstanceTracingProcessActivity (GUID activity_guid)

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)

14.21.1 Detailed Description

Holds an instance of processing

Definition at line 922 of file sound4cl.hpp.

14.21.2 Constructor & Destructor Documentation

14.21.2.1 CInstance() [1/3]

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

Creates the instance, with default parameters

Parameters

dynlib	the processor dynamic library

Definition at line 929 of file sound4cl.hpp.

14.21.2.2 CInstance() [2/3]

```
sound4::CInstance::CInstance (
            CProcessor & dynlib,
            void * _instance )  [inline]
```

Wrap an already created C instance.

Note

Stop will not stop the instance.

Parameters

dynlib	the processor dynamic library
_instance	the C instance pointer (No check on the pointer is made.)

Definition at line 944 of file sound4cl.hpp.

14.21.2.3 CInstance() [3/3]

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

14.21.2.4 ~CInstance()

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

Destructor, stopping any running tasks

Definition at line 956 of file sound4cl.hpp.

14.21.3 Member Function Documentation

14.21.3.1 AddAudio()

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

Definition at line 1546 of file sound4cl.hpp.

14.21.3.2 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

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 empty or the folder is empty, a default configuration with a default preset will be loaded, unless using SetPresetManager.

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

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
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 CProcessor::GetChunkSizeInFrames, or 0 to set default

Returns

false if failed

Definition at line 1060 of file sound4cl.hpp.

14.21.3.3 GetAudio()

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

Definition at line 1552 of file sound4cl.hpp.

14.21.3.4 GetBufferIn()

```
float * sound4::CInstance::GetBufferIn ( )  [inline]
```

Get preallocated aligned buffer for audio input for ProcessAudio

The buffer is a big enough for all supported chunk sizes.

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]

Returns

An audio input dedicated buffer.

Definition at line 1363 of file sound4cl.hpp.

14.21.3.5 GetBufferOut()

```
float * sound4::CInstance::GetBufferOut ( )  [inline]
```

Get preallocated aligned buffer for audio output for ProcessAudio

The buffer is a big enough for all supported chunk sizes.

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]

Returns

An audio output dedicated buffer.

Definition at line 1380 of file sound4cl.hpp.

14.21.3.6 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 1110 of file sound4cl.hpp.

14.21.3.7 GetEstimatedDelay()

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

Get the delay (estimated) of current processing algorithm

Remarks

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

But it is sufficient for file processing adjustements.

Changing the preset and parameters may change the returned value.

Returns

Estimated delay in frames

Definition at line 1345 of file sound4cl.hpp.

14.21.3.8 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 1198 of file sound4cl.hpp.

14.21.3.9 GetParam()

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

Gets a parameter value

Parameters

name	the parameter name

Returns

the parameter value

Definition at line 985 of file sound4cl.hpp.

14.21.3.10 GetWebServerAppHealth()

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

Get the web server /apphealth status info

Definition at line 1291 of file sound4cl.hpp.

14.21.3.11 IsOk()

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

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

Definition at line 964 of file sound4cl.hpp.

14.21.3.12 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 1496 of file sound4cl.hpp.

14.21.3.13 OnUpdateThreadStart()

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

Can be overloaded, called at start of UpdateThread in the thread

Definition at line 1222 of file sound4cl.hpp.

14.21.3.14 OnUpdateThreadStop()

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

Can be overloaded to call at end of UpdateThread in the thread

Definition at line 1226 of file sound4cl.hpp.

14.21.3.15 operator=()

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

14.21.3.16 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 1124 of file sound4cl.hpp.

14.21.3.17 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 1422 of file sound4cl.hpp.

14.21.3.18 ProcessAudio()

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

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

Definition at line 1388 of file sound4cl.hpp.

14.21.3.19 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...], ...]

Parameters

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

Definition at line 1404 of file sound4cl.hpp.

14.21.3.20 SaveState()

```
bool sound4::CInstance::SaveState ( )  [inline]
```

Save the current state

Needed when CClient::ProcessJson returned with need_save to true. However it can be postponed as much as wanted.

Remarks

Works only when update thread is running

Returns

true if success

Definition at line 1512 of file sound4cl.hpp.

14.21.3.21 SetBus()

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

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

bus	the bus to use

Definition at line 1002 of file sound4cl.hpp.

14.21.3.22 SetInstanceTracing()

```
void sound4::CInstance::SetInstanceTracing (
            TraceLoggingHProvider tracing_provider,
            GUID activity_guid = {} )  [inline]
```

Set the instance's tracing provider before creating instance

Parameters

activity_guid	the activity guid, used for creation, updates and destruction
tracing_provider	the provider as created with TRACELOGGING_DEFINE_PROVIDER

Definition at line 1526 of file sound4cl.hpp.

14.21.3.23 SetInstanceTracingProcessActivity()

```
void sound4::CInstance::SetInstanceTracingProcessActivity (
            GUID activity_guid )  [inline]
```

Set the instance's process activity for tracing (optional). Should be called only in process's thread.

Parameters

activity_guid	the activity guid

Definition at line 1537 of file sound4cl.hpp.

14.21.3.24 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 1142 of file sound4cl.hpp.

14.21.3.25 SetMetadataMulti()

```
void sound4::CInstance::SetMetadataMulti (
            const std::unordered_map< std::string, const char * > & list )  [inline]
```

Adds multiple metadata to the process.

This works like SetMetadata but with multiple metadata at once.

See also

CInstance::SetMetadata

Parameters

list	a map of key/value pair.

Definition at line 1162 of file sound4cl.hpp.

14.21.3.26 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 Environment variables and parameters

Parameters

name	the parameter name
value	the parameter value

Definition at line 974 of file sound4cl.hpp.

14.21.3.27 SetPresetManager()

```
void sound4::CInstance::SetPresetManager (
            CPresetLoader * preset_manager )  [inline]
```

Sets a custom preset manager Optional, this overrides the `save_path` in Create

To dynamically update when storage change, see PresetManager_InformChange

Must be done before Create

Parameters

preset_manager	The custom preset manager

Definition at line 1019 of file sound4cl.hpp.

14.21.3.28 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 1282 of file sound4cl.hpp.

14.21.3.29 StartWebServer()

```
bool sound4::CInstance::StartWebServer (
            int http_port,
            int https_port = 0 )  [inline]
```

Starts a Web server on requested ports

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

http_port	The port to listen for HTTP connections (0 to disable)
https_port	The port to listen for HTTPS connections (0 to disable)

Returns

true if ports were opened successfully.

Definition at line 1242 of file sound4cl.hpp.

14.21.3.30 Stop()

```
void sound4::CInstance::Stop ( )  [inline]
```

Stops the instance, its web server and its update thread.

Note

Stop will not stop a wrapped C instance

Definition at line 1322 of file sound4cl.hpp.

14.21.3.31 StopWebServer()

```
void sound4::CInstance::StopWebServer (
            int timeout_ms = 1000 )  [inline]
```

Stop a web server started with StartWebServer

Warning

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

Parameters

timeout_ms	The timeout to wait gracefull shutdown

Definition at line 1270 of file sound4cl.hpp.

14.21.3.32 Terminate()

```
int sound4::CInstance::Terminate ( )  [inline]
```

Terminate the processing.

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

Returns

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

Definition at line 1311 of file sound4cl.hpp.

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

- sound4cl.hpp

14.22 sound4::bigvoice::CPresetLoader Class Reference

Custom preset handler helper.

`#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

14.22.1 Detailed Description

Derive from this class and call CInstance::SetPresetManager

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

14.22.2 Constructor & Destructor Documentation

14.22.2.1 CPresetLoader()

```
sound4::bigvoice::CPresetLoader::CPresetLoader ( )  [default]
```

14.22.2.2 ~CPresetLoader()

```
virtual sound4::bigvoice::CPresetLoader::~CPresetLoader ( )  [virtual], [default]
```

14.22.3 Member Function Documentation

14.22.3.1 Exists()

```
virtual bool sound4::bigvoice::CPresetLoader::Exists (
            const std::filesystem::path & name )  [pure virtual]
```

14.22.3.2 GetAll()

```
virtual std::vector< std::filesystem::path > sound4::bigvoice::CPresetLoader::GetAll ( )
[pure virtual]
```

14.22.3.3 IsReadOnly()

```
virtual bool sound4::bigvoice::CPresetLoader::IsReadOnly ( )  [pure virtual]
```

14.22.3.4 Read()

```
virtual std::string sound4::bigvoice::CPresetLoader::Read (
            const std::filesystem::path & filename )  [pure virtual]
```

14.22.3.5 Remove()

```
virtual bool sound4::bigvoice::CPresetLoader::Remove (
            const std::filesystem::path & name )  [pure virtual]
```

14.22.3.6 Rename()

```
virtual bool sound4::bigvoice::CPresetLoader::Rename (
            const std::filesystem::path & from,
            const std::filesystem::path & to )  [pure virtual]
```

14.22.3.7 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:

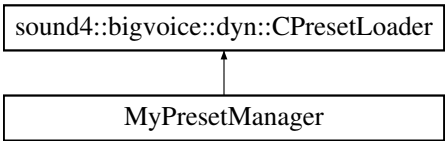
- sound4.bigvoice.cl.hpp

14.23 sound4::bigvoice::dyn::CPresetLoader Class Reference

Custom preset handler helper.

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

Inheritance diagram for sound4::bigvoice::dyn::CPresetLoader:



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

14.23.1 Detailed Description

Derive from this class and call CInstance::SetPresetManager

Definition at line 941 of file sound4.bigvoice.cl_dyn.hpp.

14.23.2 Constructor & Destructor Documentation

14.23.2.1 CPresetLoader()

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

14.23.2.2 ~CPresetLoader()

```
virtual sound4::bigvoice::dyn::CPresetLoader::~CPresetLoader ( )  [virtual], [default]
```

14.23.3 Member Function Documentation

14.23.3.1 Exists()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::Exists (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.23.3.2 GetAll()

```
virtual std::vector< std::filesystem::path > sound4::bigvoice::dyn::CPresetLoader::GetAll ( )
[pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.23.3.3 IsReadOnly()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::IsReadOnly ( )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.23.3.4 Read()

```
virtual std::string sound4::bigvoice::dyn::CPresetLoader::Read (
            const std::filesystem::path & filename )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.23.3.5 Remove()

```
virtual bool sound4::bigvoice::dyn::CPresetLoader::Remove (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.23.3.6 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.

14.23.3.7 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:

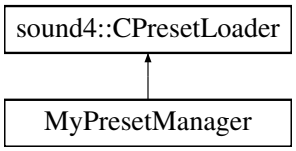
- sound4.bigvoice.cl_dyn.hpp

14.24 sound4::CPresetLoader Class Reference

Custom preset handler helper.

`#include <sound4cl.hpp>`

Inheritance diagram for sound4::CPresetLoader:



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

14.24.1 Detailed Description

Derive from this class and call CInstance::SetPresetManager

Definition at line 899 of file sound4cl.hpp.

14.24.2 Constructor & Destructor Documentation

14.24.2.1 CPresetLoader()

```
sound4::CPresetLoader::CPresetLoader ( )  [default]
```

14.24.2.2 ~CPresetLoader()

```
virtual sound4::CPresetLoader::~CPresetLoader ( )  [virtual], [default]
```

14.24.3 Member Function Documentation

14.24.3.1 Exists()

```
virtual bool sound4::CPresetLoader::Exists (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.24.3.2 GetAll()

```
virtual std::vector< std::filesystem::path > sound4::CPresetLoader::GetAll ( )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.24.3.3 IsReadOnly()

```
virtual bool sound4::CPresetLoader::IsReadOnly ( )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.24.3.4 Read()

```
virtual std::string sound4::CPresetLoader::Read (
            const std::filesystem::path & filename )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.24.3.5 Remove()

```
virtual bool sound4::CPresetLoader::Remove (
            const std::filesystem::path & name )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.24.3.6 Rename()

```
virtual bool sound4::CPresetLoader::Rename (
            const std::filesystem::path & from,
            const std::filesystem::path & to )  [pure virtual]
```

Implemented in MyPresetManager, and MyPresetManager.

14.24.3.7 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

14.25 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, SampleFormat fmt)
- void AudioConvertTo (const float *input, uint8_t *payload, size_t nSpl, SampleFormat fmt)
- void StereoToMono (const float *input, float *output, size_t nFrame)
- void MonoToStereo (const float *input, float *output, size_t nFrame)
- void StereoToMono_Planar (const float *inputL, const float *inputR, float *output, size_t nFrame)
- void MonoToStereo_Planar (const float *input, float *outputL, float *outputR, size_t nFrame)
- 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 SampleFormat fmt)
- SampleFormat GetFormatFromName (const std::string &name)
- unsigned int GetBytesFromFormat (const 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)

Friends

- class CBus
- class CInstance
- class CAudioConverter

14.25.1 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 313 of file sound4cl.hpp.

14.25.2 Constructor & Destructor Documentation

14.25.2.1 CProcessor()

```
sound4::CProcessor::CProcessor ( )  [default]
```

14.25.3 Member Function Documentation

14.25.3.1 GetAudioInputCount()

```
unsigned int sound4::CProcessor::GetAudioInputCount ( )  [inline]
```

Get the number of inputs for this process

Remarks

All inputs have GetChannelCount() channels

Returns

The process input count

Definition at line 802 of file sound4cl.hpp.

14.25.3.2 GetAudioOutputCount()

```
unsigned int sound4::CProcessor::GetAudioOutputCount ( )  [inline]
```

Get the number of outputs for this process

Remarks

All outputs have GetChannelCount() channels

Returns

The process outputs count

Definition at line 812 of file sound4cl.hpp.

14.25.3.3 GetBytesFromFormat()

```
unsigned int sound4::CProcessor::GetBytesFromFormat (
            const 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 849 of file sound4cl.hpp.

14.25.3.4 GetChannelCount()

```
unsigned int sound4::CProcessor::GetChannelCount ( )  [inline]
```

Get the number of channels needed by this process

Returns

The process channels count

Definition at line 792 of file sound4cl.hpp.

14.25.3.5 GetChunkSizeInFrames()

```
unsigned int sound4::CProcessor::GetChunkSizeInFrames ( )  [inline]
```

Get the default 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 GetChannelCount samples

Returns

The process chunk size in frame

Deprecated Use GetPossibleChunkSizeInFrames

Definition at line 763 of file sound4cl.hpp.

14.25.3.6 GetFormatFromName()

```
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 840 of file sound4cl.hpp.

14.25.3.7 GetFormatName()

```
std::string sound4::CProcessor::GetFormatName (
            const SampleFormat fmt )  [inline]
```

Convert format to string

Parameters

fmt	the format

Returns

the string name of the format

Definition at line 831 of file sound4cl.hpp.

14.25.3.8 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 GetChannelCount samples

Returns

An vector of possible process chunk size in frame

Definition at line 774 of file sound4cl.hpp.

14.25.3.9 GetPrefixSymbol()

```
template<typename T >
helper::DynFuncHolder< T > sound4::CProcessor::GetPrefixSymbol (
            const std::string & name )  [inline], [protected]
```

Definition at line 420 of file sound4cl.hpp.

14.25.3.10 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 822 of file sound4cl.hpp.

14.25.3.11 GetVersion()

```
std::string sound4::CProcessor::GetVersion ( )  [inline]
```

Get the process version string

Returns

version string

Definition at line 750 of file sound4cl.hpp.

14.25.3.12 IsOk()

```
bool sound4::CProcessor::IsOk ( ) const  [inline]
```

Returns

true if OK.

false if not OK.

Definition at line 637 of file sound4cl.hpp.

14.25.3.13 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 435 of file sound4cl.hpp.

14.25.3.14 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 861 of file sound4cl.hpp.

14.25.3.15 SetLogSeverity()

```
void sound4::CProcessor::SetLogSeverity (
            LogSeverity severity )  [inline]
```

Sets the log severity (global)

Definition at line 855 of file sound4cl.hpp.

14.25.4 Friends And Related Symbol Documentation

14.25.4.1 CAudioConverter

```
friend class CAudioConverter  [friend]
```

Definition at line 321 of file sound4cl.hpp.

14.25.4.2 CBus

```
friend class CBus  [friend]
```

Definition at line 319 of file sound4cl.hpp.

14.25.4.3 CInstance

```
friend class CInstance  [friend]
```

Definition at line 320 of file sound4cl.hpp.

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

- sound4cl.hpp

14.26 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

14.26.1 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 87 of file sound4.bigvoice.cl_dyn.hpp.

14.26.2 Constructor & Destructor Documentation

14.26.2.1 DynFuncHolder() [1/2]

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::DynFuncHolder ( )  [default]
```

14.26.2.2 DynFuncHolder() [2/2]

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::DynFuncHolder (
            DynFunc_t a_ptr )  [inline]
```

Definition at line 98 of file sound4.bigvoice.cl_dyn.hpp.

14.26.3 Member Function Documentation

14.26.3.1 IsOk()

```
template<typename T >
bool sound4::bigvoice::dyn::helper::DynFuncHolder< T >::IsOk ( ) const  [inline]
```

Definition at line 100 of file sound4.bigvoice.cl_dyn.hpp.

14.26.3.2 operator bool()

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::operator bool ( ) const  [inline]
```

Definition at line 99 of file sound4.bigvoice.cl_dyn.hpp.

14.26.3.3 operator T*()

```
template<typename T >
sound4::bigvoice::dyn::helper::DynFuncHolder< T >::operator T* ( ) const  [inline]
```

Definition at line 101 of file sound4.bigvoice.cl_dyn.hpp.

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

- sound4.bigvoice.cl_dyn.hpp

14.27 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

14.27.1 Detailed Description

template<typename T>
class sound4::helper::DynFuncHolder< T >

Parameters

T	is the function type, you may use decltype(fn)

Definition at line 134 of file sound4cl.hpp.

14.27.2 Constructor & Destructor Documentation

14.27.2.1 DynFuncHolder() [1/2]

```
template<typename T >
sound4::helper::DynFuncHolder< T >::DynFuncHolder ( )  [default]
```

14.27.2.2 DynFuncHolder() [2/2]

```
template<typename T >
sound4::helper::DynFuncHolder< T >::DynFuncHolder (
            DynFunc_t a_ptr )  [inline]
```

Definition at line 145 of file sound4cl.hpp.

14.27.3 Member Function Documentation

14.27.3.1 IsOk()

```
template<typename T >
bool sound4::helper::DynFuncHolder< T >::IsOk ( ) const  [inline]
```

Definition at line 147 of file sound4cl.hpp.

14.27.3.2 operator bool()

```
template<typename T >
sound4::helper::DynFuncHolder< T >::operator bool ( ) const  [inline]
```

Definition at line 146 of file sound4cl.hpp.

14.27.3.3 operator T*()

```
template<typename T >
sound4::helper::DynFuncHolder< T >::operator T* ( ) const  [inline]
```

Definition at line 148 of file sound4cl.hpp.

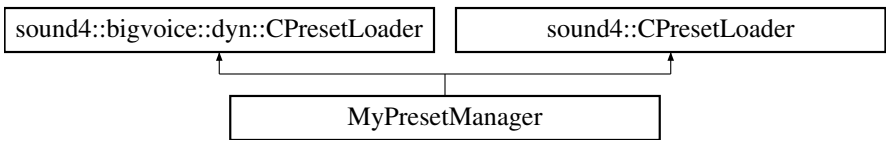
The documentation for this class was generated from the following file:

- sound4cl.hpp

14.28 MyPresetManager Class Reference

[Custom preset manager]

Inheritance diagram for MyPresetManager:



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

14.28.1 Detailed Description

Definition at line 120 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.2 Constructor & Destructor Documentation

14.28.2.1 MyPresetManager() [1/2]

```
MyPresetManager::MyPresetManager ( )  [default]
```

14.28.2.2 ~MyPresetManager() [1/2]

```
virtual MyPresetManager::~MyPresetManager ( )  [virtual], [default]
```

14.28.2.3 MyPresetManager() [2/2]

```
MyPresetManager::MyPresetManager ( )  [default]
```

14.28.2.4 ~MyPresetManager() [2/2]

```
virtual MyPresetManager::~MyPresetManager ( )  [virtual], [default]
```

14.28.3 Member Function Documentation

14.28.3.1 Exists() [1/2]

```
virtual bool MyPresetManager::Exists (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 138 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.2 Exists() [2/2]

```
virtual bool MyPresetManager::Exists (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 122 of file sound4cl-pipe.cpp.

14.28.3.3 GetAll() [1/2]

```
virtual std::vector< std::filesystem::path > MyPresetManager::GetAll ( )  [inline], [override],
[virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 154 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.4 GetAll() [2/2]

```
virtual std::vector< std::filesystem::path > MyPresetManager::GetAll ( )  [inline], [override],
[virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 138 of file sound4cl-pipe.cpp.

14.28.3.5 IsReadOnly() [1/2]

```
virtual bool MyPresetManager::IsReadOnly ( )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 137 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.6 IsReadOnly() [2/2]

```
virtual bool MyPresetManager::IsReadOnly ( )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 121 of file sound4cl-pipe.cpp.

14.28.3.7 Read() [1/2]

```
virtual std::string MyPresetManager::Read (
            const std::filesystem::path & filename )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 168 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.8 Read() [2/2]

```
virtual std::string MyPresetManager::Read (
            const std::filesystem::path & filename )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 152 of file sound4cl-pipe.cpp.

14.28.3.9 Remove() [1/2]

```
virtual bool MyPresetManager::Remove (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 143 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.10 Remove() [2/2]

```
virtual bool MyPresetManager::Remove (
            const std::filesystem::path & name )  [inline], [override], [virtual]
```

Implements sound4::bigvoice::dyn::CPresetLoader.

Definition at line 127 of file sound4cl-pipe.cpp.

14.28.3.11 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 148 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.12 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 132 of file sound4cl-pipe.cpp.

14.28.3.13 SetupPath() [1/2]

```
bool MyPresetManager::SetupPath (
            const std::filesystem::path & a_preset_path )  [inline]
```

Definition at line 125 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.14 SetupPath() [2/2]

```
bool MyPresetManager::SetupPath (
            const std::filesystem::path & a_preset_path )  [inline]
```

Definition at line 109 of file sound4cl-pipe.cpp.

14.28.3.15 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 178 of file sound4.bigvoice.cl-pipe-dyn.cpp.

14.28.3.16 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 162 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

14.29 sound4::bigvoice::dyn::helper::SampleFormat< T > Struct Template Reference

Helper for Sample format types.

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

14.29.1 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 583 of file sound4.bigvoice.cl_dyn.hpp.

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

- sound4.bigvoice.cl_dyn.hpp

14.30 sound4::bigvoice::helper::SampleFormat< T > Struct Template Reference

Helper for Sample format types.

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

14.30.1 Detailed Description

template<typename T>
struct sound4::bigvoice::helper::SampleFormat< T >

Template Parameters

T	the C type for one audio sample

Definition at line 132 of file sound4.bigvoice.cl.hpp.

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

- sound4.bigvoice.cl.hpp

14.31 sound4::helper::SampleFormat< T > Struct Template Reference

Helper for Sample format types.

`#include <sound4cl.hpp>`

14.31.1 Detailed Description

template<typename T>
struct sound4::helper::SampleFormat< T >

Template Parameters

T	the C type for one audio sample

Definition at line 113 of file sound4cl.hpp.

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

- sound4cl.hpp

14.32 SOUND4_AuxiliaryOutputInfos Struct Reference

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

Public Attributes

- char * id
  The ID of the output (fixed across versions)
- char * description
  The description of the output.
- unsigned int sample_rate
  The sampling rate of this output.
- unsigned int channel_count
  The number of channels of this output.
- const float * buffer
  The output buffer of the output. See bigvoice_ProcessAudio for format.

14.32.1 Detailed Description

Structure holding information on an auxiliary output

Definition at line 810 of file sound4.bigvoice.cl.h.

14.32.2 Member Data Documentation

14.32.2.1 buffer

```
const float* SOUND4_AuxiliaryOutputInfos::buffer
```

Definition at line 815 of file sound4.bigvoice.cl.h.

14.32.2.2 channel_count

```
unsigned int SOUND4_AuxiliaryOutputInfos::channel_count
```

Definition at line 814 of file sound4.bigvoice.cl.h.

14.32.2.3 description

```
char* SOUND4_AuxiliaryOutputInfos::description
```

Definition at line 812 of file sound4.bigvoice.cl.h.

14.32.2.4 id

```
char* SOUND4_AuxiliaryOutputInfos::id
```

Definition at line 811 of file sound4.bigvoice.cl.h.

14.32.2.5 sample_rate

```
unsigned int SOUND4_AuxiliaryOutputInfos::sample_rate
```

Definition at line 813 of file sound4.bigvoice.cl.h.

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

- sound4.bigvoice.cl.h

14.33 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.

14.33.1 Detailed Description

Information on this processor.

See also

SOUND4_GetProcessInfo

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

14.33.2 Member Data Documentation

14.33.2.1 name

```
const char* SOUND4_ProcessInfo::name
```

Definition at line 79 of file sound4.bigvoice.cl.h.

14.33.2.2 prefix

```
const char* SOUND4_ProcessInfo::prefix
```

Definition at line 80 of file sound4.bigvoice.cl.h.

14.33.2.3 shortname

```
const char* SOUND4_ProcessInfo::shortname
```

Definition at line 81 of file sound4.bigvoice.cl.h.

14.33.2.4 struct_size

```
size_t SOUND4_ProcessInfo::struct_size
```

Definition at line 78 of file sound4.bigvoice.cl.h.

14.33.2.5 version

```
const char* SOUND4_ProcessInfo::version
```

Definition at line 82 of file sound4.bigvoice.cl.h.

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

- sound4.bigvoice.cl.h

Chapter 15

File Documentation

15.1 doc_examples.h File Reference

15.2 doc_examples.h

Go to the documentation of this file.

```
00001
00022 // ------------------------------------------------------------
```

15.3 doc_gencpp.h File Reference

Namespaces

- namespace sound4

15.4 doc_gencpp.h

Go to the documentation of this file.

```
00001 namespace sound4 {
00002
00059 }; // namespace sound4
```

15.5 doc_json.h File Reference

15.6 doc_json.h

Go to the documentation of this file.

```
00001
```

15.7 doc_main.h File Reference

15.8 doc_main.h

Go to the documentation of this file.
```
00001
```

15.9 doc_params.h File Reference

15.10 doc_params.h

Go to the documentation of this file.
```
00001
00002 // ------------------------------------------------------------
```

15.11 doc_only/documentation.h File Reference

15.12 doc_only/documentation.h

Go to the documentation of this file.
```
00001
```

15.13 documentation.h File Reference

15.14 documentation.h

Go to the documentation of this file.
```
00001
```

15.15 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)

15.15.1 Function Documentation

15.15.1.1 GetEnv()

```
std::string GetEnv (
            const std::string & name )
```

Definition at line 41 of file sound4.bigvoice.cl-pipe-cxx.cpp.

15.15.1.2 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 106 of file sound4.bigvoice.cl-pipe-cxx.cpp.

15.15.1.3 MyLogger()

```
void MyLogger (
            sound4::bigvoice::LogSeverity severity,
            const std::string & msg )
```

Definition at line 101 of file sound4.bigvoice.cl-pipe-cxx.cpp.

15.15.1.4 ProcessLoop()

```
void ProcessLoop (
            sound4::bigvoice::CInstance & instance )
```

[Processing Loop]

[Processing Loop]

Definition at line 50 of file sound4.bigvoice.cl-pipe-cxx.cpp.

15.15.1.5 Usage()

```
void Usage (
            const char * progname )
```

Definition at line 81 of file sound4.bigvoice.cl-pipe-cxx.cpp.

15.16 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 // ------------------------------------------------------------
00041 std::string GetEnv(const std::string& name)
00042 {
00043     char *data=getenv(name.c_str());
00044     if (!data) return {};
00045     return std::string(data);
00046 }
00047
00048
00049 // Reads from stdin, write to stdout
00050 void ProcessLoop(sound4::bigvoice::CInstance &instance)
00051 {
00052 bool stopthread=false;
00053
00054     #if defined(_WIN32) || defined(WIN32)
00055         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00056         _setmode(_fileno(stdin), _O_BINARY);
00057         _setmode(_fileno(stdout), _O_BINARY);
00058     #endif
00059
00061     while (!stopthread)
00062     {
00063         // Read a chunk from stdin
00064         if (std::fread(instance.GetBufferIn().data(), sizeof(float),
      sound4::bigvoice::InputSampleSize, stdin) != sound4::bigvoice::InputSampleSize) {
00065             std::cerr « "ProcessLoop: input stopped"« std::endl;
00066             stopthread=true;
00067             break;
00068         }
00069         if (stopthread) break;
00070         // Process it
00071         instance.ProcessAudio();
00072         // Write it to stdout
00073         if (fwrite(instance.GetBufferOut().data(), sizeof(float), sound4::bigvoice::OutputSampleSize,
      stdout) != sound4::bigvoice::OutputSampleSize) {
00074             std::cerr « "Failed to write audio output" « std::endl;
00075             stopthread=true;
00076         }
00077     }
00079 }
00080
00081 void Usage(const char *progname)
00082 {
00083     std::cerr « "Usage: " « progname « std::endl;;
00084     std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
00085     std::cerr « "Environment:"« std::endl;;
00086     std::cerr « " - S4STORE_PATH            : path to store config [default: (no storage)]"«
      std::endl;;
00087     std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00088     std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00089     std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00090     std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;;
00091     std::cerr « std::endl;
00092     std::cerr « "Example:"« std::endl;
```

```
00093     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;;
00094     #if defined(_WIN32) || defined(WIN32)
00095         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;;
00096     #else
00097         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;;
00098     #endif
00099 }
00100
00101 void MyLogger(sound4::bigvoice::LogSeverity severity,const std::string& msg)
00102 {
00103     std::cerr « msg « std::endl;
00104 }
00105
00106 int main(int argc, const char **argv)
00107 {
00108 #if (BIGVOICE_HAS_WEBSERVER)
00109     int listen_port = 8080;
00110 #endif // (BIGVOICE_HAS_WEBSERVER)
00111     auto store_path_str=GetEnv("S4STORE_PATH");
00112
00113     // Get credentials from environment
00114     auto LoginKey=GetEnv("S4LOGINKEY");
00115     if (LoginKey.empty()) {
00116         LoginKey=GetEnv("S4USERID");
00117     }
00118     auto RadioName=GetEnv("RADIO_NAME");
00119     auto KeyId=GetEnv("ACCESS_KEY_ID");
00120     auto AccessKey=GetEnv("ACCESS_KEY_SECRET");
00121
00122     const char *progname=argv[0];
00123
00124     if (argc>1) {
00125         if ((strcasecmp(argv[1],"-h")==0) || (strcasecmp(argv[1],"--help")==0)) {
00126             Usage(progname);
00127             return 0;
00128         }
00129     }
00130     if (LoginKey.empty() || RadioName.empty() || KeyId.empty() || AccessKey.empty()) {
00131         std::cerr « "Missing credentials in environment" « std::endl;
00132         Usage(progname);
00133         return 1;
00134     }
00135     std::filesystem::path store_path;
00136     if (!store_path_str.empty()) {
00137         std::error_code ec;
00138         store_path = std::filesystem::path(store_path_str);
00139         if (!std::filesystem::exists(store_path,ec) || !std::filesystem::is_directory(store_path,ec))
      {
00140             std::cerr « "Storage folder '"«(const char*)store_path.u8string().c_str()«"' is not a
      valid directory" « std::endl;
00141             Usage(progname);
00142             return 1;
00143         }
00144     }
00145
00147     sound4::bigvoice::SetLogSeverity(verbose5);
00148     sound4::bigvoice::SetLoggerCallback(MyLogger);
00149
00150     sound4::bigvoice::CInstance instance;
00151     instance.SetParam("ADMIN_USER","admin");
00152     instance.SetParam("ADMIN_SECRET","admin");
00154
00155     std::cerr « "Creating" « std::endl;
00157     if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, store_path)) {
00158         std::cerr « "Failed to create the processing instance" « std::endl;
00159         return 1;
00160     }
00162
00163 #if (BIGVOICE_HAS_WEBSERVER)
00164     std::cerr « "Starting web server" « std::endl;
00166     if (!instance.StartWebServer(listen_port,0)) {
00167         std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
00168         return 1;
00169     }
00171 #endif // (BIGVOICE_HAS_WEBSERVER)
00172
00173     {
00175         auto client = instance.NewClient();
00176         auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
00177         std::cerr « "Request for processor name returned "«answer«std::endl;
00179     }
```

```
00180
00181     ProcessLoop(instance);
00182
00183     std::cerr « "Stopping now" « std::endl;
00184     instance.Stop();
00185
00186     std::cerr « "End" « std::endl;
00187     return 0;
00188 }
```

15.17 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]

15.17.1 Function Documentation

15.17.1.1 GetEnv()

```
std::string GetEnv (
            const std::string & name )
```

Definition at line 52 of file sound4.bigvoice.cl-pipe-dyn.cpp.

15.17.1.2 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 199 of file sound4.bigvoice.cl-pipe-dyn.cpp.

15.17.1.3 MyLogger()

```
void MyLogger (
            sound4::bigvoice::dyn::LogSeverity severity,
            const std::string & msg )
```

Definition at line 114 of file sound4.bigvoice.cl-pipe-dyn.cpp.

15.17.1.4 ProcessLoop()

```
void ProcessLoop (
            sound4::bigvoice::dyn::CInstance & instance )
```

[Processing Loop]

[Processing Loop]

Definition at line 61 of file sound4.bigvoice.cl-pipe-dyn.cpp.

15.17.1.5 Usage()

```
void Usage (
            const char * progname,
            sound4::bigvoice::dyn::CDynLib & dynlib )
```

Definition at line 92 of file sound4.bigvoice.cl-pipe-dyn.cpp.

15.18 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 // ------------------------------------------------------------
00052 std::string GetEnv(const std::string& name)
00053 {
00054     char *data=getenv(name.c_str());
00055     if (!data) return {};
00056     return std::string(data);
00057 }
00058
00059
00060 // Reads from stdin, write to stdout
00061 void ProcessLoop(sound4::bigvoice::dyn::CInstance &instance)
00062 {
00063 bool stopthread=false;
00064
00065     #if defined(_WIN32) || defined(WIN32)
00066         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00067         _setmode(_fileno(stdin), _O_BINARY);
00068         _setmode(_fileno(stdout), _O_BINARY);
00069     #endif
00070
00072     while (!stopthread)
00073     {
00074         // Read a chunk from stdin
00075         if (std::fread(instance.GetBufferIn().data(), sizeof(float),
      sound4::bigvoice::dyn::InputSampleSize, stdin) != sound4::bigvoice::dyn::InputSampleSize) {
00076             std::cerr « "ProcessLoop: input stopped"« std::endl;
00077             stopthread=true;
00078             break;
00079         }
00080         if (stopthread) break;
00081         // Process it
00082         instance.ProcessAudio();
00083         // Write it to stdout
00084         if (fwrite(instance.GetBufferOut().data(), sizeof(float),
      sound4::bigvoice::dyn::OutputSampleSize, stdout) != sound4::bigvoice::dyn::OutputSampleSize) {
00085             std::cerr « "Failed to write audio output" « std::endl;
00086             stopthread=true;
00087         }
00088     }
00090 }
00091
00092 void Usage(const char *progname, sound4::bigvoice::dyn::CDynLib &dynlib)
00093 {
00094     std::cerr « "Usage: " « progname « std::endl;;
00095     std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
00096     std::cerr « "Environment:"« std::endl;;
00097     std::cerr « " - S4STORE_PATH            : path to store config [default: (no storage)]"«
      std::endl;;
00098     std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00099     std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00100     std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00101     std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;;
00102     if (dynlib.IsOk()) {
00103         std::cerr « std::endl;
00104         std::cerr « "Example:"« std::endl;
00105         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;;
00106         #if defined(_WIN32) || defined(WIN32)
00107             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;;
00108         #else
00109             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;;
00110         #endif
```

```
00111     }
00112 }
00113
00114 void MyLogger(sound4::bigvoice::dyn::LogSeverity severity,const std::string& msg)
00115 {
00116     std::cerr « msg « std::endl;
00117 }
00118
00120 class MyPresetManager : public sound4::bigvoice::dyn::CPresetLoader {
00121 public:
00122     MyPresetManager() = default;
00123     virtual ~MyPresetManager() = default;
00124
00125     bool SetupPath(const std::filesystem::path& a_preset_path)
00126         {
00127             m_preset_path=a_preset_path;
00128             std::error_code ec;
00129             if ( !std::filesystem::exists(m_preset_path,ec ) ) {
00130                 return false;
00131             }
00132             if ( !std::filesystem::is_directory(m_preset_path, ec) ) {
00133                 return false;
00134             }
00135             return true;
00136         }
00137     virtual bool IsReadOnly() override { return false; };
00138     virtual bool Exists(const std::filesystem::path &name) override
00139         {
00140             std::error_code ec;
00141             return std::filesystem::exists(GetRealPath(name), ec);
00142         }
00143     virtual bool Remove(const std::filesystem::path &name) override
00144         {
00145             std::error_code ec;
00146             return std::filesystem::remove(GetRealPath(name), ec);
00147         }
00148     virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) override
00149         {
00150             std::error_code ec;
00151             std::filesystem::rename(GetRealPath(from), GetRealPath(to), ec);
00152             return (!ec);
00153         }
00154     virtual std::vector<std::filesystem::path> GetAll() override
00155         {
00156             std::vector<std::filesystem::path> list;
00157             std::error_code ec;
00158             for (auto it = std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied, ec);
00159                  !ec && it != std::filesystem::directory_iterator{};
00160                   it.increment(ec) )
00161             {
00162                 if (it->is_regular_file(ec)) {
00163                     list.push_back(it->path().lexically_relative(m_preset_path));
00164                 }
00165             }
00166             return list;
00167         }
00168     virtual std::string Read(const std::filesystem::path &filename) override
00169         {
00170             std::ifstream f(GetRealPath(filename));
00171             if ( f.fail() ) {
00172                 return std::string();
00173             }
00174             std::ostringstream ss;
00175             ss « f.rdbuf();
00176             return ss.str();
00177         }
00178     virtual bool Write(const std::filesystem::path &filename, const std::string &content) override
00179         {
00180             std::ofstream f(GetRealPath(filename));
00181             if ( f.fail() ) {
00182                 return false;
00183             }
00184             f « content;
00185             if ( f.fail() ) {
00186                 return false;
00187             }
00188             return true;
00189         }
00190 private:
00191     std::filesystem::path m_preset_path;
00192     std::filesystem::path GetRealPath(const std::filesystem::path &name)
00193         {
00194             return m_preset_path / name;
00195         }
00196 };
00198
```

```
00199 int main(int argc, const char **argv)
00200 {
00201 #if (BIGVOICE_HAS_WEBSERVER)
00202     int listen_port = 8080;
00203 #endif // (BIGVOICE_HAS_WEBSERVER)
00204     auto store_path_str=GetEnv("S4STORE_PATH");
00205 
00206     // Get credentials from environment
00207     auto LoginKey=GetEnv("S4LOGINKEY");
00208     if (LoginKey.empty()) {
00209         LoginKey=GetEnv("S4USERID");
00210     }
00211     auto RadioName=GetEnv("RADIO_NAME");
00212     auto KeyId=GetEnv("ACCESS_KEY_ID");
00213     auto AccessKey=GetEnv("ACCESS_KEY_SECRET");
00214 
00215     const char *progname=argv[0];
00216 
00217 
00219     sound4::bigvoice::dyn::CDynLib dynlib;
00220     if (!dynlib.Load()) {
00221         std::cerr « "Failed to load processing library" « std::endl;
00222         return 1;
00223     }
00225 
00226     if (argc>1) {
00227         if ((strcasecmp(argv[1],"-h")==0) || (strcasecmp(argv[1],"--help")==0)) {
00228             Usage(progname,dynlib);
00229             return 0;
00230         }
00231     }
00232     if (LoginKey.empty() || RadioName.empty() || KeyId.empty() || AccessKey.empty()) {
00233         std::cerr « "Missing credentials in environment" « std::endl;
00234         Usage(progname,dynlib);
00235         return 1;
00236     }
00237     std::filesystem::path store_path;
00238     if (!store_path_str.empty()) {
00239         std::error_code ec;
00240         store_path = std::filesystem::path(store_path_str);
00241         if (!std::filesystem::exists(store_path,ec) || !std::filesystem::is_directory(store_path,ec))
    {
00242             std::cerr « "Storage folder '"«(const char*)store_path.u8string().c_str()«"' is not a
    valid directory" « std::endl;
00243             Usage(progname,dynlib);
00244             return 1;
00245         }
00246     }
00247 
00249     sound4::bigvoice::dyn::SetLogSeverity(dynlib, verbose5);
00250     sound4::bigvoice::dyn::SetLoggerCallback(dynlib, MyLogger);
00251 
00252     sound4::bigvoice::dyn::CInstance instance(dynlib);
00253     instance.SetParam("ADMIN_USER","admin");
00254     instance.SetParam("ADMIN_SECRET","admin");
00256 
00258     MyPresetManager preset_manager;
00259     if (!store_path.empty()) {
00260         if (!preset_manager.SetupPath(store_path)) {
00261             std::cerr « "Failed to setup the custom preset manager on path " « (const
    char*)store_path.u8string().c_str() « std::endl;
00262             return 1;
00263         }
00264         instance.SetPresetManager(&preset_manager);
00265     }
00267 
00268     std::cerr « "Creating" « std::endl;
00270     if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, {})) {
00271         std::cerr « "Failed to create the processing instance" « std::endl;
00272         return 1;
00273     }
00275 
00276 #if (BIGVOICE_HAS_WEBSERVER)
00277     std::cerr « "Starting web server" « std::endl;
00279     if (!instance.StartWebServer(listen_port,0)) {
00280         std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
00281         return 1;
00282     }
00284 #endif // (BIGVOICE_HAS_WEBSERVER)
00285 
00286     {
00288         auto client = instance.NewClient();
00289         auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
00290         std::cerr « "Request for processor name returned "«answer«std::endl;
00292     }
00293 
00294     ProcessLoop(instance);
```

```
00295
00296     std::cerr « "Stopping now" « std::endl;
00297     instance.Stop();
00298
00299     std::cerr « "End" « std::endl;
00300     return 0;
00301 }
```

15.19 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 <filesystem>
#include <io.h>
#include <fcntl.h>
#include <stringapiset.h>
#include <sound4.bigvoice.cl.h>
```

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[ ])

15.19.1 Macro Definition Documentation

15.19.1.1 CHANNEL_COUNT

```
#define CHANNEL_COUNT 2
```

Definition at line 22 of file sound4.bigvoice.cl-pipe.cpp.

15.19.1.2 CHUNK_SIZE

```
#define CHUNK_SIZE 64
```

Definition at line 21 of file sound4.bigvoice.cl-pipe.cpp.

15.19.1.3 SAMPLE_RATE

```
#define SAMPLE_RATE 48000
```

Definition at line 20 of file sound4.bigvoice.cl-pipe.cpp.

15.19.2 Function Documentation

15.19.2.1 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 84 of file sound4.bigvoice.cl-pipe.cpp.

15.19.2.2 MyLogger()

```
void MyLogger (
            bigvoice_LogSeverity severe,
            const char * str )
```

Definition at line 78 of file sound4.bigvoice.cl-pipe.cpp.

15.19.2.3 ProcessLoop()

```
void ProcessLoop (
            struct bigvoice_CInstance * pInstance )
```

[Processing Loop]

[Processing Loop]

Definition at line 25 of file sound4.bigvoice.cl-pipe.cpp.

15.19.2.4 Usage()

```
void Usage (
            const char * progname )
```

Definition at line 58 of file sound4.bigvoice.cl-pipe.cpp.

15.20 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 #if (__cplusplus<201703L)
00010     #error "Need C++17 for this example"
00011 #endif
00012 #include <filesystem>
00013 #if defined(_WIN32) || defined(WIN32)
00014     #include <io.h>
00015     #include <fcntl.h>
00016     #include <stringapiset.h>   // UTF-8 conversion
00017 #endif
00018 #include <sound4.bigvoice.cl.h>
00019
00020 #define SAMPLE_RATE       48000
00021 #define CHUNK_SIZE        64
00022 #define CHANNEL_COUNT     2
00023
00024 // Reads from stdin, write to stdout
00025 void ProcessLoop(struct bigvoice_CInstance *pInstance)
00026 {
00028 bool stopthread=false;
00029 alignas(64) float audio_in[CHUNK_SIZE*CHANNEL_COUNT];
00030 alignas(64) float audio_out[CHUNK_SIZE*CHANNEL_COUNT];
00031
00032     #if defined(_WIN32) || defined(WIN32)
00033         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00034         _setmode(_fileno(stdin), _O_BINARY);
00035         _setmode(_fileno(stdout), _O_BINARY);
00036     #endif
00037
00038     while (!stopthread)
00039     {
00040         // Read a chunk from stdin
00041         if (std::fread(&audio_in[0], sizeof(float), CHUNK_SIZE*CHANNEL_COUNT, stdin) !=
    CHUNK_SIZE*CHANNEL_COUNT) {
00042             std::cerr « "ProcessLoop: input stopped"« std::endl;
00043             stopthread=true;
00044             break;
00045         }
00046         if (stopthread) break;
00047         // Process it
00048         bigvoice_ProcessAudio(pInstance, audio_in, audio_out);
00049         // Write it to stdout
00050         if (fwrite(&audio_out[0], sizeof(float), CHUNK_SIZE*CHANNEL_COUNT, stdout) !=
    CHUNK_SIZE*CHANNEL_COUNT) {
00051             std::cerr « "Failed to write audio output" « std::endl;
00052             stopthread=true;
00053         }
00054     }
00056 }
00057
00058 void Usage(const char *progname)
00059 {
00060     std::cerr « "Usage: " « progname « std::endl;;
00061     std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
00062     std::cerr « "Environment:"« std::endl;;
00063     std::cerr « " - S4STORE_PATH            : path to store config [default: ./state]"« std::endl;;
00064     std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00065     std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00066     std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00067     std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;;
00068     std::cerr « std::endl;
00069     std::cerr « "Example:"« std::endl;
00070     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;;
00071     #if defined(_WIN32) || defined(WIN32)
00072         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;;
00073     #else
00074         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;;
00075     #endif
00076 }
00077
00078 void MyLogger(bigvoice_LogSeverity severe [[maybe_unused]], const char *str)
00079 {
00080     std::cerr « str « std::endl;
```

```
00081 }
00082
00083
00084 int main(int argc, char *const argv[])
00085 {
00086     struct bigvoice_CInstance *pInstance = NULL;
00087     const char *store_path_str=getenv("S4STORE_PATH");
00088     // Get credentials from environment
00089     char *pLoginKey=getenv("S4LOGINKEY");
00090     if (!pLoginKey) {
00091         pLoginKey=getenv("S4USERID");
00092     }
00093     char *pRadioName=getenv("RADIO_NAME");
00094     char *pKeyId=getenv("ACCESS_KEY_ID");
00095     char *pAccessKey=getenv("ACCESS_KEY_SECRET");
00096
00097     const char *progname=argv[0];
00098
00099     if (argc>1) {
00100         if ((strcasecmp(argv[1],"-h")==0) || (strcasecmp(argv[1],"--help")==0)) {
00101             Usage(progname);
00102             return 0;
00103         }
00104     }
00105     if (!pLoginKey || !pRadioName || !pKeyId || !pAccessKey) {
00106         std::cerr « "Missing credentials in environment" « std::endl;
00107         Usage(progname);
00108         return 1;
00109     }
00110     std::error_code ec;
00111     std::filesystem::path fs_store_path;
00112     if (!store_path_str || store_path_str[0]==0) {
00113         fs_store_path=std::filesystem::current_path(ec) / "state";
00114     } else {
00115         fs_store_path = std::filesystem::path(store_path_str);
00116     }
00117     if (!std::filesystem::exists(fs_store_path,ec) ||
      !std::filesystem::is_directory(fs_store_path,ec)) {
00118         std::cerr « "Storage folder '"«(const char*)fs_store_path.u8string().c_str()«"' is not a valid
      directory" « std::endl;
00119         Usage(progname);
00120         return 1;
00121     }
00122     std::string store_path;
00123     #ifdef _WIN32
00124     {
00125         // Convert path to UTF-8
00126         std::wstring wstr(fs_store_path.wstring());
00127         if (wstr.empty()) return {};
00128         int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL, NULL);
00129         std::string str(size, 0);
00130         WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00131         store_path=str;
00132     }
00133     #else // !_WIN32
00134         store_path=fs_store_path;
00135     #endif // !_WIN32
00136
00138     // Optional: Use our own logging, instead of default color output to stderr.
00139     //bigvoice_SetLoggerCallback(&MyLogger);
00140
00141     //bigvoice_SetLogSeverity(bigvoice_LogSeverity::info);
00142     bigvoice_SetLogSeverity(bigvoice_LogSeverity::verbose5);
00143
00144     std::cerr « "Process version: " « bigvoice_GetVersion() « std::endl;
00145     // Do some sanity checks
00146     if (bigvoice_GetSampleRate()!=SAMPLE_RATE) {
00147       std::cerr « "Bad library sampling rate, expecting '"«SAMPLE_RATE«"' but has "«
      bigvoice_GetSampleRate() « std::endl;
00148       return 1;
00149     }
00150     if (bigvoice_GetChunkSizeInFrames()!=CHUNK_SIZE) {
00151       std::cerr « "Bad library frame size, expecting '"«CHUNK_SIZE«"' but has "«
      bigvoice_GetChunkSizeInFrames() « std::endl;
00152       return 1;
00153     }
00154     if (bigvoice_GetChannelCount()!=CHANNEL_COUNT) {
00155       std::cerr « "Bad library channel count, expecting '"«CHANNEL_COUNT«"' but has "«
      bigvoice_GetChannelCount() « std::endl;
00156       return 1;
00157     }
00159
00161     // Setup parameters
00162     struct bigvoice_CParameters *params = bigvoice_NewParameters();
00163     // Optional: activate web authentication, set admin password
00164     // This creates the authentication only for a new storage path
00165     bigvoice_SetParameter(params,"ADMIN_USER", "admin");
```

```
00166     bigvoice_SetParameter(params,"ADMIN_SECRET", "admin");
00167
00168     // Create the processing instance
00169     pInstance=bigvoice_InitProcess2(pLoginKey,pRadioName,pKeyId,pAccessKey,store_path.c_str(),
      params);
00170     bigvoice_FreeParameters(params);
00171     if (!pInstance) {
00172       std::cerr « "Failed to create the process instance"« std::endl;
00173       return 1;
00174     }
00175
00176     // Start the update thread, without JSON server (low priority)
00177     std::thread updater([pInstance](){
00178        // will returned when stopped or destroyed
00179        std::cerr « "bigvoice_StartUpdateThread (no json port)" « std::endl;
00180        bigvoice_StartUpdateThread(pInstance, 0);
00181        std::cerr « "bigvoice_StartUpdateThread END" « std::endl;
00182      });
00183
00184     // This is not mandatory, but better be sure we are ready right now
00185     std::cerr « "Waiting update thread" « std::endl;
00186     if (bigvoice_WaitUpdateThreadReady(pInstance, 5000)<0) {
00187         std::cerr « "Timeout to create the process instance"« std::endl;
00188     }
00189     std::cerr « "Waiting update thread DONE" « std::endl;
00190
00191 #if (BIGVOICE_HAS_WEBSERVER)
00193     // Starts a web server, listening on port http://localhost:8080, https://localhost:8443
00194     std::cerr « "Starting web server" « std::endl;
00195     int listenport= 8080;
00196     int listenport_secure= 8443;
00197     uint64_t webserver= SOUND4_INVALID_WEBSERVER_ID;
00198     if (listenport || listenport_secure) {
00199         webserver = bigvoice_Webserver(listenport,listenport_secure,pInstance);
00200         if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
00201             std::cerr « "Starting web server FAILED" « std::endl;
00202         } else {
00203             int web_status=bigvoice_Webserver_Status(webserver);
00204             if (listenport) {
00205                 if (web_status & SOUND4_WEBSERVER_HTTP_OK) {
00206                     std::cerr « "Web server listening on port " « listenport;
00207                 } else {
00208                     std::cerr « "Web server failed to listen on port " « listenport;
00209                 }
00210             }
00211             if (listenport_secure) {
00212                 if (web_status & SOUND4_WEBSERVER_HTTPS_OK) {
00213                     std::cerr « "Web server listening on secure port " « listenport_secure;
00214                 } else {
00215                     std::cerr « "Web server failed to listen on secure port " « listenport_secure;
00216                 }
00217             }
00218             std::cerr « "Starting web server DONE" « std::endl;
00219         }
00220     }
00222 #endif // (BIGVOICE_HAS_WEBSERVER)
00223
00224      // Force load a factory preset now
00225      // Could be used instead of setting a store_path
00226      /*{
00227          bigvoice_CClientInstance *pClient=bigvoice_NewClient(pInstance);
00228          const char *answer=bigvoice_ProcessJson(pClient, "{ \"factoryload\": \"All Programs\" }",
      NULL);
00229          std::cerr « "Loaded factory preset answer: " « answer« std::endl;
00230          bigvoice_FreeJsonAnswer(answer);
00231          bigvoice_DeleteClient(pClient);
00232      }*/
00234
00235     std::cerr « "Estimated delay " « ( bigvoice_GetEstimatedDelay(pInstance)*1000.0/SAMPLE_RATE ) « "
      ms" « std::endl;
00236
00237     ProcessLoop(pInstance);
00238
00240 #if (BIGVOICE_HAS_WEBSERVER)
00241     // Stopping the webserver
00242     std::cerr « "Stopping web server" « std::endl;
00243     bigvoice_Webserver_Stop(webserver, 1000);
00244     std::cerr « "Stopping web server DONE" « std::endl;
00245 #endif // (BIGVOICE_HAS_WEBSERVER)
00246
00247     // Stopping the processing instance
00248     std::cerr « "Stopping Update thread" « std::endl;
00249     bigvoice_StopUpdateThread(pInstance); // this will exit the update thread
00250     std::cerr « "Stopping Update thread DONE" « std::endl;
00251
00252     updater.join();
00253
```

```
00254     bigvoice_ExitProcess(pInstance);
00256
00257     return 0;
00258 }
```

15.21 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]

15.21.1 Function Documentation

15.21.1.1 GetEnv()

```
std::string GetEnv (
            const std::string & name )
```

Definition at line 61 of file sound4cl-pipe.cpp.

15.21.1.2 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 183 of file sound4cl-pipe.cpp.

15.21.1.3 ProcessLoop()

```
void ProcessLoop (
             sound4::CInstance & instance,
             sound4::CProcessor & processor )
```

[Processing Loop]

[Processing Loop]

Definition at line 70 of file sound4cl-pipe.cpp.

15.22 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 // ------------------------------------------------------------
00061 std::string GetEnv(const std::string& name)
00062 {
00063     char *data=getenv(name.c_str());
00064     if (!data) return {};
00065     return std::string(data);
00066 }
00067
00068
00069 // Reads from stdin, write to stdout
00070 void ProcessLoop(sound4::CInstance &instance, sound4::CProcessor &processor)
00071 {
00072 bool stopthread=false;
00073
00074     #if defined(_WIN32) || defined(WIN32)
00075         // Windows: The stdin, stdout, and stderr streams always open in text mode by default
00076         _setmode(_fileno(stdin), _O_BINARY);
00077         _setmode(_fileno(stdout), _O_BINARY);
00078     #endif
00079
00081     size_t input_sample_count = instance.GetChunkFrames() * processor.GetChannelCount();
00082     size_t output_sample_count = instance.GetChunkFrames() * processor.GetChannelCount();
00083     while (!stopthread)
00084     {
00085         // Read a chunk from stdin
00086         if (std::fread(instance.GetBufferIn(), sizeof(float), input_sample_count, stdin) !=
      input_sample_count) {
00087             std::cerr « "ProcessLoop: input stopped"« std::endl;
00088             stopthread=true;
00089             break;
00090         }
00091         if (stopthread) break;
00092         // Process it
00093         instance.ProcessAudio();
00094         // Write it to stdout
00095         if (fwrite(instance.GetBufferOut(), sizeof(float), output_sample_count, stdout) !=
      output_sample_count) {
00096             std::cerr « "Failed to write audio output" « std::endl;
00097             stopthread=true;
00098         }
00099     }
00101 }
00102
00104 class MyPresetManager : public sound4::CPresetLoader {
00105 public:
00106     MyPresetManager() = default;
00107     virtual ~MyPresetManager() = default;
00108
00109     bool SetupPath(const std::filesystem::path& a_preset_path)
00110         {
00111             m_preset_path=a_preset_path;
00112             std::error_code ec;
00113             if ( !std::filesystem::exists(m_preset_path,ec ) ) {
00114                 return false;
00115             }
00116             if ( !std::filesystem::is_directory(m_preset_path, ec) ) {
00117                 return false;
00118             }
00119             return true;
00120         }
00121     virtual bool IsReadOnly() override { return false; };
00122     virtual bool Exists(const std::filesystem::path &name) override
00123         {
00124             std::error_code ec;
00125             return std::filesystem::exists(GetRealPath(name), ec);
00126         }
00127     virtual bool Remove(const std::filesystem::path &name) override
```

```
00128         {
00129             std::error_code ec;
00130             return std::filesystem::remove(GetRealPath(name), ec);
00131         }
00132     virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) override
00133         {
00134             std::error_code ec;
00135             std::filesystem::rename(GetRealPath(from), GetRealPath(to), ec);
00136             return (!ec);
00137         }
00138     virtual std::vector<std::filesystem::path> GetAll() override
00139         {
00140             std::vector<std::filesystem::path> list;
00141             std::error_code ec;
00142             for (auto it = std::filesystem::directory_iterator(m_preset_path.c_str(),
      std::filesystem::directory_options::skip_permission_denied, ec);
00143                 !ec && it != std::filesystem::directory_iterator{};
00144                  it.increment(ec) )
00145             {
00146                 if (it->is_regular_file(ec)) {
00147                     list.push_back(it->path().lexically_relative(m_preset_path));
00148                 }
00149             }
00150             return list;
00151         }
00152     virtual std::string Read(const std::filesystem::path &filename) override
00153         {
00154             std::ifstream f(GetRealPath(filename));
00155             if ( f.fail() ) {
00156                 return std::string();
00157             }
00158             std::ostringstream ss;
00159             ss « f.rdbuf();
00160             return ss.str();
00161         }
00162     virtual bool Write(const std::filesystem::path &filename, const std::string &content) override
00163         {
00164             std::ofstream f(GetRealPath(filename));
00165             if ( f.fail() ) {
00166                 return false;
00167             }
00168             f « content;
00169             if ( f.fail() ) {
00170                 return false;
00171             }
00172             return true;
00173         }
00174 private:
00175     std::filesystem::path m_preset_path;
00176     std::filesystem::path GetRealPath(const std::filesystem::path &name)
00177         {
00178             return m_preset_path / name;
00179         }
00180 };
00182
00183 int main(int argc, const char **argv)
00184 {
00185     int listen_port = 8080;
00186     auto store_path_str=GetEnv("S4STORE_PATH");
00188     std::string libname =  "libsound4.bigvoice.cl.so";
00190
00191
00192     // Get credentials from environment
00193     auto LoginKey=GetEnv("S4LOGINKEY");
00194     if (LoginKey.empty()) {
00195         LoginKey=GetEnv("S4USERID");
00196     }
00197     auto RadioName=GetEnv("RADIO_NAME");
00198     auto KeyId=GetEnv("ACCESS_KEY_ID");
00199     auto AccessKey=GetEnv("ACCESS_KEY_SECRET");
00200
00201     const char *progname=argv[0];
00202     for (int n=1;n<argc;n++) {
00203         std::string arg = argv[n];
00204         if (arg=="-p" || arg=="--port") {
00205             if (argc<n+1) {
00206                 std::cerr « "--port needs a number"« std::endl;
00207                 return 1;
00208             }
00209             n++;
00210             listen_port=atoi(argv[n]);
00211         } else if (arg=="-l" || arg=="--lib") {
00212             if (argc<n+1) {
00213                 std::cerr « "--port needs a number"« std::endl;
00214                 return 1;
00215             }
00216             n++;
```

```
00217             libname=argv[n];
00218         } else if (arg=="-h" || arg=="--help") {
00219             std::cerr « "Usage: " « progname « " [-p port] [-l libname.so]"«std::endl;;
00220             std::cerr « "  Reads audio from stdin and return processed audio in stdout" « std::endl;
00221             std::cerr « "   -l, --lib   : library to load ["«libname«"]" « std::endl;
00222             std::cerr « "   -p, --port  : port for web server ["«listen_port«"]" « std::endl;
00223             std::cerr « std::endl;
00224             std::cerr « "Environment:"« std::endl;;
00225             std::cerr « " - S4STORE_PATH            : path to store config [default: (no storage)]"«
      std::endl;;
00226             std::cerr « " - S4LOGINKEY              : SOUND4 Login key (or S4USERID)"« std::endl;;
00227             std::cerr « " - RADIO_NAME              : SOUND4 Radio Name"« std::endl;;
00228             std::cerr « " - ACCESS_KEY_ID           : SOUND4 Access Key ID"« std::endl;;
00229             std::cerr « " - ACCESS_KEY_SECRET       : SOUND4 Access Key Secret"« std::endl;
00230             std::cerr « std::endl;
00231             std::cerr « "Example:"« std::endl;
00232             std::cerr « "  ffmpeg -re -i file.wav -ar 48000 -ac 1 -f f32le - | "«progname«" | ffplay
      -f f32le -ar 48000 -ac 1 -i -" « std::endl;;
00233             #if defined(_WIN32) || defined(WIN32)
00234             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;;
00235             #else
00236             std::cerr « "  ffmpeg -f pulse -i default -ar 48000 -ac 1 -f f32le - | "«progname«" |
      ffplay -f f32le -ar 48000 -ac 1 -i -" « std::endl;;
00237             #endif
00238             return 0;
00239         } else {
00240             std::cerr « "unknown argument '"«arg«"'"« std::endl;
00241             return 1;
00242         }
00243     }
00244
00245
00247     sound4::CProcessor processor;
00248     if (!processor.Load(libname)) {
00249         std::cerr « "Failed to load processing library" « std::endl;
00250         return 1;
00251     }
00253
00254     if (LoginKey.empty() || RadioName.empty() || KeyId.empty() || AccessKey.empty()) {
00255         std::cerr « "Missing credentials in environment" « std::endl;
00256         return 1;
00257     }
00258     std::filesystem::path store_path;
00259     if (!store_path_str.empty()) {
00260         store_path = std::filesystem::path(store_path_str);
00261         std::error_code ec;
00262         if (!std::filesystem::exists(store_path,ec) || !std::filesystem::is_directory(store_path,ec))
      {
00263             std::cerr « "Storage folder '"«(const char*)store_path.u8string().c_str()«"' is not a
      valid directory" « std::endl;
00264             return 1;
00265         }
00266     }
00267
00269     processor.SetLogSeverity(sound4::verbose5);
00270     processor.SetLoggerCallback([](sound4::LogSeverity severity,const std::string& msg) {
00271             std::cerr « msg « std::endl;
00272         });
00273
00274     sound4::CInstance instance(processor);
00275     instance.SetParam("ADMIN_USER","admin");
00276     instance.SetParam("ADMIN_SECRET","admin");
00278
00280     MyPresetManager preset_manager;
00281     if (!store_path.empty()) {
00282         if (!preset_manager.SetupPath(store_path)) {
00283             std::cerr « "Failed to setup the custom preset manager on path " « (const
      char*)store_path.u8string().c_str() « std::endl;
00284             return 1;
00285         }
00286         instance.SetPresetManager(&preset_manager);
00287     }
00289
00290     std::cerr « "Creating" « std::endl;
00292     if (!instance.Create(LoginKey, RadioName, KeyId, AccessKey, {})) {
00293         std::cerr « "Failed to create the processing instance" « std::endl;
00294         return 1;
00295     }
00297
00298     std::cerr « "Starting web server" « std::endl;
00300     if (!instance.StartWebServer(listen_port,0)) {
00301         std::cerr « "Failed to create the web server on port " « listen_port « std::endl;
00302         return 1;
00303     }
00305
00306     {
```

```
00308         auto client = instance.NewClient();
00309         auto answer = client->ProcessJson(R"JSON({"get":{"processorname":null}})JSON");
00310         std::cerr « "Request for processor name returned "«answer«std::endl;
00312     }
00313
00314     ProcessLoop(instance, processor);
00315
00316     std::cerr « "Stopping now" « std::endl;
00317     instance.Stop();
00318
00319     std::cerr « "End" « std::endl;
00320     return 0;
00321 }
```

15.23 sound4.bigvoice.cl.h File Reference

C interface for library.

```
#include <windows.h>
#include <stdint.h>
```

Classes

- struct SOUND4_ProcessInfo
- struct SOUND4_AuxiliaryOutputInfos

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 struct _tlgProvider_t const * TraceLoggingHProvider
- 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 }
- enum bigvoice_ConverterTargetMode {
  ConverterTargetMode_AsInput = 0 , ConverterTargetMode_Mono , ConverterTargetMode_Stereo ,
  ConverterTargetMode_StereoToMono ,
  ConverterTargetMode_MonoToStereo }

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_SetInstanceTracing (struct bigvoice_CParameters ∗params, TraceLoggingHProvider tracing↩ _provider, GUID activity_guid)
- void bigvoice_SetInstanceTracingProcessActivity (struct bigvoice_CInstance ∗instance, GUID activity_guid)
- 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)
- struct SOUND4_AuxiliaryOutputInfos ** bigvoice_GetAuxiliaryAudioOutputInfos (struct bigvoice_CInstance *instance)
- void bigvoice_FreeAuxiliaryAudioInfos (struct SOUND4_AuxiliaryOutputInfos **infos)
- int bigvoice_ActivateAuxiliaryAudioID (struct bigvoice_CInstance *instance, const char *id)
- unsigned int bigvoice_GetAuxiliaryAudioEstimatedDelay (struct bigvoice_CInstance *instance, const char *id)
- 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_CAudioConverter * bigvoice_GetAudioConverter (enum bigvoice_SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset, enum bigvoice_ConverterTargetMode target_mode)
- void bigvoice_FreeAudioConverter (struct bigvoice_CAudioConverter *converter)
- void bigvoice_AudioConverter_From (struct bigvoice_CAudioConverter *converter, const uint8_t *payload, float *output)
- void bigvoice_AudioConverter_To (struct bigvoice_CAudioConverter *converter, 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)

15.23.1 Macro Definition Documentation

15.23.1.1 BIGVOICE_DECL

```
#define BIGVOICE_DECL __declspec(dllimport)
```

Definition at line 14 of file sound4.bigvoice.cl.h.

15.23.1.2 BIGVOICE_HAS_CLOUDBUS

```
#define BIGVOICE_HAS_CLOUDBUS 1
```

Definition at line 26 of file sound4.bigvoice.cl.h.

15.23.1.3 BIGVOICE_HAS_WEBSERVER

```
#define BIGVOICE_HAS_WEBSERVER 1
```

Definition at line 25 of file sound4.bigvoice.cl.h.

15.23.2 Typedef Documentation

15.23.2.1 TraceLoggingHProvider

```
typedef struct _tlgProvider_t const* TraceLoggingHProvider
```

Definition at line 418 of file sound4.bigvoice.cl.h.

15.24 sound4.bigvoice.cl.h

Go to the documentation of this file.

```
00001
00004 #pragma once
00005
00006 #ifdef __unix__
00007     #include <sys/types.h>
00008     #define BIGVOICE_DECL       __attribute__ ((visibility ("default")))
00009 #elif defined(_WIN32) || defined(WIN32)
00010     #include <windows.h>
00011     #ifdef BUILDING_BIGVOICE_DLL
00012         #define BIGVOICE_DECL   __declspec(dllexport)
00013     #else
00014         #define BIGVOICE_DECL   __declspec(dllimport)
00015     #endif
00016     #ifdef _MSC_VER
00017         #pragma warning(disable : 4996)
00018     #endif
00019 #elif defined(__APPLE__)
00020     #include <sys/types.h>
00021     #define BIGVOICE_DECL       __attribute__ ((visibility ("default")))
00022 #endif
00023 #include <stdint.h>
00024
00025 #define BIGVOICE_HAS_WEBSERVER 1
00026 #define BIGVOICE_HAS_CLOUDBUS 1
00027
00028 #ifdef __cplusplus
00029 extern "C" {
00030 #endif // __cplusplus
00031
00032 // ------------------------------------------------------------
00046 #define BIGVOICE_AUDIOFRAME_COUNT      12
00052 #define BIGVOICE_CHANNEL_COUNT          1
00058 #define BIGVOICE_AUDIO_INPUT_COUNT      1
00064 #define BIGVOICE_AUDIO_OUTPUT_COUNT     1
00070 #define BIGVOICE_SAMPLE_RATE            48000
00071
00077 struct SOUND4_ProcessInfo {
00078     size_t struct_size;
00079     const char *name;
00080     const char *prefix;
00081     const char *shortname;
00082     const char *version;
00083 };
00084
00092 BIGVOICE_DECL const struct SOUND4_ProcessInfo* SOUND4_GetProcessInfo();
00093
00099 BIGVOICE_DECL const char *bigvoice_GetVersion();
00100
00113 BIGVOICE_DECL unsigned int bigvoice_GetChunkSizeInFrames();
00114
00123 BIGVOICE_DECL unsigned int* bigvoice_GetPossibleChunkSizeInFrames();
00124
00132 BIGVOICE_DECL unsigned int bigvoice_GetChannelCount();
00133
00142 BIGVOICE_DECL unsigned int bigvoice_GetAudioInputCount();
00143
00152 BIGVOICE_DECL unsigned int bigvoice_GetAudioOutputCount();
00153
00161 BIGVOICE_DECL unsigned int bigvoice_GetSampleRate();
00162
00166 enum bigvoice_LogSeverity {
00167     none     = 0,
00168     fatal    = 1,
00169     error    = 2,
00170     warning  = 3,
00171     info     = 4,
00172     verbose  = 5,
00173     verbose2 = 6,
00174     verbose3 = 7,
00175     verbose4 = 8,
00176     verbose5 = 9,
00177 };
00178
00185 typedef void (*bigvoice_loggerfn) (enum bigvoice_LogSeverity, const char *);
00186
00196 BIGVOICE_DECL void bigvoice_SetLoggerCallback( bigvoice_loggerfn logger );
00197
00205 BIGVOICE_DECL void bigvoice_SetLogSeverity( enum bigvoice_LogSeverity severity );
00206
00209 // ------------------------------------------------------------
00217 // ------------------------------------------------------------
00221 struct bigvoice_CInstance;
```

```
00222
00226 struct bigvoice_CParameters;
00227
00235 BIGVOICE_DECL struct bigvoice_CParameters *bigvoice_NewParameters();
00236
00240 BIGVOICE_DECL void bigvoice_FreeParameters(struct bigvoice_CParameters *params);
00241
00253 BIGVOICE_DECL void bigvoice_SetParameter(struct bigvoice_CParameters *params, const char *name, const
      char *value);
00254
00260 BIGVOICE_DECL const char *bigvoice_GetParameter(struct bigvoice_CParameters *params, const char
      *name);
00261
00267 BIGVOICE_DECL void bigvoice_FreeParameterValue(const char *value);
00268
00276 BIGVOICE_DECL struct bigvoice_CInstance *bigvoice_InitProcess(
00277         const char *LoginKey,
00278         const char *RadioName,
00279         const char *Access_Key_ID,
00280         const char *Access_Key_Secret,
00281         const char *save_path
00282     );
00283
00291 BIGVOICE_DECL struct bigvoice_CInstance *bigvoice_InitProcess2(
00292         const char *LoginKey,
00293         const char *RadioName,
00294         const char *Access_Key_ID,
00295         const char *Access_Key_Secret,
00296         const char *save_path,
00297         const struct bigvoice_CParameters *parameters
00298     );
00299
00327 BIGVOICE_DECL struct bigvoice_CInstance *bigvoice_InitProcess3(
00328         const char *LoginKey,
00329         const char *RadioName,
00330         const char *Access_Key_ID,
00331         const char *Access_Key_Secret,
00332         const char *save_path,
00333         const struct bigvoice_CParameters *parameters,
00334         unsigned int frames_per_chunk
00335     );
00336
00348 BIGVOICE_DECL unsigned int bigvoice_GetProcessChunkFrames(struct bigvoice_CInstance *instance);
00349
00359 BIGVOICE_DECL int bigvoice_TerminateProcess(struct bigvoice_CInstance *instance);
00360
00366 BIGVOICE_DECL void bigvoice_ExitProcess(struct bigvoice_CInstance *instance);
00367
00370 #if BIGVOICE_HAS_CLOUDBUS
00371 // ------------------------------------------------------------
00381 struct bigvoice_CBus;
00382
00388 BIGVOICE_DECL struct bigvoice_CBus* bigvoice_NewBus();
00389
00395 BIGVOICE_DECL void bigvoice_FreeBus(struct bigvoice_CBus *bus);
00396
00406 BIGVOICE_DECL void bigvoice_SetInstanceBus(struct bigvoice_CParameters *params, struct bigvoice_CBus
      *bus);
00407
00408
00410 #endif // BIGVOICE_HAS_CLOUDBUS
00411
00412 // ------------------------------------------------------------
00413 //   Tracing (Windows only)
00414 // ------------------------------------------------------------
00415 #ifdef _WIN32
00416 #ifndef TLG_HAVE_EVENT_SET_INFORMATION // TraceLoggingProvider.h has not been included
00417     struct _tlgProvider_t;
00418     typedef struct _tlgProvider_t const* TraceLoggingHProvider;
00419 #endif // !TLG_HAVE_EVENT_SET_INFORMATION
00420 // ------------------------------------------------------------
00435 BIGVOICE_DECL void bigvoice_SetInstanceTracing(struct bigvoice_CParameters *params,
      TraceLoggingHProvider tracing_provider, GUID activity_guid);
00436
00444 BIGVOICE_DECL void bigvoice_SetInstanceTracingProcessActivity(struct bigvoice_CInstance *instance,
      GUID activity_guid);
00445
00447 #endif // _WIN32
00448
00449 // ------------------------------------------------------------
00472 // ------------------------------------------------------------
00473
00474 // OS dependent filesystem path char type
00475 #ifdef _WIN32
00476     typedef wchar_t fs_char;
00477 #else // !_WIN32
00478     typedef char fs_char;
```

```
00479 #endif // !_WIN32
00480
00488 typedef char * (*bigvoice_storage_reader) (const fs_char *filename, void* userdata);
00489
00496 typedef void (*bigvoice_storage_reader_free) (char *content, void* userdata);
00497
00506 typedef int (*bigvoice_storage_writer) (const fs_char *filename, const char *content, void* userdata);
00507
00515 typedef int (*bigvoice_storage_exists) (const fs_char *filename, void* userdata);
00516
00524 typedef fs_char** (*bigvoice_storage_getall) (void* userdata);
00525
00532 typedef void (*bigvoice_storage_getall_free) (fs_char**all, void* userdata);
00533
00541 typedef int (*bigvoice_storage_remove) (const fs_char *filename, void* userdata);
00542
00551 typedef int (*bigvoice_storage_rename) (const fs_char *from, const fs_char *to, void* userdata);
00552
00570 BIGVOICE_DECL void bigvoice_SetPresetManager(struct bigvoice_CParameters *params
00571     , bigvoice_storage_reader reader, bigvoice_storage_reader_free
00572     , bigvoice_storage_writer writer
00573     , bigvoice_storage_exists exists
00574     , bigvoice_storage_getall getall, bigvoice_storage_getall_free getall_free
00575     , bigvoice_storage_remove remove
00576     , bigvoice_storage_rename rename
00577     , int IsReadOnly
00578     , void* userdata
00579     );
00580
00584 enum bigvoice_PresetChange_Kind {
00585     change_kind_created = 1,
00586     change_kind_modified   ,
00587     change_kind_deleted    ,
00588 };
00589
00598 BIGVOICE_DECL void bigvoice_PresetManager_InformChange(struct bigvoice_CInstance *instance, const
      fs_char *relative_path, enum bigvoice_PresetChange_Kind change_kind);
00599
00602 // ----------------------------------------------------------------
00610 // ----------------------------------------------------------------
00611
00628 BIGVOICE_DECL void bigvoice_SetMetadata(struct bigvoice_CInstance *instance, const char* key, const
      char* value);
00629
00640 BIGVOICE_DECL void bigvoice_SetMetadataMulti(struct bigvoice_CInstance *instance, const char**
      keyvalue);
00641
00649 BIGVOICE_DECL const char** bigvoice_GetMetadataInfos(struct bigvoice_CInstance *instance);
00650
00657 BIGVOICE_DECL void bigvoice_FreeMetadataInfos(struct bigvoice_CInstance *instance, const char**
      infos);
00658
00661 // ----------------------------------------------------------------
00668 // ----------------------------------------------------------------
00669
00682 BIGVOICE_DECL void bigvoice_StartUpdateThread(struct bigvoice_CInstance *instance, unsigned int port);
00683
00689 BIGVOICE_DECL void bigvoice_StopUpdateThread(struct bigvoice_CInstance *instance);
00690
00698 BIGVOICE_DECL int bigvoice_WaitUpdateThreadReady(struct bigvoice_CInstance *instance, int
      milliseconds);
00699
00702 // ----------------------------------------------------------------
00709 // ----------------------------------------------------------------
00731 BIGVOICE_DECL void bigvoice_ProcessAudio(struct bigvoice_CInstance *instance, const float *input,
      float *output );
00732
00751 BIGVOICE_DECL void bigvoice_ProcessAudio_Planar(struct bigvoice_CInstance *instance
00752     , float const * const *input
00753     , float * const *output);
00754
00767 BIGVOICE_DECL float *bigvoice_GetBufferIn(struct bigvoice_CInstance *instance);
00768
00781 BIGVOICE_DECL float *bigvoice_GetBufferOut(struct bigvoice_CInstance *instance);
00782
00792 BIGVOICE_DECL unsigned int bigvoice_GetEstimatedDelay(struct bigvoice_CInstance *instance);
00793
00796 // ----------------------------------------------------------------
00806 // ----------------------------------------------------------------
00810 struct SOUND4_AuxiliaryOutputInfos {
00811     char *id;
00812     char *description;
00813     unsigned int sample_rate;
00814     unsigned int channel_count;
00815     const float *buffer;
00816 };
00817
```

```
00825 BIGVOICE_DECL struct SOUND4_AuxiliaryOutputInfos** bigvoice_GetAuxiliaryAudioOutputInfos(struct
      bigvoice_CInstance *instance);
00826
00832 BIGVOICE_DECL void bigvoice_FreeAuxiliaryAudioInfos(struct SOUND4_AuxiliaryOutputInfos** infos);
00833
00843 BIGVOICE_DECL int bigvoice_ActivateAuxiliaryAudioID(struct bigvoice_CInstance *instance, const char*
      id);
00844
00856 BIGVOICE_DECL unsigned int bigvoice_GetAuxiliaryAudioEstimatedDelay(struct bigvoice_CInstance
      *instance, const char* id);
00857
00860 // ------------------------------------------------------------
00869 // ------------------------------------------------------------
00870     #ifdef _MSC_VER
00871         #define __BYTE_ORDER__  REG_DWORD
00872         #define __ORDER_LITTLE_ENDIAN__ REG_DWORD_LITTLE_ENDIAN
00873         #define __ORDER_BIG_ENDIAN__    REG_DWORD_BIG_ENDIAN
00874     #endif
00875
00879 enum bigvoice_SampleFormat {
00880     INVALID_FORMAT=0,
00881     S16_LE,
00882     S16_BE,
00883     S24_LE,
00884     S24_BE,
00885     S32_LE,
00886     S32_BE,
00887     F32_LE,
00888     F32_BE,
00889
00890     // Native definitions, only links to the physical ones
00891     #if __BYTE_ORDER__ == __ORDER_LITTLE_ENDIAN__
00892         S16_NATIVE=S16_LE,
00893         S24_NATIVE=S24_LE,
00894         S32_NATIVE=S32_LE,
00895         F32_NATIVE=F32_LE,
00896     #else
00897         S16_NATIVE=S16_BE,
00898         S24_NATIVE=S24_BE,
00899         S32_NATIVE=S32_BE,
00900         F32_NATIVE=F32_BE,
00901     #endif
00902 };
00903
00910 BIGVOICE_DECL const char *bigvoice_GetFormatName(const enum bigvoice_SampleFormat fmt);
00911
00918 BIGVOICE_DECL enum bigvoice_SampleFormat bigvoice_GetFormatFromName(const char *name);
00919
00926 BIGVOICE_DECL unsigned int bigvoice_GetBytesFromFormat(const enum bigvoice_SampleFormat fmt);
00927
00928
00935 BIGVOICE_DECL unsigned int bigvoice_GetMaxPacketFrame(struct bigvoice_CInstance *instance);
00936
00947 BIGVOICE_DECL unsigned int bigvoice_AddAudio(struct bigvoice_CInstance *instance, const uint8_t
      *payload, unsigned int nFrame, enum bigvoice_SampleFormat fmt );
00948
00955 BIGVOICE_DECL unsigned int bigvoice_AddPadAudio(struct bigvoice_CInstance *instance);
00956
00963 BIGVOICE_DECL unsigned int bigvoice_GetOutputCount(struct bigvoice_CInstance *instance);
00964
00974 BIGVOICE_DECL unsigned int bigvoice_GetAudio(struct bigvoice_CInstance *instance, uint8_t *payload,
      unsigned int max_nFrame, enum bigvoice_SampleFormat fmt );
00975
00979 // ------------------------------------------------------------
00986 // ------------------------------------------------------------
00997 BIGVOICE_DECL void bigvoice_AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl, enum
      bigvoice_SampleFormat fmt);
00998
01009 BIGVOICE_DECL void bigvoice_AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl, enum
      bigvoice_SampleFormat fmt);
01010
01020 BIGVOICE_DECL void bigvoice_StereoToMono(const float *input, float *output, size_t nFrame);
01021
01031 BIGVOICE_DECL void bigvoice_MonoToStereo(const float *input, float *output, size_t nFrame);
01032
01043 BIGVOICE_DECL void bigvoice_StereoToMono_Planar(const float *inputL, const float *inputR, float
      *output, size_t nFrame);
01044
01055 BIGVOICE_DECL void bigvoice_MonoToStereo_Planar(const float *input, float *outputL, float *outputR,
      size_t nFrame);
01056
01063 BIGVOICE_DECL void bigvoice_AudioMonoFromLiveStereo(const uint8_t *payload, float *output);
01064
01071 BIGVOICE_DECL void bigvoice_AudioMonoToLiveStereo(const float *input, uint8_t *payload);
01072
01078 struct bigvoice_CAudioConverter;
01079
```

```
01083 enum bigvoice_ConverterTargetMode {
01084     ConverterTargetMode_AsInput = 0,
01085     ConverterTargetMode_Mono,
01086     ConverterTargetMode_Stereo,
01087     ConverterTargetMode_StereoToMono,
01088     ConverterTargetMode_MonoToStereo,
01089 };
01090
01112 BIGVOICE_DECL struct bigvoice_CAudioConverter* bigvoice_GetAudioConverter(enum bigvoice_SampleFormat
      fmt, size_t nFrame
01113     , size_t payl_ch, size_t payl_ch_offset
01114     , enum bigvoice_ConverterTargetMode target_mode);
01115
01119 BIGVOICE_DECL void bigvoice_FreeAudioConverter(struct bigvoice_CAudioConverter *converter);
01120
01130 BIGVOICE_DECL void bigvoice_AudioConverter_From(struct bigvoice_CAudioConverter *converter, const
      uint8_t *payload, float *output);
01131
01141 BIGVOICE_DECL void bigvoice_AudioConverter_To(struct bigvoice_CAudioConverter *converter, const float
      *input, uint8_t *payload);
01142
01145 // ------------------------------------------------------------------
01152 // ------------------------------------------------------------------
01156 struct bigvoice_CClientInstance;
01157
01166 BIGVOICE_DECL struct bigvoice_CClientInstance *bigvoice_NewClient(struct bigvoice_CInstance
      *instance);
01167
01173 BIGVOICE_DECL void bigvoice_DeleteClient(struct bigvoice_CClientInstance *client);
01174
01188 BIGVOICE_DECL const char *bigvoice_ProcessJson(struct bigvoice_CClientInstance *client, const char
      *json_str, int *need_save);
01189
01195 BIGVOICE_DECL void bigvoice_FreeJsonAnswer(const char *json_str);
01196
01208 BIGVOICE_DECL int bigvoice_SaveState(struct bigvoice_CInstance *instance);
01209
01212 #if BIGVOICE_HAS_WEBSERVER
01213 // ------------------------------------------------------------------
01231 // ------------------------------------------------------------------
01239 BIGVOICE_DECL uint64_t bigvoice_Webserver_tcp(unsigned int listenport, unsigned int listenport_secure,
      const char *socket_ip, unsigned int socket_port);
01240
01241 // ------------------------------------------------------------------
01261 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);
01262
01280 BIGVOICE_DECL uint64_t bigvoice_Webserver(unsigned int listenport, unsigned int listenport_secure,
      struct bigvoice_CInstance *instance);
01281
01291 BIGVOICE_DECL int bigvoice_Webserver_Stop(uint64_t id, int timeout_ms);
01292
01301 BIGVOICE_DECL int bigvoice_Webserver_Status(uint64_t id);
01302
01313 BIGVOICE_DECL void bigvoice_Webserver_SetAppHealth(struct bigvoice_CInstance *instance, int httpcode,
      const char *contenttype, const char *content);
01314
01323 BIGVOICE_DECL void bigvoice_Webserver_GetAppHealth(struct bigvoice_CInstance *instance, int* httpcode,
      char** contenttype, char** content);
01324
01330 BIGVOICE_DECL void bigvoice_Webserver_FreeString(char *str);
01331
01336 #define SOUND4_INVALID_WEBSERVER_ID            ((uint64_t)-1)
01337
01341 #define SOUND4_WEBSERVER_HTTP_OK               (1<<0)
01345 #define SOUND4_WEBSERVER_HTTPS_OK              (1<<1)
01346
01348 #endif // BIGVOICE_HAS_WEBSERVER
01349
01350 #ifdef __cplusplus
01351 } // extern "C"
01352 #endif // __cplusplus
```

15.25 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::AuxiliaryOutputInfos
- struct sound4::bigvoice::helper::SampleFormat< T >

  Helper for Sample format types.
- class sound4::bigvoice::CBus

  Shared Bus.
- class sound4::bigvoice::CPresetLoader

  Custom preset handler helper.
- class sound4::bigvoice::CInstance

  Instance handling class.
- class sound4::bigvoice::CInstance::CClient
- class sound4::bigvoice::CAudioConverter

  Audio converter helper.

Namespaces

- namespace sound4
- namespace sound4::bigvoice
- namespace sound4::bigvoice::helper

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

Functions

- static char * bigvoice_custom_reader (const fs_char *filename, void *userdata)
- static void bigvoice_custom_reader_free (char *content, void *userdata)
- static int bigvoice_custom_writer (const fs_char *filename, const char *content, void *userdata)
- static int bigvoice_custom_exists (const fs_char *filename, void *userdata)
- static fs_char ** bigvoice_custom_getall (void *userdata)
- static void bigvoice_custom_getall_free (fs_char **all, void *userdata)
- static int bigvoice_custom_remove (const fs_char *filename, void *userdata)
- static int bigvoice_custom_rename (const fs_char *from, const fs_char *to, void *userdata)

- static std::string sound4::bigvoice::helper::WStringToUTF8 (const std::wstring &wstr)
- static std::wstring sound4::bigvoice::helper::UTF8ToWString (const std::string &str)
- static void sound4::bigvoice::helper::AudioConvertFrom (const uint8_t *payload, float *output, size_t nSpl, bigvoice_SampleFormat fmt)
- static void sound4::bigvoice::helper::AudioConvertTo (const float *input, uint8_t *payload, size_t nSpl, bigvoice_SampleFormat fmt)
- static void sound4::bigvoice::helper::StereoToMono (const float *input, float *output, size_t nFrame)
- static void sound4::bigvoice::helper::MonoToStereo (const float *input, float *output, size_t nFrame)
- static void sound4::bigvoice::helper::StereoToMono_Planar (const float *inputL, const float *inputR, float *output, size_t nFrame)
- static void sound4::bigvoice::helper::MonoToStereo_Planar (const float *input, float *outputL, float *outputR, size_t nFrame)
- static void sound4::bigvoice::helper::AudioMonoFromLiveStereo (const uint8_t *payload, float *output)
- static void sound4::bigvoice::helper::AudioMonoToLiveStereo (const float *input, uint8_t *payload)
- static std::string sound4::bigvoice::GetVersion ()
- static unsigned int sound4::bigvoice::GetChunkSizeInFrames ()
- static std::vector< unsigned int > sound4::bigvoice::GetPossibleChunkSizeInFrames ()
- static unsigned int sound4::bigvoice::GetChannelCount ()
- static unsigned int sound4::bigvoice::GetAudioInputCount ()
- static unsigned int sound4::bigvoice::GetAudioOutputCount ()
- static unsigned int sound4::bigvoice::GetSampleRate ()
- static void sound4::bigvoice::SanityCheck (bool a_bCheckFrames=true)
- static std::string sound4::bigvoice::GetFormatName (const SampleFormat fmt)
- static SampleFormat sound4::bigvoice::GetFormatFromName (const std::string &name)
- static unsigned int sound4::bigvoice::GetBytesFromFormat (const SampleFormat fmt)
- static void sound4::bigvoice::_log_cb_c (bigvoice_LogSeverity severity, const char *c_msg)
- static void sound4::bigvoice::SetLogSeverity (LogSeverity severity)
- static void sound4::bigvoice::SetLoggerCallback (log_cb_t cb)

Variables

- static constexpr const char * sound4::bigvoice::process_name = "SOUND4 BIGVOICE.CL"
- static constexpr const char * sound4::bigvoice::process_shortname = "bigvoice"
- 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
- static log_cb_t sound4::bigvoice::_log_cb

15.25.1 Function Documentation

15.25.1.1 bigvoice_custom_exists()

```
static int bigvoice_custom_exists (
            const fs_char * filename,
            void * userdata )  [static]
```

Definition at line 1198 of file sound4.bigvoice.cl.hpp.

15.25.1.2 bigvoice_custom_getall()

```
static fs_char ** bigvoice_custom_getall (
            void * userdata )  [static]
```

Definition at line 1203 of file sound4.bigvoice.cl.hpp.

15.25.1.3 bigvoice_custom_getall_free()

```
static void bigvoice_custom_getall_free (
            fs_char ** all,
            void * userdata )  [static]
```

Definition at line 1213 of file sound4.bigvoice.cl.hpp.

15.25.1.4 bigvoice_custom_reader()

```
static char * bigvoice_custom_reader (
            const fs_char * filename,
            void * userdata )  [static]
```

Definition at line 1184 of file sound4.bigvoice.cl.hpp.

15.25.1.5 bigvoice_custom_reader_free()

```
static void bigvoice_custom_reader_free (
            char * content,
            void * userdata )  [static]
```

Definition at line 1189 of file sound4.bigvoice.cl.hpp.

15.25.1.6 bigvoice_custom_remove()

```
static int bigvoice_custom_remove (
            const fs_char * filename,
            void * userdata )  [static]
```

Definition at line 1220 of file sound4.bigvoice.cl.hpp.

15.25.1.7 bigvoice_custom_rename()

```
static int bigvoice_custom_rename (
            const fs_char * from,
            const fs_char * to,
            void * userdata )  [static]
```

Definition at line 1225 of file sound4.bigvoice.cl.hpp.

15.25.1.8 bigvoice_custom_writer()

```
static int bigvoice_custom_writer (
            const fs_char * filename,
            const char * content,
            void * userdata )  [static]
```

Definition at line 1193 of file sound4.bigvoice.cl.hpp.

15.26 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     #ifdef _MSC_VER
00027         #pragma warning(disable : 4996)
00028     #endif
00029 #else // !_WIN32
00031     #define fs_strdup strdup
00032 #endif // !_WIN32
00033
00034 // bridge C callbacks to CPresetLoader
00035 extern "C" {
00036     static char *bigvoice_custom_reader(const fs_char *filename, void* userdata);
00037     static void bigvoice_custom_reader_free(char *content, void* userdata);
00038     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata);
00039     static int bigvoice_custom_exists(const fs_char *filename, void* userdata);
00040     static fs_char** bigvoice_custom_getall(void* userdata);
00041     static void bigvoice_custom_getall_free(fs_char** all, void* userdata);
00042     static int bigvoice_custom_remove(const fs_char *filename, void* userdata);
00043     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata);
00044 };
00045
00049 namespace sound4 {
00050     struct AuxiliaryOutputInfos {
00051         std::string id;
00052         std::string description;
00053         unsigned int sample_rate;
00054         unsigned int channel_count;
00055         const float *buffer;
00056     };
00060 namespace bigvoice {
00061     static constexpr const char *process_name = "SOUND4 BIGVOICE.CL";
00062     static constexpr const char *process_shortname = "bigvoice";
00063     using SampleFormat = bigvoice_SampleFormat;
00068     const size_t ChunkFrames=BIGVOICE_AUDIOFRAME_COUNT;
00073     const size_t InputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_INPUT_COUNT;
00078     const size_t OutputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_OUTPUT_COUNT;
00083     const size_t InputSampleSize=ChunkFrames*InputChannels;
00088     const size_t OutputSampleSize=ChunkFrames*OutputChannels;
00093     const size_t SampleRate=BIGVOICE_SAMPLE_RATE;
00094
00098     namespace helper {
00099         #ifdef _WIN32
00105         static inline std::string WStringToUTF8(const std::wstring& wstr) {
00106             if (wstr.empty()) return {};
```

```
00107             int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL,
      NULL);
00108             std::string str(size, 0);
00109             WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00110             return str;
00111         }
00117         static inline std::wstring UTF8ToWString(const std::string& str) {
00118             if (str.empty()) return std::wstring();
00119             int size = MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), NULL, 0);
00120             std::wstring wstr(size, 0);
00121             MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), &wstr[0], size);
00122             return wstr;
00123         }
00124         #endif // _WIN32
00125
00131             template<typename T>
00132         struct SampleFormat {
00133         };
00134             template<>
00135         struct SampleFormat<int16_t> {
00136             const bigvoice_SampleFormat format = S16_NATIVE;
00137         };
00138             template<>
00139         struct SampleFormat<int32_t> {
00140             const bigvoice_SampleFormat format = S32_NATIVE;
00141         };
00142             template<>
00143         struct SampleFormat<float> {
00144             const bigvoice_SampleFormat format = F32_NATIVE;
00145         };
00146
00147         // ------------------------------------------------------------
00158         static inline void AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl,
      bigvoice_SampleFormat fmt) {
00159             bigvoice_AudioConvertFrom(payload, output, nSpl, fmt);
00160         }
00161
00172         static inline void AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl,
      bigvoice_SampleFormat fmt) {
00173             bigvoice_AudioConvertTo(input, payload, nSpl, fmt);
00174         }
00175
00185         static inline void StereoToMono(const float *input, float *output, size_t nFrame) {
00186             bigvoice_StereoToMono(input, output, nFrame);
00187         }
00188
00198         static inline void MonoToStereo(const float *input, float *output, size_t nFrame) {
00199             bigvoice_MonoToStereo(input, output, nFrame);
00200         }
00201
00212         static inline void StereoToMono_Planar(const float *inputL, const float *inputR, float
      *output, size_t nFrame) {
00213             bigvoice_StereoToMono_Planar(inputL, inputR, output, nFrame);
00214         }
00215
00226         static inline void MonoToStereo_Planar(const float *input, float *outputL, float *outputR,
      size_t nFrame) {
00227             bigvoice_MonoToStereo_Planar(input, outputL, outputR, nFrame);
00228         }
00229
00236         static inline void AudioMonoFromLiveStereo(const uint8_t *payload, float *output) {
00237             bigvoice_AudioMonoFromLiveStereo(payload, output);
00238         }
00239
00246         static inline void AudioMonoToLiveStereo(const float *input, uint8_t *payload) {
00247             bigvoice_AudioMonoToLiveStereo(input, payload);
00248         }
00249
00250     }; // namespace helper
00251
00257     static inline std::string GetVersion()
00258         {
00259             return std::string(bigvoice_GetVersion());
00260         }
00261
00272     static inline unsigned int GetChunkSizeInFrames()
00273         {
00274             return bigvoice_GetChunkSizeInFrames();
00275         }
00276
00285     static inline std::vector<unsigned int> GetPossibleChunkSizeInFrames()
00286         {
00287             std::vector<unsigned int> list;
00288             for (unsigned int* src=bigvoice_GetPossibleChunkSizeInFrames();*src;src++) {
00289                 list.push_back(*src);
00290             }
00291             return list;
```

```
00292         }
00293
00299     static inline unsigned int GetChannelCount()
00300         {
00301             return bigvoice_GetChannelCount();
00302         }
00303
00311     static inline unsigned int GetAudioInputCount()
00312         {
00313             return bigvoice_GetAudioInputCount();
00314         }
00315
00323     static inline unsigned int GetAudioOutputCount()
00324         {
00325             return bigvoice_GetAudioOutputCount();
00326         }
00327
00335     static inline unsigned int GetSampleRate()
00336         {
00337             return bigvoice_GetSampleRate();
00338         }
00339
00345     static inline void SanityCheck(bool a_bCheckFrames = true)
00346     {
00347         // Do some sanity checks
00348         if (bigvoice_GetSampleRate()!=BIGVOICE_SAMPLE_RATE) {
00349             throw std::runtime_error("Bad library sampling rate");
00350         }
00351         if (a_bCheckFrames && bigvoice_GetChunkSizeInFrames()!=ChunkFrames) {
00352             throw std::runtime_error("Bad library frame size");
00353         }
00354         if (bigvoice_GetChannelCount()!=BIGVOICE_CHANNEL_COUNT) {
00355             throw std::runtime_error("Bad library channel count");
00356         }
00357         if (bigvoice_GetAudioInputCount()!=BIGVOICE_AUDIO_INPUT_COUNT) {
00358             throw std::runtime_error("Bad library input count");
00359         }
00360         if (bigvoice_GetAudioOutputCount()!=BIGVOICE_AUDIO_OUTPUT_COUNT) {
00361             throw std::runtime_error("Bad library output count");
00362         }
00363     }
00364
00371     static inline std::string GetFormatName(const SampleFormat fmt)
00372         {
00373             return std::string(bigvoice_GetFormatName(fmt));
00374         }
00375
00382     static inline SampleFormat GetFormatFromName(const std::string& name)
00383         {
00384             return bigvoice_GetFormatFromName(name.c_str());
00385         }
00386
00393     static inline unsigned int GetBytesFromFormat(const SampleFormat fmt)
00394         {
00395             return bigvoice_GetBytesFromFormat(fmt);
00396         }
00397
00401     using LogSeverity = bigvoice_LogSeverity;
00405     using log_cb_t = std::function<void(LogSeverity,const std::string&)>;
00406
00410     static log_cb_t _log_cb;
00411     extern "C" {
00412         static inline void _log_cb_c(bigvoice_LogSeverity severity, const char *c_msg) {
00413             _log_cb(severity, std::string(c_msg));
00414         }
00415     }
00419     static inline void SetLogSeverity(LogSeverity severity)
00420         {
00421             bigvoice_SetLogSeverity(severity);
00422         }
00426     static inline void SetLoggerCallback(log_cb_t cb)
00427         {
00428             _log_cb=cb;
00429             bigvoice_SetLoggerCallback(&_log_cb_c);
00430         }
00431
00432 #if BIGVOICE_HAS_CLOUDBUS
00438     class CBus {
00439         public:
00440             CBus()
00441                 : m_bus(bigvoice_NewBus()) {}
00442             ~CBus()
00443                 {
00444                     bigvoice_FreeBus(m_bus);
00445                     m_bus = nullptr;
00446                 }
00447             bigvoice_CBus *Get() const { return m_bus; }
```

```
00448         private:
00449             bigvoice_CBus *m_bus;
00450     };
00451 #endif // BIGVOICE_HAS_CLOUDBUS
00452
00458     class CPresetLoader {
00459     public:
00460         CPresetLoader() = default;
00461         virtual ~CPresetLoader() = default;
00462
00463         virtual bool IsReadOnly() = 0;
00464         virtual bool Exists(const std::filesystem::path &name) = 0;
00465         virtual bool Remove(const std::filesystem::path &name) = 0;
00466         virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) = 0;
00467         virtual std::vector<std::filesystem::path> GetAll() = 0;
00468         virtual std::string Read(const std::filesystem::path &filename) = 0;
00469         virtual bool Write(const std::filesystem::path &filename, const std::string &content) =0;
00470     };
00471     using PresetChange_Kind = bigvoice_PresetChange_Kind;
00472
00478     class CInstance {
00479     public:
00483         CInstance()
00484             {
00485                 params = bigvoice_NewParameters();
00486                 if (!params) throw std::bad_alloc();
00487             }
00488         // non-copyable
00489         CInstance( const CInstance& ) = delete;
00490         CInstance& operator=( const CInstance& ) = delete;
00494         virtual ~CInstance()
00495             {
00496                 Stop();
00497                 if (params) bigvoice_FreeParameters(params);
00498             }
00502        bool IsOk() const { return instance!=nullptr; }
00512         void SetParam(const std::string& name, const std::string& value)
00513             {
00514                 assert(params);
00515                 bigvoice_SetParameter(params, name.c_str(), value.c_str());
00516             }
00523         std::string GetParam(const std::string& name)
00524             {
00525                 assert(params);
00526                 auto c_value=bigvoice_GetParameter(params, name.c_str());
00527                 std::string ret(c_value);
00528                 bigvoice_FreeParameterValue(c_value);
00529                 return ret;
00530             }
00531
00532 #if BIGVOICE_HAS_CLOUDBUS
00541             void SetBus(const CBus& bus) {
00542                 assert(params);
00543                 bigvoice_SetInstanceBus(params,bus.Get());
00544             }
00545 #endif // BIGVOICE_HAS_CLOUDBUS
00546
00557         void SetPresetManager(CPresetLoader *preset_manager)
00558             {
00559                 if (!preset_manager) return;
00560                 assert(params);
00561                 bigvoice_SetPresetManager(params,
00562                     bigvoice_custom_reader,
00563                     bigvoice_custom_reader_free,
00564                     bigvoice_custom_writer,
00565                     bigvoice_custom_exists,
00566                     bigvoice_custom_getall,
00567                     bigvoice_custom_getall_free,
00568                     bigvoice_custom_remove,
00569                     bigvoice_custom_rename,
00570                     preset_manager->IsReadOnly(),
00571                     preset_manager
00572                 );
00573             }
00574
00597         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)
00598             {
00599                 assert(!instance);
00600                 std::string l_save_path;
00601                 if (!save_path.empty()) {
00602                     #if (__cplusplus<202002L)
00603                     l_save_path = save_path.u8string();
00604                     #else // C++20
00605                     l_save_path = (const char*)save_path.u8string().c_str();
00606                     #endif // C++20
```

```
00607                 }
00608                 instance = bigvoice_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);
00609                 if (!instance) return false;
00610                 if (!init_metadata.empty()) {
00611                     for (auto&& [key,value]: init_metadata) {
00612                         bigvoice_SetMetadata(instance, key.c_str(), value.c_str());
00613                     }
00614                     init_metadata.clear();
00615                 }
00616                 update_thread = std::thread([this, json_port](){
00617                     OnUpdateThreadStart();
00618                     bigvoice_StartUpdateThread(instance, json_port);
00619                     OnUpdateThreadStop();
00620                 });
00621                 int timeout=5000;
00622                 #ifdef DEBUG
00623                     timeout=60*1000; // For debugger pauses
00624                 #endif
00625                 if (bigvoice_WaitUpdateThreadReady(instance, timeout)<0) {
00626                     return false;
00627                 }
00628                 return true;
00629             }
00630
00638         unsigned int GetChunkFrames() {
00639             if (instance) {
00640                 return bigvoice_GetProcessChunkFrames(instance);
00641             }
00642             return 0;
00643         }
00644
00652         void PresetManager_InformChange(const std::filesystem::path& relative_path, PresetChange_Kind
      change_kind)
00653             {
00654                 bigvoice_PresetManager_InformChange(instance, relative_path.c_str(),
      (bigvoice_PresetChange_Kind) change_kind);
00655             }
00656
00668         void SetMetadata(const std::string& key, const char* value)
00669             {
00670                 if (instance) {
00671                     bigvoice_SetMetadata(instance, key.c_str(), value);
00672                 } else {
00673                     init_metadata.push_back( {key, value} );
00674                 }
00675             }
00676
00686         void SetMetadataMulti(const std::unordered_map<std::string, const char*>& list)
00687             {
00688                 if (instance) {
00689                     typedef const char* pchar;
00690                     pchar* keyvalue=new pchar[2*list.size()+1];
00691                     size_t n=0;
00692                     for (auto&& [key,value]: list) {
00693                         keyvalue[2*n+0]=key.c_str();
00694                         keyvalue[2*n+1]=value;
00695                         n++;
00696                     }
00697                     keyvalue[2*n+0]=nullptr;
00698
00699                     bigvoice_SetMetadataMulti(instance, keyvalue);
00700
00701                     delete[] keyvalue;
00702                 } else {
00703                     for (auto&& [key,value]: list) {
00704                         if (value) {
00705                             init_metadata.push_back( {key, value} );
00706                         }
00707                     }
00708                 }
00709             }
00710
00716         std::vector< std::tuple<std::string,std::string> > GetMetadataInfos()
00717             {
00718                 std::vector< std::tuple<std::string,std::string> > values;
00719                 const char** c_values = bigvoice_GetMetadataInfos(instance);
00720                 if (c_values) {
00721                     for (const char** c_value=c_values; *c_value; ) {
00722                         std::string key(*c_value);
00723                         c_value++;
00724                         if (*c_value) {
00725                             std::string descr(*c_value);
00726                             c_value++;
00727                             values.push_back( {key,descr} );
00728                         }
00729                     }
```

```
00730                     bigvoice_FreeMetadataInfos(instance, c_values);
00731                 }
00732                 return values;
00733             }
00734
00740         std::vector<AuxiliaryOutputInfos> GetAuxiliaryAudioOutputInfos()
00741             {
00742                 std::vector<AuxiliaryOutputInfos> values;
00743                 SOUND4_AuxiliaryOutputInfos** c_values =
      bigvoice_GetAuxiliaryAudioOutputInfos(instance);
00744                 if (c_values) {
00745                     for (SOUND4_AuxiliaryOutputInfos** c_value=c_values; *c_value; c_value++) {
00746                         auto c_info=*c_value;
00747                         values.emplace_back( AuxiliaryOutputInfos{
00748                             .id            = c_info->id          ,
00749                             .description   = c_info->description  ,
00750                             .sample_rate   = c_info->sample_rate  ,
00751                             .channel_count = c_info->channel_count,
00752                             .buffer        = c_info->buffer       ,
00753                         });
00754                     }
00755                     bigvoice_FreeAuxiliaryAudioInfos(c_values);
00756                 }
00757                 return values;
00758             }
00759         void ActivateAuxiliaryAudioID(const std::string& id)
00760             {
00761                 bigvoice_ActivateAuxiliaryAudioID(instance, id.c_str());
00762             }
00766         virtual void OnUpdateThreadStart() {}
00770         virtual void OnUpdateThreadStop() {}
00771
00772 #if BIGVOICE_HAS_WEBSERVER
00786         bool StartWebServer(int http_port, int https_port=0)
00787             {
00788                 assert(instance);
00789                 assert(webserver==SOUND4_INVALID_WEBSERVER_ID);
00790                 webserver = bigvoice_Webserver(http_port,https_port,instance);
00791                 if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
00792                     return false;
00793                 }
00794                 int web_status=bigvoice_Webserver_Status(webserver);
00795                 if (http_port && (web_status & SOUND4_WEBSERVER_HTTP_OK) == 0) {
00796                     return false;
00797                 }
00798                 if (https_port && (web_status & SOUND4_WEBSERVER_HTTPS_OK) == 0) {
00799                     return false;
00800                 }
00801                 return true;
00802             }
00803
00811             void StopWebServer(int timeout_ms = 1000)
00812             {
00813                 if (webserver != SOUND4_INVALID_WEBSERVER_ID) {
00814                     bigvoice_Webserver_Stop(webserver, timeout_ms);
00815                     webserver = SOUND4_INVALID_WEBSERVER_ID;
00816                 }
00817             }
00818
00822         void SetWebServerAppHealth(int httpcode, const std::string& contenttype, const std::string&
      content)
00823             {
00824                 assert(instance);
00825                 bigvoice_Webserver_SetAppHealth(instance, httpcode, contenttype.c_str(),
      content.c_str());
00826             }
00830         void GetWebServerAppHealth(int &httpcode, std::string& contenttype, std::string& content)
00831             {
00832                 assert(instance);
00833                 char* c_contenttype=nullptr;
00834                 char* c_content=nullptr;
00835                 bigvoice_Webserver_GetAppHealth(instance, &httpcode, &c_contenttype, &c_content);
00836                 contenttype=c_contenttype;
00837                 content=c_content;
00838                 bigvoice_Webserver_FreeString(c_contenttype);
00839                 bigvoice_Webserver_FreeString(c_content);
00840         }
00841 #endif // BIGVOICE_HAS_WEBSERVER
00842
00851         int Terminate()
00852             {
00853                 if (!instance) return 0;
00854                 return bigvoice_TerminateProcess(instance);
00855             }
00856
00860         void Stop()
00861             {
```

```
00862                 if (!instance) return;
00863 #if BIGVOICE_HAS_WEBSERVER
00864                 StopWebServer();
00865 #endif // BIGVOICE_HAS_WEBSERVER
00866                 if (update_thread.joinable()) {
00867                     bigvoice_StopUpdateThread(instance); // this will exit the update thread
00868                     update_thread.join();
00869                 }
00870                 bigvoice_ExitProcess(instance);
00871                 instance=nullptr;
00872             }
00873
00883         unsigned int GetEstimatedDelay()
00884             {
00885                 assert(instance);
00886                 return bigvoice_GetEstimatedDelay(instance);
00887             }
00888
00901         std::array<float,InputSampleSize>& GetBufferIn()
00902             {
00903                 assert(instance);
00904                 float *buf=bigvoice_GetBufferIn(instance);
00905                 return reinterpret_cast< std::array<float,InputSampleSize>& >(*buf);
00906
00907             }
00919         std::array<float,OutputSampleSize>& GetBufferOut()
00920             {
00921                 assert(instance);
00922                 float *buf= bigvoice_GetBufferOut(instance);
00923                 return reinterpret_cast< std::array<float,OutputSampleSize>& >(*buf);
00924             }
00928         void ProcessAudio()
00929             {
00930                 assert(instance);
00931                 bigvoice_ProcessAudio(instance, bigvoice_GetBufferIn(instance),
    bigvoice_GetBufferOut(instance));
00932             }
00944         void ProcessAudio_Planar(float const * const *input, float * const *output)
00945             {
00946                 assert(instance);
00947                 bigvoice_ProcessAudio_Planar(instance, input, output);
00948             }
00949
00961             template<typename T>
00962         std::vector<T> ProcessAnyAudio(const std::vector<T> input)
00963             {
00964                 assert(instance);
00965                 std::vector<T> output;
00966                 unsigned int out_offset=0;
00967                 unsigned int in_offset=0;
00968                 unsigned int todo = input.size();
00969                 while (todo>0) {
00970                     unsigned int left = AddAudio(&input[in_offset], todo);
00971                     unsigned int out_avail = bigvoice_GetOutputCount(instance);
00972                     output.resize(out_offset + out_avail);
00973                     GetAudio(&output[out_offset], out_avail);
00974                     out_offset+=out_avail;
00975                     in_offset += todo-left;
00976                     todo=left;
00977                 }
00978                 return output;
00979             }
00980
00986         class CClient {
00987             public:
00988                 CClient(bigvoice_CInstance* instance)
00989                     {
00990                         assert(instance);
00991                         client=bigvoice_NewClient(instance);
00992                         if (!client) throw std::bad_alloc();
00993                     }
00994                 // non-copyable
00995                 CClient( const CInstance& ) = delete;
00996                 CClient& operator=( const CInstance& ) = delete;
00997                 ~CClient()
00998                     {
00999                         if (client) {
01000                             bigvoice_DeleteClient(client);
01001                             client=nullptr;
01002                         }
01003                     }
01011                 std::string ProcessJson(const std::string &request, bool *NeedSave = nullptr)
01012                     {
01013                         assert(client);
01014                         int need_save=0;
01015                         const char *canswer = bigvoice_ProcessJson(client, request.c_str(),
    &need_save);
```

```
01016                         if (!canswer) return {};
01017                         std::string answer(canswer);
01018                         bigvoice_FreeJsonAnswer (canswer);
01019                         if (NeedSave) {
01020                             *NeedSave=(need_save!=0);
01021                         }
01022                         return answer;
01023                     }
01024             private:
01025                 bigvoice_CClientInstance *client = nullptr;
01026         };
01034         std::shared_ptr<CClient> NewClient()
01035             {
01036                 assert(instance);
01037                 return std::make_shared<CClient>(instance);
01038             }
01039
01050         bool SaveState() {
01051             assert(instance);
01052             if (bigvoice_SaveState(instance)!=0) {
01053                 return false;
01054             }
01055             return true;
01056         }
01057 #ifdef _WIN32
01064         void SetInstanceTracing(TraceLoggingHProvider tracing_provider, GUID activity_guid = {}) {
01065             bigvoice_SetInstanceTracing(params, tracing_provider, activity_guid);
01066         }
01073         void SetInstanceTracingProcessActivity(GUID activity_guid) {
01074             assert(instance);
01075             bigvoice_SetInstanceTracingProcessActivity(instance, activity_guid);
01076         }
01077 #endif // _WIN32
01078     protected:
01079             template<typename T>
01080         unsigned int AddAudio(const T* payload, unsigned int nFrame)
01081             {
01082                 assert(instance);
01083                 return bigvoice_AddAudio(instance, reinterpret_cast<const T*>(payload), nFrame,
      helper::SampleFormat<T>::format);
01084             }
01085             template<typename T>
01086         unsigned int GetAudio(T* payload, unsigned int max_nFrame)
01087             {
01088                 assert(instance);
01089                 return bigvoice_GetAudio(instance, reinterpret_cast<T*>(payload), max_nFrame,
      helper::SampleFormat<T>::format);
01090             }
01091
01092     private:
01093         bigvoice_CParameters* params = nullptr;
01094         bigvoice_CInstance* instance = nullptr;
01095         std::thread update_thread;
01096         std::vector< std::pair<std::string,std::string> > init_metadata;
01097 #if BIGVOICE_HAS_WEBSERVER
01098         uint64_t webserver = SOUND4_INVALID_WEBSERVER_ID;
01099 #endif // BIGVOICE_HAS_WEBSERVER
01100     };
01101
01108     class CAudioConverter {
01109         public:
01113             CAudioConverter() = default;
01114
01118             virtual ~CAudioConverter()
01119                 {
01120                     Delete();
01121                 }
01122
01138             bool Configure(SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset,
      bigvoice_ConverterTargetMode target_mode)
01139                 {
01140                     Delete();
01141                     m_cvt = bigvoice_GetAudioConverter((bigvoice_SampleFormat)fmt, nFrame, payl_ch,
      payl_ch_offset, target_mode);
01142                     return IsOK();
01143                 }
01144             void Delete()
01145                 {
01146                     if (m_cvt) {
01147                         bigvoice_FreeAudioConverter(m_cvt);
01148                     }
01149                     m_cvt = nullptr;
01150                 }
01151             bool IsOK() const { return (m_cvt!=nullptr); }
01152
01161             void ConvertFrom(const uint8_t *payload, float *output)
01162                 { bigvoice_AudioConverter_From(m_cvt, payload, output); }
```

```
01163
01172             void ConvertTo(const float *input, uint8_t *payload)
01173                 { bigvoice_AudioConverter_To(m_cvt, input, payload); }
01174
01175         private:
01176             bigvoice_CAudioConverter *m_cvt = nullptr;
01177     };
01178
01179 }; // namespace bigvoice
01180 }; // namespace sound4
01181
01182 // bridge C callbacks to CPresetLoader
01183 extern "C" {
01184     static char *bigvoice_custom_reader(const fs_char *filename, void* userdata) {
01185         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
01186         std::string content=preset_loader->Read(filename);
01187         return strdup(content.c_str());
01188     }
01189     static void bigvoice_custom_reader_free(char *content, void* userdata) {
01190         if (!content) return;
01191         free(content);
01192     }
01193     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata) {
01194         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
01195         auto res=preset_loader->Write(filename,content);
01196         return res?0:-1;
01197     }
01198     static int bigvoice_custom_exists(const fs_char *filename, void* userdata) {
01199         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
01200         auto res=preset_loader->Exists(filename);
01201         return res?0:-1;
01202     }
01203     static fs_char** bigvoice_custom_getall(void* userdata) {
01204         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
01205         auto res=preset_loader->GetAll();
01206         fs_char**all=(fs_char**)malloc((res.size()+1)*sizeof(const fs_char*));
01207         for (size_t n=0;n<res.size();n++) {
01208             all[n]=fs_strdup(res[n].c_str());
01209         }
01210         all[res.size()]=nullptr;
01211         return all;
01212     }
01213     static void bigvoice_custom_getall_free(fs_char** all, void* userdata) {
01214         if (!all) return;
01215         for (fs_char** one=all;*one;one++) {
01216             free(*one);
01217         }
01218         free(all);
01219     }
01220     static int bigvoice_custom_remove(const fs_char *filename, void* userdata) {
01221         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
01222         auto res=preset_loader->Remove(filename);
01223         return res?0:-1;
01224     }
01225     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata) {
01226         sound4::bigvoice::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::CPresetLoader*>(userdata);
01227         auto res=preset_loader->Rename(from,to);
01228         return res?0:-1;
01229     }
01230
01231 };
```

15.27 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.
- class sound4::bigvoice::dyn::CBus
  Shared Bus.
- class sound4::bigvoice::dyn::CPresetLoader
  Custom preset handler helper.
- class sound4::bigvoice::dyn::CInstance
  Instance handling class.
- class sound4::bigvoice::dyn::CInstance::CClient
- class sound4::bigvoice::dyn::CAudioConverter
  Audio converter helper.

Namespaces

- namespace sound4
- namespace sound4::bigvoice
- namespace sound4::bigvoice::dyn
- namespace sound4::bigvoice::dyn::helper

Macros

- #define UNIXLIKE 0

Typedefs

- 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

Functions

- static char * bigvoice_custom_reader (const fs_char *filename, void *userdata)
- static void bigvoice_custom_reader_free (char *content, void *userdata)
- static int bigvoice_custom_writer (const fs_char *filename, const char *content, void *userdata)
- static int bigvoice_custom_exists (const fs_char *filename, void *userdata)
- static fs_char ** bigvoice_custom_getall (void *userdata)
- static void bigvoice_custom_getall_free (fs_char **all, void *userdata)
- static int bigvoice_custom_remove (const fs_char *filename, void *userdata)
- static int bigvoice_custom_rename (const fs_char *from, const fs_char *to, void *userdata)
- static std::string sound4::bigvoice::dyn::helper::WStringToUTF8 (const std::wstring &wstr)
- static std::wstring sound4::bigvoice::dyn::helper::UTF8ToWString (const std::string &str)
- static void sound4::bigvoice::dyn::helper::AudioConvertFrom (CDynLib &dynlib, const uint8_t *payload, float *output, size_t nSpl, bigvoice_SampleFormat fmt)
- static void sound4::bigvoice::dyn::helper::AudioConvertTo (CDynLib &dynlib, const float *input, uint8_t *payload, size_t nSpl, bigvoice_SampleFormat fmt)
- static void sound4::bigvoice::dyn::helper::StereoToMono (CDynLib &dynlib, const float *input, float *output, size_t nFrame)
- static void sound4::bigvoice::dyn::helper::MonoToStereo (CDynLib &dynlib, const float *input, float *output, size_t nFrame)
- static void sound4::bigvoice::dyn::helper::StereoToMono_Planar (CDynLib &dynlib, const float *inputL, const float *inputR, float *output, size_t nFrame)
- static void sound4::bigvoice::dyn::helper::MonoToStereo_Planar (CDynLib &dynlib, const float *input, float *outputL, float *outputR, size_t nFrame)
- static void sound4::bigvoice::dyn::helper::AudioMonoFromLiveStereo (CDynLib &dynlib, const uint8_t *payload, float *output)
- static void sound4::bigvoice::dyn::helper::AudioMonoToLiveStereo (CDynLib &dynlib, const float *input, uint8_t *payload)
- static std::string sound4::bigvoice::dyn::GetVersion (CDynLib &dynlib)
- static unsigned int sound4::bigvoice::dyn::GetChunkSizeInFrames (CDynLib &dynlib)
- static std::vector< unsigned int > sound4::bigvoice::dyn::GetPossibleChunkSizeInFrames (CDynLib &dynlib)
- static unsigned int sound4::bigvoice::dyn::GetChannelCount (CDynLib &dynlib)
- static unsigned int sound4::bigvoice::dyn::GetAudioInputCount (CDynLib &dynlib)
- static unsigned int sound4::bigvoice::dyn::GetAudioOutputCount (CDynLib &dynlib)
- static unsigned int sound4::bigvoice::dyn::GetSampleRate (CDynLib &dynlib)
- static void sound4::bigvoice::dyn::SanityCheck (CDynLib &dynlib, bool a_bCheckFrames=true)
- static std::string sound4::bigvoice::dyn::GetFormatName (CDynLib &dynlib, const SampleFormat fmt)
- static SampleFormat sound4::bigvoice::dyn::GetFormatFromName (CDynLib &dynlib, const std::string &name)
- static unsigned int sound4::bigvoice::dyn::GetBytesFromFormat (CDynLib &dynlib, const SampleFormat fmt)
- static void sound4::bigvoice::dyn::_log_cb_c (bigvoice_LogSeverity severity, const char *c_msg)
- static void sound4::bigvoice::dyn::SetLogSeverity (CDynLib &dynlib, LogSeverity severity)
- static void sound4::bigvoice::dyn::SetLoggerCallback (CDynLib &dynlib, log_cb_t cb)

Variables

- static constexpr const char * sound4::bigvoice::dyn::process_name = "SOUND4 BIGVOICE.CL"
- static constexpr const char * sound4::bigvoice::dyn::process_shortname = "bigvoice"
- 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
- static log_cb_t sound4::bigvoice::dyn::_log_cb

15.27.1 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.

15.27.2 Macro Definition Documentation

15.27.2.1 UNIXLIKE

```
#define UNIXLIKE 0
```

Definition at line 23 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3 Function Documentation

15.27.3.1 bigvoice_custom_exists()

```
static int bigvoice_custom_exists (
            const fs_char * filename,
            void * userdata )  [static]
```

Definition at line 1691 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3.2 bigvoice_custom_getall()

```
static fs_char ** bigvoice_custom_getall (
            void * userdata )  [static]
```

Definition at line 1696 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3.3 bigvoice_custom_getall_free()

```
static void bigvoice_custom_getall_free (
            fs_char ** all,
            void * userdata )  [static]
```

Definition at line 1706 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3.4 bigvoice_custom_reader()

```
static char * bigvoice_custom_reader (
            const fs_char * filename,
            void * userdata )  [static]
```

Definition at line 1677 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3.5 bigvoice_custom_reader_free()

```
static void bigvoice_custom_reader_free (
            char * content,
            void * userdata )  [static]
```

Definition at line 1682 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3.6 bigvoice_custom_remove()

```
static int bigvoice_custom_remove (
            const fs_char * filename,
            void * userdata )  [static]
```

Definition at line 1713 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3.7 bigvoice_custom_rename()

```
static int bigvoice_custom_rename (
            const fs_char * from,
            const fs_char * to,
            void * userdata )  [static]
```

Definition at line 1718 of file sound4.bigvoice.cl_dyn.hpp.

15.27.3.8 bigvoice_custom_writer()

```
static int bigvoice_custom_writer (
            const fs_char * filename,
            const char * content,
            void * userdata )  [static]
```

Definition at line 1686 of file sound4.bigvoice.cl_dyn.hpp.

15.28 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     #ifdef _MSC_VER
00044         #pragma warning(disable : 4996)
00045     #endif
00046 #else // !_WIN32
00048     #define fs_strdup strdup
00049 #endif // !_WIN32
00050
00051 // bridge C callbacks to CPresetLoader
00052 extern "C" {
00053     static char *bigvoice_custom_reader(const fs_char *filename, void* userdata);
00054     static void bigvoice_custom_reader_free(char *content, void* userdata);
00055     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata);
00056     static int bigvoice_custom_exists(const fs_char *filename, void* userdata);
00057     static fs_char** bigvoice_custom_getall(void* userdata);
00058     static void bigvoice_custom_getall_free(fs_char** all, void* userdata);
00059     static int bigvoice_custom_remove(const fs_char *filename, void* userdata);
00060     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata);
00061 };
00062
00066 namespace sound4 {
00070 namespace bigvoice {
00074 namespace dyn {
00075
00079     namespace helper {
00080
00086             template <typename T>
00087         class DynFuncHolder {
00088             // Storage definition, depending on OS
00089             #if UNIXLIKE
00090                 using DynFunc_t = void *;
00091             #else
00092                 using DynFunc_t = FARPROC;
00093             #endif
00094         private:
00095             DynFunc_t m_ptr = NULL;
00096         public:
00097             DynFuncHolder() = default;
00098             DynFuncHolder(DynFunc_t a_ptr) : m_ptr(a_ptr) {}
00099             operator bool() const { return (m_ptr!=NULL); }
00100             bool IsOk() const { return m_ptr!=NULL; }
00101             operator T* () const { return reinterpret_cast<T*>(m_ptr); }
00102         };
00103
00108         class CDynLoader {
00109             // Storage definition, depending on OS
00110             #if UNIXLIKE
00111                 using DynLib_t = void *;
00112             #else
00113                 using DynLib_t = HMODULE;
00114             #endif
00115             private:
00116                 DynLib_t m_lib {};
00117             public:
00118                 CDynLoader() = default;
00119                 CDynLoader(CDynLoader&& other) noexcept : m_lib(other.m_lib) { other.m_lib = NULL; }
00120                 CDynLoader& operator=(CDynLoader&& other) noexcept {
00121                     if (this != &other) { Close(); m_lib = other.m_lib; other.m_lib = NULL; }
00122                     return *this;
00123                 }
00124                 // No copy allowed
00125                 CDynLoader(const CDynLoader&) = delete;
00126                 CDynLoader& operator=(CDynLoader const&) = delete;
00127                 operator bool() const {
00128                     return (m_lib!=NULL);
00129                 }
00130                 bool IsOk() const {
00131                     return (m_lib!=NULL);
00132                 }
00133                 #if UNIXLIKE
00134                     void Close() {
00135                         if (IsOk()) {
```

```
00136                           #ifndef __SANITIZE_ADDRESS__ // avoid unloading to keep call stack
00137                           dlclose(m_lib);
00138                           #endif // __SANITIZE_ADDRESS__
00139                           m_lib=NULL;
00140                       }
00141                   }
00142                   bool Load(const std::filesystem::path& dynlib)
00143                   {
00144                       Close();
00145                       m_lib=dlopen(dynlib.c_str(), RTLD_NOW|RTLD_LOCAL);
00146                       return IsOk();
00147                   }
00148                       template <typename T>
00149                   DynFuncHolder<T> GetSymbol(const std::string& name) {
00150                       auto ptr=dlsym(m_lib, name.c_str());
00151                       if (!ptr) {
00152                           throw std::runtime_error("Missing function in library");
00153                       }
00154                       return DynFuncHolder<T>(ptr);
00155                   }
00156                       template <typename T>
00157                   DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
00158                       auto ptr=dlsym(m_lib, name.c_str());
00159                       return DynFuncHolder<T>(ptr);
00160                   }
00161                   static std::filesystem::path GetThisLibraryPath(void) {
00162                       static Dl_info info;
00163                       if (! dladdr((void *) GetThisLibraryPath, & info)) return {};
00164                       auto rp=realpath(info.dli_fname, NULL);
00165                       if (!rp) {
00166                           #if defined(__unix__)
00167                               rp=realpath("/proc/self/exe", NULL);
00168                           #elif defined(__APPLE__)
00169                               // How to solve this for Apple ?
00170                           #endif
00171                       }
00172                       std::filesystem::path p(rp);
00173                       free(rp);
00174                       return p;
00175                   }
00176               #else
00177                   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
00178                   {
00179                       Close();
00180                       m_lib=LoadLibraryExW(dynlib.c_str(), NULL, loadflags);
00181                       return IsOk();
00182                   }
00183                   void Close() {
00184                       if (IsOk()) {
00185                           // NOTE: On Windows, FreeLibrary may create a lot of troubles, should use
    FreeLibraryAndExitThread but...
00186                           // So define SOUND4_CALL_FREELIBRARY before including this file if you
    really want to unload the library dynamically
00187                           #if defined(SOUND4_CALL_FREELIBRARYANDEXITTHREAD)
00188                               FreeLibraryAndExitThread(m_lib, 0);
00189                           #elif defined(SOUND4_CALL_FREELIBRARY)
00190                               FreeLibrary(m_lib);
00191                           #endif // SOUND4_CALL_FREELIBRARY
00192                           m_lib=NULL;
00193                       }
00194                   }
00195                       template <typename T>
00196                   DynFuncHolder<T> GetSymbol(const std::string& name) {
00197                       auto ptr=GetProcAddress(m_lib, name.c_str());
00198                       if (!ptr) {
00199                           throw std::runtime_error("Missing function in library");
00200                       }
00201                       return DynFuncHolder<T>(ptr);
00202                   }
00203                       template <typename T>
00204                   DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
00205                       auto ptr=GetProcAddress(m_lib, name.c_str());
00206                       return DynFuncHolder<T>(ptr);
00207                   }
00208                   static std::filesystem::path GetThisLibraryPath(void) {
00209                       static wchar_t path[MAX_PATH]={};
00210                       HMODULE hm = NULL;
00211                       if (GetModuleHandleExW(GET_MODULE_HANDLE_EX_FLAG_FROM_ADDRESS |
00212                               GET_MODULE_HANDLE_EX_FLAG_UNCHANGED_REFCOUNT,
00213                               (LPCWSTR) &GetThisLibraryPath, &hm))
00214                       {
00215                           if (GetModuleFileNameW(hm, path, MAX_PATH) > 0) {
00216                               return std::filesystem::path(path);
00217                           }
00218                       }
00219                       return {};
```

```
00220                 }
00221             #endif
00222             virtual ~CDynLoader() {
00223                 Close();
00224             }
00225         }; // class CDynLoader
00226     }; // namespace helper
00227
00234     class CDynLib {
00235     private:
00236         helper::CDynLoader m_lib;
00237         bool m_bOK = false;
00238     public:
00239         CDynLib() = default;
00240
00241         // All those wrapped functions have the same signature as there C bigvoice_XXX
00242         helper::DynFuncHolder< decltype(bigvoice_GetVersion             ) > GetVersion             ;
00243         helper::DynFuncHolder< decltype(bigvoice_GetChunkSizeInFrames   ) > GetChunkSizeInFrames   ;
00244         helper::DynFuncHolder< decltype(bigvoice_GetChannelCount        ) > GetChannelCount        ;
00245         helper::DynFuncHolder< decltype(bigvoice_GetAudioInputCount     ) > GetAudioInputCount     ;
00246         helper::DynFuncHolder< decltype(bigvoice_GetAudioOutputCount    ) > GetAudioOutputCount    ;
00247         helper::DynFuncHolder< decltype(bigvoice_GetSampleRate          ) > GetSampleRate          ;
00248         helper::DynFuncHolder< decltype(bigvoice_SetLoggerCallback      ) > SetLoggerCallback      ;
00249         helper::DynFuncHolder< decltype(bigvoice_SetLogSeverity         ) > SetLogSeverity         ;
00250         helper::DynFuncHolder< decltype(bigvoice_NewParameters          ) > NewParameters          ;
00251         helper::DynFuncHolder< decltype(bigvoice_FreeParameters         ) > FreeParameters         ;
00252         helper::DynFuncHolder< decltype(bigvoice_SetParameter           ) > SetParameter           ;
00253         helper::DynFuncHolder< decltype(bigvoice_GetParameter           ) > GetParameter           ;
00254         helper::DynFuncHolder< decltype(bigvoice_FreeParameterValue     ) > FreeParameterValue     ;
00255         helper::DynFuncHolder< decltype(bigvoice_InitProcess            ) > InitProcess            ;
00256         helper::DynFuncHolder< decltype(bigvoice_InitProcess2           ) > InitProcess2           ;
00257         helper::DynFuncHolder< decltype(bigvoice_TerminateProcess       ) > TerminateProcess       ;
00258         helper::DynFuncHolder< decltype(bigvoice_ExitProcess            ) > ExitProcess            ;
00259         helper::DynFuncHolder< decltype(bigvoice_StartUpdateThread      ) > StartUpdateThread      ;
00260         helper::DynFuncHolder< decltype(bigvoice_StopUpdateThread       ) > StopUpdateThread       ;
00261         helper::DynFuncHolder< decltype(bigvoice_WaitUpdateThreadReady  ) > WaitUpdateThreadReady  ;
00262         helper::DynFuncHolder< decltype(bigvoice_ProcessAudio           ) > ProcessAudio           ;
00263         helper::DynFuncHolder< decltype(bigvoice_ProcessAudio_Planar    ) > ProcessAudio_Planar    ;
00264         helper::DynFuncHolder< decltype(bigvoice_GetBufferIn            ) > GetBufferIn            ;
00265         helper::DynFuncHolder< decltype(bigvoice_GetBufferOut           ) > GetBufferOut           ;
00266         helper::DynFuncHolder< decltype(bigvoice_GetEstimatedDelay      ) > GetEstimatedDelay      ;
00267         helper::DynFuncHolder< decltype(bigvoice_GetFormatName          ) > GetFormatName          ;
00268         helper::DynFuncHolder< decltype(bigvoice_GetFormatFromName      ) > GetFormatFromName      ;
00269         helper::DynFuncHolder< decltype(bigvoice_GetBytesFromFormat     ) > GetBytesFromFormat     ;
00270         helper::DynFuncHolder< decltype(bigvoice_GetMaxPacketFrame      ) > GetMaxPacketFrame      ;
00271         helper::DynFuncHolder< decltype(bigvoice_AddAudio               ) > AddAudio               ;
00272         helper::DynFuncHolder< decltype(bigvoice_AddPadAudio            ) > AddPadAudio            ;
00273         helper::DynFuncHolder< decltype(bigvoice_GetOutputCount         ) > GetOutputCount         ;
00274         helper::DynFuncHolder< decltype(bigvoice_GetAudio               ) > GetAudio               ;
00275         helper::DynFuncHolder< decltype(bigvoice_AudioConvertFrom       ) > AudioConvertFrom       ;
00276         helper::DynFuncHolder< decltype(bigvoice_AudioConvertTo         ) > AudioConvertTo         ;
00277         helper::DynFuncHolder< decltype(bigvoice_StereoToMono           ) > StereoToMono           ;
00278         helper::DynFuncHolder< decltype(bigvoice_MonoToStereo           ) > MonoToStereo           ;
00279         helper::DynFuncHolder< decltype(bigvoice_AudioMonoFromLiveStereo) > AudioMonoFromLiveStereo;
00280         helper::DynFuncHolder< decltype(bigvoice_AudioMonoToLiveStereo  ) > AudioMonoToLiveStereo  ;
00281         helper::DynFuncHolder< decltype(bigvoice_NewClient              ) > NewClient              ;
00282         helper::DynFuncHolder< decltype(bigvoice_DeleteClient           ) > DeleteClient           ;
00283         helper::DynFuncHolder< decltype(bigvoice_ProcessJson            ) > ProcessJson            ;
00284         helper::DynFuncHolder< decltype(bigvoice_FreeJsonAnswer         ) > FreeJsonAnswer         ;
00285         helper::DynFuncHolder< decltype(bigvoice_SaveState              ) > SaveState              ;
00286 #if BIGVOICE_HAS_WEBSERVER
00287         helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp          ) > Webserver_tcp          ;
00288         helper::DynFuncHolder< decltype(bigvoice_Webserver_tcp2         ) > Webserver_tcp2         ;
00289         helper::DynFuncHolder< decltype(bigvoice_Webserver              ) > Webserver              ;
00290         helper::DynFuncHolder< decltype(bigvoice_Webserver_Stop         ) > Webserver_Stop         ;
00291         helper::DynFuncHolder< decltype(bigvoice_Webserver_Status       ) > Webserver_Status       ;
00292 #endif // BIGVOICE_HAS_WEBSERVER
00293
00294         // added 2023-03-22
00295         helper::DynFuncHolder< decltype(bigvoice_StereoToMono_Planar    ) > StereoToMono_Planar    ;
00296         helper::DynFuncHolder< decltype(bigvoice_MonoToStereo_Planar    ) > MonoToStereo_Planar    ;
00297
00298         // added 2023-05-22
00299         helper::DynFuncHolder< decltype(bigvoice_SetMetadata            ) > SetMetadata            ;
00300         helper::DynFuncHolder< decltype(bigvoice_GetMetadataInfos       ) > GetMetadataInfos       ;
00301         helper::DynFuncHolder< decltype(bigvoice_FreeMetadataInfos      ) > FreeMetadataInfos      ;
00302
00303         // added 2023-06-20
00304         helper::DynFuncHolder< decltype(bigvoice_SetPresetManager               ) > SetPresetManager
     ;
00305         helper::DynFuncHolder< decltype(bigvoice_PresetManager_InformChange     ) >
     PresetManager_InformChange      ;
00306
00307         // added 2023-09-21
00308         helper::DynFuncHolder< decltype(bigvoice_GetPossibleChunkSizeInFrames   ) >
     GetPossibleChunkSizeInFrames   ;
00309         helper::DynFuncHolder< decltype(bigvoice_GetProcessChunkFrames          ) >
```

```
    GetProcessChunkFrames   ;
00310         helper::DynFuncHolder< decltype(bigvoice_InitProcess3                    ) > InitProcess3
    ;
00311
00312 #if BIGVOICE_HAS_CLOUDBUS
00313         // added 2023-06-26
00314         helper::DynFuncHolder< decltype(bigvoice_NewBus                 ) > NewBus      ;
00315         helper::DynFuncHolder< decltype(bigvoice_FreeBus                ) > FreeBus      ;
00316         helper::DynFuncHolder< decltype(bigvoice_SetInstanceBus         ) > SetInstanceBus      ;
00317 #endif // BIGVOICE_HAS_CLOUDBUS
00318
00319         // added 2024-02-19
00320         helper::DynFuncHolder< decltype(bigvoice_SetMetadataMulti       ) > SetMetadataMulti         ;
00321
00322 #if BIGVOICE_HAS_WEBSERVER
00323         // added 2024-05-23
00324         helper::DynFuncHolder< decltype(bigvoice_Webserver_SetAppHealth    ) > Webserver_SetAppHealth
    ;
00325         helper::DynFuncHolder< decltype(bigvoice_Webserver_GetAppHealth    ) > Webserver_GetAppHealth
    ;
00326         helper::DynFuncHolder< decltype(bigvoice_Webserver_FreeString      ) > Webserver_FreeString
    ;
00327 #endif // BIGVOICE_HAS_WEBSERVER
00328
00329 #ifdef _WIN32
00330         // added 2025-05-28
00331         helper::DynFuncHolder< decltype(bigvoice_SetInstanceTracing                ) >
    SetInstanceTracing                ;
00332         helper::DynFuncHolder< decltype(bigvoice_SetInstanceTracingProcessActivity ) >
    SetInstanceTracingProcessActivity ;
00333 #endif // _WIN32
00334
00335         // added 2025-05-28
00336         helper::DynFuncHolder< decltype(bigvoice_GetAudioConverter      ) > GetAudioConverter      ;
00337         helper::DynFuncHolder< decltype(bigvoice_FreeAudioConverter     ) > FreeAudioConverter     ;
00338         helper::DynFuncHolder< decltype(bigvoice_AudioConverter_From    ) > AudioConverter_From    ;
00339         helper::DynFuncHolder< decltype(bigvoice_AudioConverter_To      ) > AudioConverter_To      ;
00340
00348         bool Load(const std::filesystem::path& path = {}) {
00349             std::string filename;
00350             #if defined(__APPLE__)
00351                 filename="libsound4.bigvoice.cl.dylib";
00352             #elif defined(__unix__)
00353                 filename="libsound4.bigvoice.cl.so";
00354             #else
00355                 filename="sound4.bigvoice.cl.dll";
00356             #endif
00357             m_lib.Close();
00358             // If a path is given, use it directly and do not try other path
00359             if (!path.empty() && !m_lib.Load(path / filename)) {
00360                 return false;
00361             } else if (!m_lib.IsOk()) {
00362                 auto thisdir=helper::CDynLoader::GetThisLibraryPath().parent_path();
00363                 #ifndef _WIN32
00364                 // Linux: if in a bin directory, try ../lib first
00365                 if (!m_lib.IsOk() && thisdir.filename()=="bin") {
00366                     auto libdir = thisdir.parent_path() / "lib";
00367                     m_lib.Load(libdir / filename);
00368                 }
00369                 #endif // !_WIN32
00370                 if (!m_lib.IsOk()) {
00371                     // Search in the same directory this code is in
00372                     m_lib.Load(thisdir / filename);
00373                 }
00374                 if (!m_lib.IsOk()) {
00375                     // Try current path
00376                     std::error_code ec;
00377                     auto p = std::filesystem::current_path(ec);
00378                     if (!ec) {
00379                         m_lib.Load(p / filename);
00380                     }
00381                 }
00382                 if (!m_lib.IsOk()) {
00383                     return false;
00384                 }
00385             }
00386             // Load all C functions
00387             try {
00388                 GetVersion              = m_lib.GetSymbol< decltype(bigvoice_GetVersion             )
    >("bigvoice_GetVersion"             );
00389                 GetChunkSizeInFrames    = m_lib.GetSymbol< decltype(bigvoice_GetChunkSizeInFrames   )
    >("bigvoice_GetChunkSizeInFrames"   );
00390                 GetChannelCount         = m_lib.GetSymbol< decltype(bigvoice_GetChannelCount        )
    >("bigvoice_GetChannelCount"        );
00391                 GetAudioInputCount      = m_lib.GetSymbol< decltype(bigvoice_GetAudioInputCount     )
    >("bigvoice_GetAudioInputCount"     );
00392                 GetAudioOutputCount     = m_lib.GetSymbol< decltype(bigvoice_GetAudioOutputCount    )
```

```
      >("bigvoice_GetAudioOutputCount"    );
00393                 GetSampleRate           = m_lib.GetSymbol< decltype(bigvoice_GetSampleRate          )
      >("bigvoice_GetSampleRate"          );
00394                 SetLoggerCallback       = m_lib.GetSymbol< decltype(bigvoice_SetLoggerCallback      )
      >("bigvoice_SetLoggerCallback"      );
00395                 SetLogSeverity          = m_lib.GetSymbol< decltype(bigvoice_SetLogSeverity         )
      >("bigvoice_SetLogSeverity"         );
00396                 NewParameters           = m_lib.GetSymbol< decltype(bigvoice_NewParameters          )
      >("bigvoice_NewParameters"          );
00397                 FreeParameters          = m_lib.GetSymbol< decltype(bigvoice_FreeParameters         )
      >("bigvoice_FreeParameters"         );
00398                 SetParameter            = m_lib.GetSymbol< decltype(bigvoice_SetParameter           )
      >("bigvoice_SetParameter"           );
00399                 GetParameter            = m_lib.GetSymbol< decltype(bigvoice_GetParameter           )
      >("bigvoice_GetParameter"           );
00400                 FreeParameterValue      = m_lib.GetSymbol< decltype(bigvoice_FreeParameterValue     )
      >("bigvoice_FreeParameterValue"     );
00401                 InitProcess             = m_lib.GetSymbol< decltype(bigvoice_InitProcess            )
      >("bigvoice_InitProcess"            );
00402                 InitProcess2            = m_lib.GetSymbol< decltype(bigvoice_InitProcess2           )
      >("bigvoice_InitProcess2"           );
00403                 TerminateProcess        = m_lib.GetSymbol< decltype(bigvoice_TerminateProcess       )
      >("bigvoice_TerminateProcess"       );
00404                 ExitProcess             = m_lib.GetSymbol< decltype(bigvoice_ExitProcess            )
      >("bigvoice_ExitProcess"            );
00405                 StartUpdateThread       = m_lib.GetSymbol< decltype(bigvoice_StartUpdateThread      )
      >("bigvoice_StartUpdateThread"      );
00406                 StopUpdateThread        = m_lib.GetSymbol< decltype(bigvoice_StopUpdateThread       )
      >("bigvoice_StopUpdateThread"       );
00407                 WaitUpdateThreadReady   = m_lib.GetSymbol< decltype(bigvoice_WaitUpdateThreadReady  )
      >("bigvoice_WaitUpdateThreadReady"  );
00408                 ProcessAudio            = m_lib.GetSymbol< decltype(bigvoice_ProcessAudio           )
      >("bigvoice_ProcessAudio"           );
00409                 ProcessAudio_Planar     = m_lib.GetSymbol< decltype(bigvoice_ProcessAudio_Planar    )
      >("bigvoice_ProcessAudio_Planar"    );
00410                 GetBufferIn             = m_lib.GetSymbol< decltype(bigvoice_GetBufferIn            )
      >("bigvoice_GetBufferIn"            );
00411                 GetBufferOut            = m_lib.GetSymbol< decltype(bigvoice_GetBufferOut           )
      >("bigvoice_GetBufferOut"           );
00412                 GetEstimatedDelay       = m_lib.GetSymbol< decltype(bigvoice_GetEstimatedDelay      )
      >("bigvoice_GetEstimatedDelay"      );
00413                 GetFormatName           = m_lib.GetSymbol< decltype(bigvoice_GetFormatName          )
      >("bigvoice_GetFormatName"          );
00414                 GetFormatFromName       = m_lib.GetSymbol< decltype(bigvoice_GetFormatFromName      )
      >("bigvoice_GetFormatFromName"      );
00415                 GetBytesFromFormat      = m_lib.GetSymbol< decltype(bigvoice_GetBytesFromFormat     )
      >("bigvoice_GetBytesFromFormat"     );
00416                 GetMaxPacketFrame       = m_lib.GetSymbol< decltype(bigvoice_GetMaxPacketFrame      )
      >("bigvoice_GetMaxPacketFrame"      );
00417                 AddAudio                = m_lib.GetSymbol< decltype(bigvoice_AddAudio               )
      >("bigvoice_AddAudio"               );
00418                 AddPadAudio             = m_lib.GetSymbol< decltype(bigvoice_AddPadAudio            )
      >("bigvoice_AddPadAudio"            );
00419                 GetOutputCount          = m_lib.GetSymbol< decltype(bigvoice_GetOutputCount         )
      >("bigvoice_GetOutputCount"         );
00420                 GetAudio                = m_lib.GetSymbol< decltype(bigvoice_GetAudio               )
      >("bigvoice_GetAudio"               );
00421                 AudioConvertFrom        = m_lib.GetSymbol< decltype(bigvoice_AudioConvertFrom       )
      >("bigvoice_AudioConvertFrom"       );
00422                 AudioConvertTo          = m_lib.GetSymbol< decltype(bigvoice_AudioConvertTo         )
      >("bigvoice_AudioConvertTo"         );
00423                 StereoToMono            = m_lib.GetSymbol< decltype(bigvoice_StereoToMono           )
      >("bigvoice_StereoToMono"           );
00424                 MonoToStereo            = m_lib.GetSymbol< decltype(bigvoice_MonoToStereo           )
      >("bigvoice_MonoToStereo"           );
00425                 AudioMonoFromLiveStereo = m_lib.GetSymbol< decltype(bigvoice_AudioMonoFromLiveStereo)
      >("bigvoice_AudioMonoFromLiveStereo");
00426                 AudioMonoToLiveStereo   = m_lib.GetSymbol< decltype(bigvoice_AudioMonoToLiveStereo  )
      >("bigvoice_AudioMonoToLiveStereo"  );
00427                 NewClient               = m_lib.GetSymbol< decltype(bigvoice_NewClient              )
      >("bigvoice_NewClient"              );
00428                 DeleteClient            = m_lib.GetSymbol< decltype(bigvoice_DeleteClient           )
      >("bigvoice_DeleteClient"           );
00429                 ProcessJson             = m_lib.GetSymbol< decltype(bigvoice_ProcessJson            )
      >("bigvoice_ProcessJson"            );
00430                 FreeJsonAnswer          = m_lib.GetSymbol< decltype(bigvoice_FreeJsonAnswer         )
      >("bigvoice_FreeJsonAnswer"         );
00431                 SaveState               = m_lib.GetSymbol< decltype(bigvoice_SaveState              )
      >("bigvoice_SaveState"              );
00432 #if BIGVOICE_HAS_WEBSERVER
00433                 Webserver_tcp           = m_lib.GetSymbol< decltype(bigvoice_Webserver_tcp          )
      >("bigvoice_Webserver_tcp"          );
00434                 Webserver_tcp2          = m_lib.GetSymbol< decltype(bigvoice_Webserver_tcp2         )
      >("bigvoice_Webserver_tcp2"         );
00435                 Webserver               = m_lib.GetSymbol< decltype(bigvoice_Webserver              )
      >("bigvoice_Webserver"              );
00436                 Webserver_Stop          = m_lib.GetSymbol< decltype(bigvoice_Webserver_Stop         )
```

```
>("bigvoice_Webserver_Stop"         );
00437                 Webserver_Status        = m_lib.GetSymbol< decltype(bigvoice_Webserver_Status       )
>("bigvoice_Webserver_Status"       );
00438 #endif // BIGVOICE_HAS_WEBSERVER
00439
00440                 // added 2023-03-22
00441                 StereoToMono_Planar     = m_lib.GetSymbol< decltype(bigvoice_StereoToMono_Planar    )
>("bigvoice_StereoToMono_Planar"    );
00442                 MonoToStereo_Planar     = m_lib.GetSymbol< decltype(bigvoice_MonoToStereo_Planar    )
>("bigvoice_MonoToStereo_Planar"    );
00443
00444             } catch (std::runtime_error& ) {
00445                 return false;
00446             }
00447             // C functions allowed to be missing
00448             try {
00449                 // added 2023-05-22
00450                 SetMetadata             = m_lib.GetSymbol< decltype(bigvoice_SetMetadata             )
>("bigvoice_SetMetadata"            );
00451                 GetMetadataInfos        = m_lib.GetSymbol< decltype(bigvoice_GetMetadataInfos       )
>("bigvoice_GetMetadataInfos"       );
00452                 FreeMetadataInfos       = m_lib.GetSymbol< decltype(bigvoice_FreeMetadataInfos      )
>("bigvoice_FreeMetadataInfos"      );
00453                 // added 2023-06-20
00454                 SetPresetManager            = m_lib.GetSymbol< decltype(bigvoice_SetPresetManager
) >("bigvoice_SetPresetManager"             );
00455                 PresetManager_InformChange  = m_lib.GetSymbol<
decltype(bigvoice_PresetManager_InformChange     ) >("bigvoice_PresetManager_InformChange"    );
00456
00457                 // added 2023-09-21
00458                 GetPossibleChunkSizeInFrames = m_lib.GetSymbol<
decltype(bigvoice_GetPossibleChunkSizeInFrames  ) >("bigvoice_GetPossibleChunkSizeInFrames"  );
00459                 GetProcessChunkFrames        = m_lib.GetSymbol<
decltype(bigvoice_GetProcessChunkFrames         ) >("bigvoice_GetProcessChunkFrames"         );
00460                 InitProcess3                 = m_lib.GetSymbol< decltype(bigvoice_InitProcess3
) >("bigvoice_InitProcess3"                 );
00461
00462 #if BIGVOICE_HAS_CLOUDBUS
00463                 // added 2023-06-26
00464                 NewBus                  = m_lib.GetSymbol< decltype(bigvoice_NewBus                 )
>("bigvoice_NewBus"                 );
00465                 FreeBus                 = m_lib.GetSymbol< decltype(bigvoice_FreeBus                )
>("bigvoice_FreeBus"                );
00466                 SetInstanceBus          = m_lib.GetSymbol< decltype(bigvoice_SetInstanceBus         )
>("bigvoice_SetInstanceBus"         );
00467 #endif // BIGVOICE_HAS_CLOUDBUS
00468
00469                 // added 2024-02-19
00470                 SetMetadataMulti        = m_lib.GetSymbol< decltype(bigvoice_SetMetadataMulti       )
>("bigvoice_SetMetadataMulti"       );
00471
00472 #if BIGVOICE_HAS_WEBSERVER
00473                 // added 2024-05-23
00474                 Webserver_SetAppHealth      = m_lib.GetSymbol<
decltype(bigvoice_Webserver_SetAppHealth      ) >("Webserver_SetAppHealth"     );
00475                 Webserver_GetAppHealth      = m_lib.GetSymbol<
decltype(bigvoice_Webserver_GetAppHealth      ) >("Webserver_GetAppHealth"     );
00476                 Webserver_FreeString        = m_lib.GetSymbol< decltype(bigvoice_Webserver_FreeString
) >("Webserver_FreeString"       );
00477                 #endif // BIGVOICE_HAS_WEBSERVER
00478
00479 #ifdef _WIN32
00480                 // added 2025-05-28
00481                 SetInstanceTracing                = m_lib.GetSymbol<
decltype(bigvoice_SetInstanceTracing               ) >("SetInstanceTracing"               );
00482                 SetInstanceTracingProcessActivity = m_lib.GetSymbol<
decltype(bigvoice_SetInstanceTracingProcessActivity) >("SetInstanceTracingProcessActivity");
00483 #endif // _WIN32
00484
00485                 // added 2025-05-28
00486                 GetAudioConverter                 = m_lib.GetSymbol<
decltype(bigvoice_GetAudioConverter                ) >("GetAudioConverter"                );
00487                 FreeAudioConverter                = m_lib.GetSymbol<
decltype(bigvoice_FreeAudioConverter               ) >("FreeAudioConverter"               );
00488                 AudioConverter_From               = m_lib.GetSymbol<
decltype(bigvoice_AudioConverter_From              ) >("AudioConverter_From"              );
00489                 AudioConverter_To                 = m_lib.GetSymbol<
decltype(bigvoice_AudioConverter_To                ) >("AudioConverter_To"                );
00490
00491             }  catch (std::runtime_error& ) {
00492                 // Ignored, handler will take care
00493             }
00494
00495             m_bOK=true;
00496             return true;
00497         }
00504         bool IsOk() const {
```

```
00505             return m_bOK;
00506         }
00507
00508     };
00509
00510
00511
00512     static constexpr const char *process_name = "SOUND4 BIGVOICE.CL";
00513     static constexpr const char *process_shortname = "bigvoice";
00514     using SampleFormat = bigvoice_SampleFormat;
00519     const size_t ChunkFrames=BIGVOICE_AUDIOFRAME_COUNT;
00524     const size_t InputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_INPUT_COUNT;
00529     const size_t OutputChannels=BIGVOICE_CHANNEL_COUNT*BIGVOICE_AUDIO_OUTPUT_COUNT;
00534     const size_t InputSampleSize=ChunkFrames*InputChannels;
00539     const size_t OutputSampleSize=ChunkFrames*OutputChannels;
00544     const size_t SampleRate=BIGVOICE_SAMPLE_RATE;
00545
00549     namespace helper {
00550         #ifdef _WIN32
00556         static inline std::string WStringToUTF8(const std::wstring& wstr) {
00557             if (wstr.empty()) return {};
00558             int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL,
      NULL);
00559             std::string str(size, 0);
00560             WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00561             return str;
00562         }
00568         static inline std::wstring UTF8ToWString(const std::string& str) {
00569             if (str.empty()) return std::wstring();
00570             int size = MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), NULL, 0);
00571             std::wstring wstr(size, 0);
00572             MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), &wstr[0], size);
00573             return wstr;
00574         }
00575         #endif // _WIN32
00576
00582             template<typename T>
00583         struct SampleFormat {
00584         };
00585             template<>
00586         struct SampleFormat<int16_t> {
00587             const bigvoice_SampleFormat format = S16_NATIVE;
00588         };
00589             template<>
00590         struct SampleFormat<int32_t> {
00591             const bigvoice_SampleFormat format = S32_NATIVE;
00592         };
00593             template<>
00594         struct SampleFormat<float> {
00595             const bigvoice_SampleFormat format = F32_NATIVE;
00596         };
00597
00598         // ------------------------------------------------------------
00610         static inline void AudioConvertFrom(CDynLib& dynlib, const uint8_t *payload, float *output,
      size_t nSpl, bigvoice_SampleFormat fmt) {
00611             dynlib.AudioConvertFrom(payload, output, nSpl, fmt);
00612         }
00613
00625         static inline void AudioConvertTo(CDynLib& dynlib, const float *input, uint8_t *payload,
      size_t nSpl, bigvoice_SampleFormat fmt) {
00626             dynlib.AudioConvertTo(input, payload, nSpl, fmt);
00627         }
00628
00639         static inline void StereoToMono(CDynLib& dynlib, const float *input, float *output, size_t
      nFrame) {
00640             dynlib.StereoToMono(input, output, nFrame);
00641         }
00642
00653         static inline void MonoToStereo(CDynLib& dynlib, const float *input, float *output, size_t
      nFrame) {
00654             dynlib.MonoToStereo(input, output, nFrame);
00655         }
00656
00668         static inline void StereoToMono_Planar(CDynLib& dynlib, const float *inputL, const float
      *inputR, float *output, size_t nFrame) {
00669             dynlib.StereoToMono_Planar(inputL, inputR, output, nFrame);
00670         }
00671
00683         static inline void MonoToStereo_Planar(CDynLib& dynlib, const float *input, float *outputL,
      float *outputR, size_t nFrame) {
00684             dynlib.MonoToStereo_Planar(input, outputL, outputR, nFrame);
00685         }
00686
00694         static inline void AudioMonoFromLiveStereo(CDynLib& dynlib, const uint8_t *payload, float
      *output) {
00695             dynlib.AudioMonoFromLiveStereo(payload, output);
00696         }
```

```
00697
00705         static inline void AudioMonoToLiveStereo(CDynLib& dynlib, const float *input, uint8_t
    *payload) {
00706             dynlib.AudioMonoToLiveStereo(input, payload);
00707         }
00708
00709     }; // namespace helper
00710
00717     static inline std::string GetVersion(CDynLib& dynlib)
00718         {
00719             return std::string(dynlib.GetVersion());
00720         }
00721
00733     static inline unsigned int GetChunkSizeInFrames(CDynLib& dynlib)
00734         {
00735             return dynlib.GetChunkSizeInFrames();
00736         }
00737
00747     static inline std::vector<unsigned int> GetPossibleChunkSizeInFrames(CDynLib& dynlib)
00748         {
00749             std::vector<unsigned int> list;
00750             if (dynlib.GetPossibleChunkSizeInFrames) {
00751                 for (unsigned int* src=dynlib.GetPossibleChunkSizeInFrames();*src;src++) {
00752                     list.push_back(*src);
00753                 }
00754             } else {
00755                 list.push_back(12);
00756             }
00757             return list;
00758         }
00759
00766     static inline unsigned int GetChannelCount(CDynLib& dynlib)
00767         {
00768             return dynlib.GetChannelCount();
00769         }
00770
00779     static inline unsigned int GetAudioInputCount(CDynLib& dynlib)
00780         {
00781             return dynlib.GetAudioInputCount();
00782         }
00783
00792     static inline unsigned int GetAudioOutputCount(CDynLib& dynlib)
00793         {
00794             return dynlib.GetAudioOutputCount();
00795         }
00796
00805     static inline unsigned int GetSampleRate(CDynLib& dynlib)
00806         {
00807             return dynlib.GetSampleRate();
00808         }
00809
00817     static inline void SanityCheck(CDynLib& dynlib, bool a_bCheckFrames = true)
00818     {
00819         // Do some sanity checks
00820         if (dynlib.GetSampleRate()!=BIGVOICE_SAMPLE_RATE) {
00821             throw std::runtime_error("Bad library sampling rate");
00822         }
00823         if (a_bCheckFrames && dynlib.GetChunkSizeInFrames()!=ChunkFrames) {
00824             throw std::runtime_error("Bad library frame size");
00825         }
00826         if (dynlib.GetChannelCount()!=BIGVOICE_CHANNEL_COUNT) {
00827             throw std::runtime_error("Bad library channel count");
00828         }
00829         if (dynlib.GetAudioInputCount()!=BIGVOICE_AUDIO_INPUT_COUNT) {
00830             throw std::runtime_error("Bad library input count");
00831         }
00832         if (dynlib.GetAudioOutputCount()!=BIGVOICE_AUDIO_OUTPUT_COUNT) {
00833             throw std::runtime_error("Bad library output count");
00834         }
00835     }
00836
00844     static inline std::string GetFormatName(CDynLib& dynlib, const SampleFormat fmt)
00845         {
00846             return std::string(dynlib.GetFormatName(fmt));
00847         }
00848
00856     static inline SampleFormat GetFormatFromName(CDynLib& dynlib, const std::string& name)
00857         {
00858             return dynlib.GetFormatFromName(name.c_str());
00859         }
00860
00868     static inline unsigned int GetBytesFromFormat(CDynLib& dynlib, const SampleFormat fmt)
00869         {
00870             return dynlib.GetBytesFromFormat(fmt);
00871         }
00872
00876     using LogSeverity = bigvoice_LogSeverity;
```

```
00880     using log_cb_t = std::function<void(LogSeverity,const std::string&)>;
00881
00885     static log_cb_t _log_cb;
00886     extern "C" {
00887         static inline void _log_cb_c(bigvoice_LogSeverity severity, const char *c_msg) {
00888             _log_cb(severity, std::string(c_msg));
00889         }
00890     }
00894     static inline void SetLogSeverity(CDynLib& dynlib, LogSeverity severity)
00895         {
00896             dynlib.SetLogSeverity(severity);
00897         }
00901     static inline void SetLoggerCallback(CDynLib& dynlib, log_cb_t cb)
00902         {
00903             _log_cb=cb;
00904             dynlib.SetLoggerCallback(&_log_cb_c);
00905         }
00906
00907 #if BIGVOICE_HAS_CLOUDBUS
00913     class CBus {
00914         public:
00915             CBus(CDynLib& dynlib)
00916                 : m_dynlib(dynlib)
00917                 {
00918                     if (m_dynlib.NewBus) {
00919                         m_bus=m_dynlib.NewBus();
00920                     }
00921                 }
00922             ~CBus()
00923                 {
00924                     if (m_bus && m_dynlib.FreeBus) {
00925                         m_dynlib.FreeBus(m_bus);
00926                     }
00927                     m_bus = nullptr;
00928                 }
00929             bigvoice_CBus *Get() const { return m_bus; }
00930         private:
00931             CDynLib& m_dynlib;
00932             bigvoice_CBus *m_bus;
00933     };
00934 #endif // BIGVOICE_HAS_CLOUDBUS
00935
00941     class CPresetLoader {
00942     public:
00943         CPresetLoader() = default;
00944         virtual ~CPresetLoader() = default;
00945
00946         virtual bool IsReadOnly() = 0;
00947         virtual bool Exists(const std::filesystem::path &name) = 0;
00948         virtual bool Remove(const std::filesystem::path &name) = 0;
00949         virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) = 0;
00950         virtual std::vector<std::filesystem::path> GetAll() = 0;
00951         virtual std::string Read(const std::filesystem::path &filename) = 0;
00952         virtual bool Write(const std::filesystem::path &filename, const std::string &content) =0;
00953     };
00954     using PresetChange_Kind = bigvoice_PresetChange_Kind;
00955
00961     class CInstance {
00962     public:
00966         CInstance(CDynLib& dynlib)
00967         : m_dynlib(dynlib)
00968             {
00969                 params = m_dynlib.NewParameters();
00970                 if (!params) throw std::bad_alloc();
00971             }
00972         // non-copyable
00973         CInstance( const CInstance& ) = delete;
00974         CInstance& operator=( const CInstance& ) = delete;
00978         virtual ~CInstance()
00979             {
00980                 Stop();
00981                 if (params) m_dynlib.FreeParameters(params);
00982             }
00986        bool IsOk() const { return instance!=nullptr; }
00996         void SetParam(const std::string& name, const std::string& value)
00997             {
00998                 assert(params);
00999                 m_dynlib.SetParameter(params, name.c_str(), value.c_str());
01000             }
01007         std::string GetParam(const std::string& name)
01008             {
01009                 assert(params);
01010                 auto c_value=m_dynlib.GetParameter(params, name.c_str());
01011                 std::string ret(c_value);
01012                 m_dynlib.FreeParameterValue(c_value);
01013                 return ret;
01014             }
```

```
01015 #if BIGVOICE_HAS_CLOUDBUS
01024             void SetBus(const CBus& bus) {
01025                 assert(params);
01026                 if (m_dynlib.SetInstanceBus) {
01027                     m_dynlib.SetInstanceBus(params,bus.Get());
01028                 }
01029             }
01030 #endif // BIGVOICE_HAS_CLOUDBUS
01031
01042         void SetPresetManager(CPresetLoader *preset_manager)
01043             {
01044                 if (!preset_manager) return;
01045                 if (!m_dynlib.SetPresetManager) return;
01046                 assert(params);
01047                 m_dynlib.SetPresetManager(params,
01048                     bigvoice_custom_reader,
01049                     bigvoice_custom_reader_free,
01050                     bigvoice_custom_writer,
01051                     bigvoice_custom_exists,
01052                     bigvoice_custom_getall,
01053                     bigvoice_custom_getall_free,
01054                     bigvoice_custom_remove,
01055                     bigvoice_custom_rename,
01056                     preset_manager->IsReadOnly(),
01057                     preset_manager
01058                 );
01059             }
01060
01083         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)
01084             {
01085                 assert(!instance);
01086                 std::string l_save_path;
01087                 if (!save_path.empty()) {
01088                     #if (__cplusplus<202002L)
01089                     l_save_path = save_path.u8string();
01090                     #else // C++20
01091                     l_save_path = (const char*)save_path.u8string().c_str();
01092                     #endif // C++20
01093                 }
01094                 if (m_dynlib.InitProcess3) {
01095                     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);
01096                 } else if (frames_per_chunk!=12) {
01097                     return false;
01098                 } else {
01099                     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);
01100                 }
01101                 if (!instance) return false;
01102                 if (!init_metadata.empty()) {
01103                     for (auto&& [key,value]: init_metadata) {
01104                         m_dynlib.SetMetadata(instance, key.c_str(), value.c_str());
01105                     }
01106                     init_metadata.clear();
01107                 }
01108                 update_thread = std::thread([this, json_port](){
01109                     OnUpdateThreadStart();
01110                     m_dynlib.StartUpdateThread(instance, json_port);
01111                     OnUpdateThreadStop();
01112                 });
01113                 int timeout=5000;
01114                 #ifdef DEBUG
01115                     timeout=60*1000; // For debugger pauses
01116                 #endif
01117                 if (m_dynlib.WaitUpdateThreadReady(instance, timeout)<0) {
01118                     return false;
01119                 }
01120                 return true;
01121             }
01122
01130         unsigned int GetChunkFrames() {
01131             if (instance && m_dynlib.GetProcessChunkFrames) {
01132                 return m_dynlib.GetProcessChunkFrames(instance);
01133             }
01134             return 12;
01135         }
01136
01144         void PresetManager_InformChange(const std::filesystem::path& relative_path, PresetChange_Kind
      change_kind)
01145             {
01146                 if (m_dynlib.PresetManager_InformChange) {
01147                     m_dynlib.PresetManager_InformChange(instance, relative_path.c_str(),
      (bigvoice_PresetChange_Kind) change_kind);
01148                 }
01149             }
```

```
01150
01162         void SetMetadata(const std::string& key, const char* value)
01163             {
01164                 if (m_dynlib.SetMetadata) {
01165                     if (instance) {
01166                         m_dynlib.SetMetadata(instance, key.c_str(), value);
01167                     } else {
01168                         init_metadata.push_back( {key, value} );
01169                     }
01170                 }
01171             }
01172
01173
01183         void SetMetadataMulti(const std::unordered_map<std::string, const char*>& list)
01184             {
01185                 if (instance) {
01186                     if (m_dynlib.SetMetadataMulti) {
01187                         typedef const char* pchar;
01188                         pchar* keyvalue=new pchar[2*list.size()+1];
01189                         size_t n=0;
01190                         for (auto&& [key,value]: list) {
01191                             keyvalue[2*n+0]=key.c_str();
01192                             keyvalue[2*n+1]=value;
01193                             n++;
01194                         }
01195                         keyvalue[2*n+0]=nullptr;
01196
01197                         bigvoice_SetMetadataMulti(instance, keyvalue);
01198
01199                         delete[] keyvalue;
01200                     } else {
01201                         for (auto&& [key,value]: list) {
01202                             SetMetadata(key, value);
01203                         }
01204                     }
01205                 } else {
01206                     for (auto&& [key,value]: list) {
01207                         if (value) {
01208                             init_metadata.push_back( {key, value} );
01209                         }
01210                     }
01211                 }
01212             }
01213
01219         std::vector< std::tuple<std::string,std::string> > GetMetadataInfos()
01220             {
01221                 std::vector< std::tuple<std::string,std::string> > values;
01222                 if (m_dynlib.GetMetadataInfos) {
01223                     const char** c_values = m_dynlib.GetMetadataInfos(instance);
01224                     if (c_values) {
01225                         for (const char** c_value=c_values; *c_value; ) {
01226                             std::string key(*c_value);
01227                             c_value++;
01228                             if (*c_value) {
01229                                 std::string descr(*c_value);
01230                                 c_value++;
01231                                 values.push_back( {key,descr} );
01232                             }
01233                         }
01234                         m_dynlib.FreeMetadataInfos(instance, c_values);
01235                     }
01236                 }
01237                 return values;
01238             }
01239
01243         virtual void OnUpdateThreadStart() {}
01247         virtual void OnUpdateThreadStop() {}
01248
01249 #if BIGVOICE_HAS_WEBSERVER
01263         bool StartWebServer(int http_port, int https_port=0)
01264             {
01265                 assert(instance);
01266                 assert(webserver==SOUND4_INVALID_WEBSERVER_ID);
01267                 webserver = m_dynlib.Webserver(http_port,https_port,instance);
01268                 if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
01269                     return false;
01270                 }
01271                 int web_status=m_dynlib.Webserver_Status(webserver);
01272                 if (http_port && (web_status & SOUND4_WEBSERVER_HTTP_OK) == 0) {
01273                     return false;
01274                 }
01275                 if (https_port && (web_status & SOUND4_WEBSERVER_HTTPS_OK) == 0) {
01276                     return false;
01277                 }
01278                 return true;
01279             }
01280
```

```
01288         void StopWebServer(int timeout_ms = 1000)
01289             {
01290                 if (webserver != SOUND4_INVALID_WEBSERVER_ID) {
01291                     m_dynlib.Webserver_Stop(webserver, timeout_ms);
01292                     webserver = SOUND4_INVALID_WEBSERVER_ID;
01293                 }
01294             }
01295 
01299         void SetWebServerAppHealth(int httpcode, const std::string& contenttype, const std::string&
      content)
01300             {
01301                 assert(instance);
01302                 if (!m_dynlib.Webserver_SetAppHealth) return;
01303                 m_dynlib.Webserver_SetAppHealth(instance, httpcode, contenttype.c_str(),
      content.c_str());
01304             }
01308         void GetWebServerAppHealth(int &httpcode, std::string& contenttype, std::string& content)
01309             {
01310                 assert(instance);
01311                 if (!m_dynlib.Webserver_GetAppHealth) return;
01312                 char* c_contenttype=nullptr;
01313                 char* c_content=nullptr;
01314                 m_dynlib.Webserver_GetAppHealth(instance, &httpcode, &c_contenttype, &c_content);
01315                 contenttype=c_contenttype;
01316                 content=c_content;
01317                 m_dynlib.Webserver_FreeString(c_contenttype);
01318                 m_dynlib.Webserver_FreeString(c_content);
01319             }
01320 #endif // BIGVOICE_HAS_WEBSERVER
01321 
01330         int Terminate()
01331             {
01332                 if (!instance) return 0;
01333                 return m_dynlib.TerminateProcess(instance);
01334             }
01335 
01339         void Stop()
01340             {
01341                 if (!instance) return;
01342 #if BIGVOICE_HAS_WEBSERVER
01343                 StopWebServer();
01344 #endif // BIGVOICE_HAS_WEBSERVER
01345                 if (update_thread.joinable()) {
01346                     m_dynlib.StopUpdateThread(instance); // this will exit the update thread
01347                     update_thread.join();
01348                 }
01349                 m_dynlib.ExitProcess(instance);
01350                 instance=nullptr;
01351             }
01352 
01362         unsigned int GetEstimatedDelay()
01363             {
01364                 assert(instance);
01365                 return m_dynlib.GetEstimatedDelay(instance);
01366             }
01367 
01380         std::array<float,InputSampleSize>& GetBufferIn()
01381             {
01382                 assert(instance);
01383                 float *buf=m_dynlib.GetBufferIn(instance);
01384                 return reinterpret_cast< std::array<float,InputSampleSize>& >(*buf);
01385 
01386             }
01398         std::array<float,OutputSampleSize>& GetBufferOut()
01399             {
01400                 assert(instance);
01401                 float *buf= m_dynlib.GetBufferOut(instance);
01402                 return reinterpret_cast< std::array<float,OutputSampleSize>& >(*buf);
01403             }
01407         void ProcessAudio()
01408             {
01409                 assert(instance);
01410                 m_dynlib.ProcessAudio(instance, m_dynlib.GetBufferIn(instance),
      m_dynlib.GetBufferOut(instance));
01411             }
01423         void ProcessAudio_Planar(float const * const *input, float * const *output)
01424             {
01425                 assert(instance);
01426                 m_dynlib.ProcessAudio_Planar(instance, input, output);
01427             }
01428 
01440             template<typename T>
01441         std::vector<T> ProcessAnyAudio(const std::vector<T> input)
01442             {
01443                 assert(instance);
01444                 std::vector<T> output;
01445                 unsigned int out_offset=0;
```

```
01446                 unsigned int in_offset=0;
01447                 unsigned int todo = input.size();
01448                 while (todo>0) {
01449                     unsigned int left = AddAudio(&input[in_offset], todo);
01450                     unsigned int out_avail = m_dynlib.GetOutputCount(instance);
01451                     output.resize(out_offset + out_avail);
01452                     GetAudio(&output[out_offset], out_avail);
01453                     out_offset+=out_avail;
01454                     in_offset += todo-left;
01455                     todo=left;
01456                 }
01457                 return output;
01458             }
01459
01465         class CClient {
01466             public:
01467                 CClient(bigvoice_CInstance* instance, CDynLib& dynlib)
01468                 : m_dynlib(dynlib)
01469                     {
01470                         assert(instance);
01471                         client=m_dynlib.NewClient(instance);
01472                         if (!client) throw std::bad_alloc();
01473                     }
01474                 // non-copyable
01475                 CClient( const CInstance& ) = delete;
01476                 CClient& operator=( const CInstance& ) = delete;
01477                 ~CClient()
01478                     {
01479                         if (client) {
01480                             m_dynlib.DeleteClient(client);
01481                             client=nullptr;
01482                         }
01483                     }
01491                 std::string ProcessJson(const std::string &request, bool *NeedSave = nullptr)
01492                     {
01493                         assert(client);
01494                         int need_save=0;
01495                         const char *canswer = m_dynlib.ProcessJson(client, request.c_str(),
    &need_save);
01496                         if (!canswer) return {};
01497                         std::string answer(canswer);
01498                         m_dynlib.FreeJsonAnswer (canswer);
01499                         if (NeedSave) {
01500                             *NeedSave=(need_save!=0);
01501                         }
01502                         return answer;
01503                     }
01504             private:
01505                 CDynLib& m_dynlib;
01506                 bigvoice_CClientInstance *client = nullptr;
01507         };
01515         std::shared_ptr<CClient> NewClient()
01516             {
01517                 assert(instance);
01518                 return std::make_shared<CClient>(instance, m_dynlib);
01519             }
01520
01531         bool SaveState() {
01532             assert(instance);
01533             if (m_dynlib.SaveState(instance)!=0) {
01534                 return false;
01535             }
01536             return true;
01537         }
01538 #ifdef _WIN32
01545         void SetInstanceTracing(TraceLoggingHProvider tracing_provider, GUID activity_guid = {}) {
01546             if (m_dynlib.SetInstanceTracing) {
01547                 m_dynlib.SetInstanceTracing(params, tracing_provider, activity_guid);
01548             }
01549         }
01556         void SetInstanceTracingProcessActivity(GUID activity_guid) {
01557             assert(instance);
01558             if (m_dynlib.SetInstanceTracingProcessActivity) {
01559                 m_dynlib.SetInstanceTracingProcessActivity(instance, activity_guid);
01560             }
01561         }
01562 #endif // _WIN32
01563     protected:
01564             template<typename T>
01565         unsigned int AddAudio(const T* payload, unsigned int nFrame)
01566             {
01567                 assert(instance);
01568                 return m_dynlib.AddAudio(instance, reinterpret_cast<const T*>(payload), nFrame,
    helper::SampleFormat<T>::format);
01569             }
01570             template<typename T>
01571         unsigned int GetAudio(T* payload, unsigned int max_nFrame)
```

```
01572             {
01573                 assert(instance);
01574                 return m_dynlib.GetAudio(instance, reinterpret_cast<T*>(payload), max_nFrame,
      helper::SampleFormat<T>::format);
01575             }
01576
01577     private:
01578         CDynLib& m_dynlib;
01579         bigvoice_CParameters* params = nullptr;
01580         bigvoice_CInstance* instance = nullptr;
01581         std::thread update_thread;
01582         std::vector< std::pair<std::string,std::string> > init_metadata;
01583 #if BIGVOICE_HAS_WEBSERVER
01584         uint64_t webserver = SOUND4_INVALID_WEBSERVER_ID;
01585 #endif // BIGVOICE_HAS_WEBSERVER
01586     };
01587
01594     class CAudioConverter {
01595         public:
01601             CAudioConverter(CDynLib& dynlib)
01602                 : m_dynlib(dynlib)
01603                 { }
01604
01608             virtual ~CAudioConverter()
01609                 {
01610                     Delete();
01611                 }
01612
01628             bool Configure(SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset,
      bigvoice_ConverterTargetMode target_mode)
01629                 {
01630                     Delete();
01631                     if (m_dynlib.GetAudioConverter)
01632                         m_cvt = m_dynlib.GetAudioConverter((bigvoice_SampleFormat)fmt, nFrame,
      payl_ch, payl_ch_offset, target_mode);
01633                     return IsOK();
01634                 }
01635             void Delete()
01636                 {
01637                     if (m_cvt && m_dynlib.FreeAudioConverter) {
01638                         m_dynlib.FreeAudioConverter(m_cvt);
01639                     }
01640                     m_cvt = nullptr;
01641                 }
01642             bool IsOK() const { return (m_cvt!=nullptr); }
01643
01652             void ConvertFrom(const uint8_t *payload, float *output)
01653                 { m_dynlib.AudioConverter_From(m_cvt, payload, output); }
01654
01663             void ConvertTo(const float *input, uint8_t *payload)
01664                 { m_dynlib.AudioConverter_To(m_cvt, input, payload); }
01665
01666         private:
01667             CDynLib& m_dynlib;
01668             bigvoice_CAudioConverter *m_cvt = nullptr;
01669     };
01670
01671 }; // namespace dyn
01672 }; // namespace bigvoice
01673 }; // namespace sound4
01674
01675 // bridge C callbacks to CPresetLoader
01676 extern "C" {
01677     static char *bigvoice_custom_reader(const fs_char *filename, void* userdata) {
01678         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01679         std::string content=preset_loader->Read(filename);
01680         return strdup(content.c_str());
01681     }
01682     static void bigvoice_custom_reader_free(char *content, void* userdata) {
01683         if (!content) return;
01684         free(content);
01685     }
01686     static int bigvoice_custom_writer(const fs_char *filename, const char *content, void* userdata) {
01687         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01688         auto res=preset_loader->Write(filename,content);
01689         return res?0:-1;
01690     }
01691     static int bigvoice_custom_exists(const fs_char *filename, void* userdata) {
01692         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01693         auto res=preset_loader->Exists(filename);
01694         return res?0:-1;
01695     }
01696     static fs_char** bigvoice_custom_getall(void* userdata) {
01697         sound4::bigvoice::dyn::CPresetLoader
```

```
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01698         auto res=preset_loader->GetAll();
01699         fs_char**all=(fs_char**)malloc((res.size()+1)*sizeof(const fs_char*));
01700         for (size_t n=0;n<res.size();n++) {
01701             all[n]=fs_strdup(res[n].c_str());
01702         }
01703         all[res.size()]=nullptr;
01704         return all;
01705     }
01706     static void bigvoice_custom_getall_free(fs_char** all, void* userdata) {
01707         if (!all) return;
01708         for (fs_char** one=all;*one;one++) {
01709             free(*one);
01710         }
01711         free(all);
01712     }
01713     static int bigvoice_custom_remove(const fs_char *filename, void* userdata) {
01714         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01715         auto res=preset_loader->Remove(filename);
01716         return res?0:-1;
01717     }
01718     static int bigvoice_custom_rename(const fs_char *from, const fs_char *to, void* userdata) {
01719         sound4::bigvoice::dyn::CPresetLoader
      *preset_loader=reinterpret_cast<sound4::bigvoice::dyn::CPresetLoader*>(userdata);
01720         auto res=preset_loader->Rename(from,to);
01721         return res?0:-1;
01722     }
01723
01724 };
```

15.29 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.
- 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
- class sound4::CAudioConverter

  Audio converter helper.

Namespaces

- namespace sound4
- namespace sound4::helper

Macros

- #define UNIXLIKE

Typedefs

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

Enumerations

- enum sound4::SampleFormat {
  sound4::INVALID_FORMAT , sound4::S16_LE , sound4::S16_BE , sound4::S24_LE ,
  sound4::S24_BE , sound4::S32_LE , sound4::S32_BE , sound4::F32_LE ,
  sound4::F32_BE , sound4::S16_NATIVE , sound4::S24_NATIVE , sound4::S32_NATIVE ,
  sound4::F32_NATIVE }
- enum sound4::LogSeverity {
  sound4::none , sound4::fatal , sound4::error , sound4::warning ,
  sound4::info , sound4::verbose , sound4::verbose2 , sound4::verbose3 ,
  sound4::verbose4 , sound4::verbose5 }
- enum sound4::PresetChange_Kind { sound4::change_kind_created , sound4::change_kind_modified ,
  sound4::change_kind_deleted }
- enum sound4::ConverterTargetMode {
  sound4::ConverterTargetMode_AsInput = sound4cl_ConverterTargetMode_AsInput , sound4::ConverterTargetMode_Mono
  = sound4cl_ConverterTargetMode_Mono , sound4::ConverterTargetMode_Stereo = sound4cl_Converter↩
  TargetMode_Stereo , sound4::ConverterTargetMode_StereoToMono = sound4cl_ConverterTargetMode_↩
  StereoToMono ,
  sound4::ConverterTargetMode_MonoToStereo = sound4cl_ConverterTargetMode_MonoToStereo }

Functions

- static std::string sound4::helper::WStringToUTF8 (const std::wstring &wstr)
- static std::wstring sound4::helper::UTF8ToWString (const std::string &str)
- static void sound4::_log_cb_c (sound4cl_LogSeverity severity, const char *c_msg)

Variables

- static log_cb_t sound4::_log_cb

15.29.1 Detailed Description

You need to load the dynamic library, and if it succeed you can use it.

Definition in file sound4cl.hpp.

15.29.2 Macro Definition Documentation

15.29.2.1 UNIXLIKE

```
#define UNIXLIKE
```

Definition at line 24 of file sound4cl.hpp.

15.30 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     #ifdef _MSC_VER
00032         #pragma warning(disable : 4996)
00033     #endif
00034 #else
00035     #error "Unsupported OS"
00036 #endif
00037
00038 #include "sound4cl_cdef.h"
00039
00040     // bridge C callbacks to CPresetLoader
00041     extern "C" {
00042         static char *sound4cl_custom_reader(const fs_char *filename, void* userdata);
00043         static void sound4cl_custom_reader_free(char *content, void* userdata);
00044         static int sound4cl_custom_writer(const fs_char *filename, const char *content, void*
      userdata);
00045         static int sound4cl_custom_exists(const fs_char *filename, void* userdata);
00046         static fs_char** sound4cl_custom_getall(void* userdata);
00047         static void sound4cl_custom_getall_free(fs_char** all, void* userdata);
00048         static int sound4cl_custom_remove(const fs_char *filename, void* userdata);
00049         static int sound4cl_custom_rename(const fs_char *from, const fs_char *to, void* userdata);
00050     };
00051
00055 namespace sound4 {
00056
00060     enum SampleFormat {
00061         INVALID_FORMAT=sound4cl_SampleFormat::INVALID_FORMAT,
00062         S16_LE        =sound4cl_SampleFormat::S16_LE,
00063         S16_BE        =sound4cl_SampleFormat::S16_BE,
00064         S24_LE        =sound4cl_SampleFormat::S24_LE,
00065         S24_BE        =sound4cl_SampleFormat::S24_BE,
```

```
00066         S32_LE        =sound4cl_SampleFormat::S32_LE,
00067         S32_BE        =sound4cl_SampleFormat::S32_BE,
00068         F32_LE        =sound4cl_SampleFormat::F32_LE,
00069         F32_BE        =sound4cl_SampleFormat::F32_BE,
00070         S16_NATIVE    =sound4cl_SampleFormat::S16_NATIVE,
00071         S24_NATIVE    =sound4cl_SampleFormat::S24_NATIVE,
00072         S32_NATIVE    =sound4cl_SampleFormat::S32_NATIVE,
00073         F32_NATIVE    =sound4cl_SampleFormat::F32_NATIVE,
00074     };
00075
00079     namespace helper {
00080         #ifdef _WIN32
00086         static inline std::string WStringToUTF8(const std::wstring& wstr) {
00087             if (wstr.empty()) return {};
00088             int size = WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), NULL, 0, NULL,
      NULL);
00089             std::string str(size, 0);
00090             WideCharToMultiByte(CP_UTF8, 0, &wstr[0], (int)wstr.size(), &str[0], size, NULL, NULL);
00091             return str;
00092         }
00098         static inline std::wstring UTF8ToWString(const std::string& str) {
00099             if (str.empty()) return std::wstring();
00100             int size = MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), NULL, 0);
00101             std::wstring wstr(size, 0);
00102             MultiByteToWideChar(CP_UTF8, 0, &str[0], (int)str.size(), &wstr[0], size);
00103             return wstr;
00104         }
00105         #endif // _WIN32
00106
00112             template<typename T>
00113         struct SampleFormat {
00114         };
00115             template<>
00116         struct SampleFormat<int16_t> {
00117             const sound4::SampleFormat format = S16_NATIVE;
00118         };
00119             template<>
00120         struct SampleFormat<int32_t> {
00121             const sound4::SampleFormat format = S32_NATIVE;
00122         };
00123             template<>
00124         struct SampleFormat<float> {
00125             const sound4::SampleFormat format = F32_NATIVE;
00126         };
00127
00133             template <typename T>
00134         class DynFuncHolder {
00135             // Storage definition, depending on OS
00136             #if UNIXLIKE
00137                 using DynFunc_t = void *;
00138             #else
00139                 using DynFunc_t = FARPROC;
00140             #endif
00141         private:
00142             DynFunc_t m_ptr = NULL;
00143         public:
00144             DynFuncHolder() = default;
00145             DynFuncHolder(DynFunc_t a_ptr) : m_ptr(a_ptr) {}
00146             operator bool() const { return (m_ptr!=NULL); }
00147             bool IsOk() const { return m_ptr!=NULL; }
00148             operator T* () const { return reinterpret_cast<T*>(m_ptr); }
00149         };
00150
00155         class CDynLoader {
00156             // Storage definition, depending on OS
00157             #if UNIXLIKE
00158                 using DynLib_t = void *;
00159             #else
00160                 using DynLib_t = HMODULE;
00161             #endif
00162             private:
00163                 DynLib_t m_lib {};
00164             public:
00165                 CDynLoader() = default;
00166                 CDynLoader(CDynLoader&& other) noexcept : m_lib(other.m_lib) { other.m_lib = NULL; }
00167                 CDynLoader& operator=(CDynLoader&& other) noexcept {
00168                     if (this != &other) { Close(); m_lib = other.m_lib; other.m_lib = NULL; }
00169                     return *this;
00170                 }
00171                 // No copy allowed
00172                 CDynLoader(const CDynLoader&) = delete;
00173                 CDynLoader& operator=(CDynLoader const&) = delete;
00174                 operator bool() const {
00175                     return (m_lib!=NULL);
00176                 }
00177                 bool IsOk() const {
00178                     return (m_lib!=NULL);
```

```
00179                 }
00180                 #if UNIXLIKE
00181                     void Close() {
00182                         if (IsOk()) {
00183                             #ifndef __SANITIZE_ADDRESS__ // avoid unloading to keep call stack
00184                             dlclose(m_lib);
00185                             #endif // __SANITIZE_ADDRESS__
00186                             m_lib=NULL;
00187                         }
00188                     }
00189                     bool Load(const std::filesystem::path& dynlib)
00190                     {
00191                         Close();
00192                         m_lib=dlopen(dynlib.c_str(), RTLD_NOW|RTLD_LOCAL);
00193                         return IsOk();
00194                     }
00195                         template <typename T>
00196                     DynFuncHolder<T> GetSymbol(const std::string& name) {
00197                         auto ptr=dlsym(m_lib, name.c_str());
00198                         if (!ptr) {
00199                             throw std::runtime_error("Missing function in library");
00200                         }
00201                         return DynFuncHolder<T>(ptr);
00202                     }
00203                         template <typename T>
00204                     DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
00205                         auto ptr=dlsym(m_lib, name.c_str());
00206                         return DynFuncHolder<T>(ptr);
00207                     }
00208                     static std::filesystem::path GetThisLibraryPath(void) {
00209                         static Dl_info info;
00210                         if (! dladdr((void *) GetThisLibraryPath, & info)) return {};
00211                         auto rp=realpath(info.dli_fname, NULL);
00212                         if (!rp) {
00213                             #if defined(__unix__)
00214                                 rp=realpath("/proc/self/exe", NULL);
00215                             #elif defined(__APPLE__)
00216                                 // How to solve this for Apple ?
00217                             #endif
00218                         }
00219                         std::filesystem::path p(rp);
00220                         free(rp);
00221                         return p;
00222                     }
00223                 #else
00224                     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
00225                     {
00226                         Close();
00227                         m_lib=LoadLibraryExW(dynlib.c_str(), NULL, loadflags);
00228                         return IsOk();
00229                     }
00230                     void Close() {
00231                         if (IsOk()) {
00232                             // NOTE: On Windows, FreeLibrary may create a lot of troubles, should use
      FreeLibraryAndExitThread but...
00233                             // So define SOUND4_CALL_FREELIBRARY before including this file if you
      really want to unload the library dynamically
00234                             #if defined(SOUND4_CALL_FREELIBRARYANDEXITTHREAD)
00235                                 FreeLibraryAndExitThread(m_lib, 0);
00236                             #elif defined(SOUND4_CALL_FREELIBRARY)
00237                                 FreeLibrary(m_lib);
00238                             #endif // SOUND4_CALL_FREELIBRARY
00239                             m_lib=NULL;
00240                         }
00241                     }
00242                         template <typename T>
00243                     DynFuncHolder<T> GetSymbol(const std::string& name) {
00244                         auto ptr=GetProcAddress(m_lib, name.c_str());
00245                         if (!ptr) {
00246                             throw std::runtime_error("Missing function in library");
00247                         }
00248                         return DynFuncHolder<T>(ptr);
00249                     }
00250                         template <typename T>
00251                     DynFuncHolder<T> GetSymbol_safe(const std::string& name) {
00252                         auto ptr=GetProcAddress(m_lib, name.c_str());
00253                         return DynFuncHolder<T>(ptr);
00254                     }
00255                     static std::filesystem::path GetThisLibraryPath(void) {
00256                         static wchar_t path[MAX_PATH]={};
00257                         HMODULE hm = NULL;
00258                         if (GetModuleHandleExW(GET_MODULE_HANDLE_EX_FLAG_FROM_ADDRESS |
00259                                 GET_MODULE_HANDLE_EX_FLAG_UNCHANGED_REFCOUNT,
00260                                 (LPCWSTR) &GetThisLibraryPath, &hm))
00261                         {
00262                             if (GetModuleFileNameW(hm, path, MAX_PATH) > 0) {
```

```
00263                                 return std::filesystem::path(path);
00264                             }
00265                         }
00266                         return {};
00267                     }
00268                 #endif
00269                 virtual ~CDynLoader() {
00270                     Close();
00271                 }
00272         }; // class CDynLoader
00273     }; // namespace helper
00274
00275
00279     enum LogSeverity {
00280        none     = sound4cl_none,
00281        fatal    = sound4cl_fatal,
00282        error    = sound4cl_error,
00283        warning  = sound4cl_warning,
00284        info     = sound4cl_info,
00285        verbose  = sound4cl_verbose,
00286        verbose2 = sound4cl_verbose2,
00287        verbose3 = sound4cl_verbose3,
00288        verbose4 = sound4cl_verbose4,
00289        verbose5 = sound4cl_verbose5,
00290     };
00291
00295     using log_cb_t = std::function<void(LogSeverity,const std::string&)>;
00296
00300     static log_cb_t _log_cb;
00301     extern "C" {
00302         static inline void _log_cb_c(sound4cl_LogSeverity severity, const char *c_msg) {
00303             _log_cb((LogSeverity)severity, std::string(c_msg));
00304         }
00305     }
00306
00313     class CProcessor {
00314     private:
00315         helper::CDynLoader m_lib;
00316         bool m_bOK = false;
00317         std::string m_prefix; // The prefix of functions, depends on the library (cloud_, impact_...)
00318     protected:
00319         friend class CBus;
00320         friend class CInstance;
00321         friend class CAudioConverter;
00322
00323         // All those wrapped functions have the same signature as there C sound4cl_XXX
00324         helper::DynFuncHolder< decltype(sound4cl_GetVersion             ) > fnGetVersion             ;
00325         helper::DynFuncHolder< decltype(sound4cl_GetChunkSizeInFrames   ) > fnGetChunkSizeInFrames   ;
00326         helper::DynFuncHolder< decltype(sound4cl_GetChannelCount        ) > fnGetChannelCount        ;
00327         helper::DynFuncHolder< decltype(sound4cl_GetAudioInputCount     ) > fnGetAudioInputCount     ;
00328         helper::DynFuncHolder< decltype(sound4cl_GetAudioOutputCount    ) > fnGetAudioOutputCount    ;
00329         helper::DynFuncHolder< decltype(sound4cl_GetSampleRate          ) > fnGetSampleRate          ;
00330         helper::DynFuncHolder< decltype(sound4cl_SetLoggerCallback      ) > fnSetLoggerCallback      ;
00331         helper::DynFuncHolder< decltype(sound4cl_SetLogSeverity         ) > fnSetLogSeverity         ;
00332         helper::DynFuncHolder< decltype(sound4cl_NewParameters          ) > fnNewParameters          ;
00333         helper::DynFuncHolder< decltype(sound4cl_FreeParameters         ) > fnFreeParameters         ;
00334         helper::DynFuncHolder< decltype(sound4cl_SetParameter           ) > fnSetParameter           ;
00335         helper::DynFuncHolder< decltype(sound4cl_GetParameter           ) > fnGetParameter           ;
00336         helper::DynFuncHolder< decltype(sound4cl_FreeParameterValue     ) > fnFreeParameterValue     ;
00337         helper::DynFuncHolder< decltype(sound4cl_InitProcess            ) > fnInitProcess            ;
00338         helper::DynFuncHolder< decltype(sound4cl_InitProcess2           ) > fnInitProcess2           ;
00339         helper::DynFuncHolder< decltype(sound4cl_TerminateProcess       ) > fnTerminateProcess       ;
00340         helper::DynFuncHolder< decltype(sound4cl_ExitProcess            ) > fnExitProcess            ;
00341         helper::DynFuncHolder< decltype(sound4cl_StartUpdateThread      ) > fnStartUpdateThread      ;
00342         helper::DynFuncHolder< decltype(sound4cl_StopUpdateThread       ) > fnStopUpdateThread       ;
00343         helper::DynFuncHolder< decltype(sound4cl_WaitUpdateThreadReady  ) > fnWaitUpdateThreadReady  ;
00344         helper::DynFuncHolder< decltype(sound4cl_ProcessAudio           ) > fnProcessAudio           ;
00345         helper::DynFuncHolder< decltype(sound4cl_ProcessAudio_Planar    ) > fnProcessAudio_Planar    ;
00346         helper::DynFuncHolder< decltype(sound4cl_GetBufferIn            ) > fnGetBufferIn            ;
00347         helper::DynFuncHolder< decltype(sound4cl_GetBufferOut           ) > fnGetBufferOut           ;
00348         helper::DynFuncHolder< decltype(sound4cl_GetEstimatedDelay      ) > fnGetEstimatedDelay      ;
00349         helper::DynFuncHolder< decltype(sound4cl_GetFormatName          ) > fnGetFormatName          ;
00350         helper::DynFuncHolder< decltype(sound4cl_GetFormatFromName      ) > fnGetFormatFromName      ;
00351         helper::DynFuncHolder< decltype(sound4cl_GetBytesFromFormat     ) > fnGetBytesFromFormat     ;
00352         helper::DynFuncHolder< decltype(sound4cl_GetMaxPacketFrame      ) > fnGetMaxPacketFrame      ;
00353         helper::DynFuncHolder< decltype(sound4cl_AddAudio               ) > fnAddAudio               ;
00354         helper::DynFuncHolder< decltype(sound4cl_AddPadAudio            ) > fnAddPadAudio            ;
00355         helper::DynFuncHolder< decltype(sound4cl_GetOutputCount         ) > fnGetOutputCount         ;
00356         helper::DynFuncHolder< decltype(sound4cl_GetAudio               ) > fnGetAudio               ;
00357         helper::DynFuncHolder< decltype(sound4cl_AudioConvertFrom       ) > fnAudioConvertFrom       ;
00358         helper::DynFuncHolder< decltype(sound4cl_AudioConvertTo         ) > fnAudioConvertTo         ;
00359         helper::DynFuncHolder< decltype(sound4cl_StereoToMono           ) > fnStereoToMono           ;
00360         helper::DynFuncHolder< decltype(sound4cl_MonoToStereo           ) > fnMonoToStereo           ;
00361         helper::DynFuncHolder< decltype(sound4cl_AudioMonoFromLiveStereo) > fnAudioMonoFromLiveStereo;
00362         helper::DynFuncHolder< decltype(sound4cl_AudioMonoToLiveStereo  ) > fnAudioMonoToLiveStereo  ;
00363         helper::DynFuncHolder< decltype(sound4cl_NewClient              ) > fnNewClient              ;
00364         helper::DynFuncHolder< decltype(sound4cl_DeleteClient           ) > fnDeleteClient           ;
```

```
00365         helper::DynFuncHolder< decltype(sound4cl_ProcessJson            ) > fnProcessJson            ;
00366         helper::DynFuncHolder< decltype(sound4cl_FreeJsonAnswer         ) > fnFreeJsonAnswer         ;
00367         helper::DynFuncHolder< decltype(sound4cl_SaveState              ) > fnSaveState              ;
00368 
00369         // only for processes supporting webserver
00370         helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp          ) > fnWebserver_tcp          ;
00371         helper::DynFuncHolder< decltype(sound4cl_Webserver_tcp2         ) > fnWebserver_tcp2         ;
00372         helper::DynFuncHolder< decltype(sound4cl_Webserver              ) > fnWebserver              ;
00373         helper::DynFuncHolder< decltype(sound4cl_Webserver_Stop         ) > fnWebserver_Stop         ;
00374         helper::DynFuncHolder< decltype(sound4cl_Webserver_Status       ) > fnWebserver_Status       ;
00375 
00376         // added 2023-03-22
00377         helper::DynFuncHolder< decltype(sound4cl_StereoToMono_Planar    ) > fnStereoToMono_Planar    ;
00378         helper::DynFuncHolder< decltype(sound4cl_MonoToStereo_Planar    ) > fnMonoToStereo_Planar    ;
00379 
00380         // added 2023-05-22
00381         helper::DynFuncHolder< decltype(sound4cl_SetMetadata            ) > fnSetMetadata            ;
00382         helper::DynFuncHolder< decltype(sound4cl_GetMetadataInfos       ) > fnGetMetadataInfos       ;
00383         helper::DynFuncHolder< decltype(sound4cl_FreeMetadataInfos      ) > fnFreeMetadataInfos      ;
00384 
00385         // added 2023-06-20
00386         helper::DynFuncHolder< decltype(sound4cl_SetPresetManager               ) >
      fnSetPresetManager      ;
00387         helper::DynFuncHolder< decltype(sound4cl_PresetManager_InformChange     ) >
      fnPresetManager_InformChange      ;
00388 
00389         // added 2023-09-21
00390         helper::DynFuncHolder< decltype(sound4cl_GetPossibleChunkSizeInFrames   ) >
      fnGetPossibleChunkSizeInFrames   ;
00391         helper::DynFuncHolder< decltype(sound4cl_GetProcessChunkFrames          ) >
      fnGetProcessChunkFrames   ;
00392         helper::DynFuncHolder< decltype(sound4cl_InitProcess3                   ) > fnInitProcess3
      ;
00393 
00394         // added 2023-06-26, only for processes supporting bus
00395         helper::DynFuncHolder< decltype(sound4cl_NewBus                 ) > fnNewBus      ;
00396         helper::DynFuncHolder< decltype(sound4cl_FreeBus                ) > fnFreeBus      ;
00397         helper::DynFuncHolder< decltype(sound4cl_SetInstanceBus         ) > fnSetInstanceBus      ;
00398 
00399         // added 2024-02-19
00400         helper::DynFuncHolder< decltype(sound4cl_SetMetadataMulti       ) > fnSetMetadataMulti
      ;
00401 
00402         // added 2024-05-23
00403         helper::DynFuncHolder< decltype(sound4cl_Webserver_SetAppHealth    ) >
      fnWebserver_SetAppHealth      ;
00404         helper::DynFuncHolder< decltype(sound4cl_Webserver_GetAppHealth    ) >
      fnWebserver_GetAppHealth      ;
00405         helper::DynFuncHolder< decltype(sound4cl_Webserver_FreeString      ) > fnWebserver_FreeString
      ;
00406 
00407 #ifdef _WIN32
00408         // added 2025-05-28
00409         helper::DynFuncHolder< decltype(sound4cl_SetInstanceTracing                ) >
      fnSetInstanceTracing                ;
00410         helper::DynFuncHolder< decltype(sound4cl_SetInstanceTracingProcessActivity ) >
      fnSetInstanceTracingProcessActivity ;
00411 #endif // _WIN32
00412 
00413         // added 2026-02-17
00414         helper::DynFuncHolder< decltype(sound4cl_GetAudioConverter      ) > fnGetAudioConverter      ;
00415         helper::DynFuncHolder< decltype(sound4cl_FreeAudioConverter     ) > fnFreeAudioConverter     ;
00416         helper::DynFuncHolder< decltype(sound4cl_AudioConverter_From    ) > fnAudioConverter_From    ;
00417         helper::DynFuncHolder< decltype(sound4cl_AudioConverter_To      ) > fnAudioConverter_To      ;
00418 
00419             template <typename T>
00420         helper::DynFuncHolder<T> GetPrefixSymbol(const std::string& name) {
00421             std::string prefix_name = m_prefix+name;
00422             return m_lib.GetSymbol<T>(prefix_name);
00423         }
00424 
00425     public:
00426         CProcessor() = default;
00427 
00435         bool Load(const std::filesystem::path& filepath) {
00436             m_lib.Close();
00437             // If a path is given, use it directly and do not try other path
00438             if (filepath.has_parent_path() && !m_lib.Load(filepath)) {
00439                 return false;
00440             } else if (!m_lib.IsOk()) {
00441                 auto thisdir=helper::CDynLoader::GetThisLibraryPath().parent_path();
00442                 auto filename = filepath.filename();
00443                 #ifndef _WIN32
00444                 // Linux: if in a bin directory, try ../lib first
00445                 if (!m_lib.IsOk() && thisdir.filename()=="bin") {
00446                     auto libdir = thisdir.parent_path() / "lib";
00447                     m_lib.Load(libdir / filename);
```

```
00448                 }
00449                 #endif // !_WIN32
00450                 if (!m_lib.IsOk()) {
00451                     // Search in the same directory this code is in
00452                     m_lib.Load(thisdir / filename);
00453                 }
00454                 if (!m_lib.IsOk()) {
00455                     // Try current path
00456                     std::error_code ec;
00457                     auto p = std::filesystem::current_path(ec);
00458                     if (!ec) {
00459                         m_lib.Load(p / filename);
00460                     }
00461                 }
00462                 if (!m_lib.IsOk()) {
00463                     return false;
00464                 }
00465             }
00466             // Get information from the library itself
00467             try {
00468                 auto GetInfo = m_lib.GetSymbol< decltype(sound4cl_SOUND4_GetProcessInfo             )
      >("SOUND4_GetProcessInfo"   );
00469                 auto info = GetInfo();
00470                 m_prefix = info->prefix;
00471             } catch (std::runtime_error& ) {
00472                 // Compatibility: search in known libraries without this function
00473                 #ifdef _WIN32
00474                     std::string filename = helper::WStringToUTF8(filepath.stem());
00475                 #else // !_WIN32
00476                     std::string filename = filepath.stem();
00477                     // remove lib prefix
00478                     filename=filename.substr(3);
00479                 #endif // ! _WIN32
00480                 if (filename=="sound4.x1.cloud") {
00481                     m_prefix="cloudx1_";
00482                 } else if (filename=="sound4.impact.cl") {
00483                     m_prefix="impact_";
00484                 } else if (filename=="sound4.bigvoice.cl") {
00485                     m_prefix="bigvoice_";
00486                 } else {
00487                     return false;
00488                 }
00489             }
00490
00491             // Load all C functions
00492             try {
00493                 fnGetVersion              = GetPrefixSymbol< decltype(sound4cl_GetVersion
      ) >("GetVersion"             );
00494                 fnGetChunkSizeInFrames    = GetPrefixSymbol< decltype(sound4cl_GetChunkSizeInFrames
      ) >("GetChunkSizeInFrames"   );
00495                 fnGetChannelCount         = GetPrefixSymbol< decltype(sound4cl_GetChannelCount
      ) >("GetChannelCount"        );
00496                 fnGetAudioInputCount      = GetPrefixSymbol< decltype(sound4cl_GetAudioInputCount
      ) >("GetAudioInputCount"     );
00497                 fnGetAudioOutputCount     = GetPrefixSymbol< decltype(sound4cl_GetAudioOutputCount
      ) >("GetAudioOutputCount"    );
00498                 fnGetSampleRate           = GetPrefixSymbol< decltype(sound4cl_GetSampleRate
      ) >("GetSampleRate"          );
00499                 fnSetLoggerCallback       = GetPrefixSymbol< decltype(sound4cl_SetLoggerCallback
      ) >("SetLoggerCallback"      );
00500                 fnSetLogSeverity          = GetPrefixSymbol< decltype(sound4cl_SetLogSeverity
      ) >("SetLogSeverity"         );
00501                 fnNewParameters           = GetPrefixSymbol< decltype(sound4cl_NewParameters
      ) >("NewParameters"          );
00502                 fnFreeParameters          = GetPrefixSymbol< decltype(sound4cl_FreeParameters
      ) >("FreeParameters"         );
00503                 fnSetParameter            = GetPrefixSymbol< decltype(sound4cl_SetParameter
      ) >("SetParameter"           );
00504                 fnGetParameter            = GetPrefixSymbol< decltype(sound4cl_GetParameter
      ) >("GetParameter"           );
00505                 fnFreeParameterValue      = GetPrefixSymbol< decltype(sound4cl_FreeParameterValue
      ) >("FreeParameterValue"     );
00506                 fnInitProcess             = GetPrefixSymbol< decltype(sound4cl_InitProcess
      ) >("InitProcess"            );
00507                 fnInitProcess2            = GetPrefixSymbol< decltype(sound4cl_InitProcess2
      ) >("InitProcess2"           );
00508                 fnTerminateProcess        = GetPrefixSymbol< decltype(sound4cl_TerminateProcess
      ) >("TerminateProcess"       );
00509                 fnExitProcess             = GetPrefixSymbol< decltype(sound4cl_ExitProcess
      ) >("ExitProcess"            );
00510                 fnStartUpdateThread       = GetPrefixSymbol< decltype(sound4cl_StartUpdateThread
      ) >("StartUpdateThread"      );
00511                 fnStopUpdateThread        = GetPrefixSymbol< decltype(sound4cl_StopUpdateThread
      ) >("StopUpdateThread"       );
00512                 fnWaitUpdateThreadReady   = GetPrefixSymbol< decltype(sound4cl_WaitUpdateThreadReady
      ) >("WaitUpdateThreadReady"  );
00513                 fnProcessAudio            = GetPrefixSymbol< decltype(sound4cl_ProcessAudio
```

```
    ) >("ProcessAudio"           );
00514                fnProcessAudio_Planar     = GetPrefixSymbol< decltype(sound4cl_ProcessAudio_Planar
    ) >("ProcessAudio_Planar"    );
00515                fnGetBufferIn             = GetPrefixSymbol< decltype(sound4cl_GetBufferIn
    ) >("GetBufferIn"            );
00516                fnGetBufferOut            = GetPrefixSymbol< decltype(sound4cl_GetBufferOut
    ) >("GetBufferOut"           );
00517                fnGetEstimatedDelay       = GetPrefixSymbol< decltype(sound4cl_GetEstimatedDelay
    ) >("GetEstimatedDelay"      );
00518                fnGetFormatName           = GetPrefixSymbol< decltype(sound4cl_GetFormatName
    ) >("GetFormatName"          );
00519                fnGetFormatFromName       = GetPrefixSymbol< decltype(sound4cl_GetFormatFromName
    ) >("GetFormatFromName"      );
00520                fnGetBytesFromFormat      = GetPrefixSymbol< decltype(sound4cl_GetBytesFromFormat
    ) >("GetBytesFromFormat"     );
00521                fnGetMaxPacketFrame       = GetPrefixSymbol< decltype(sound4cl_GetMaxPacketFrame
    ) >("GetMaxPacketFrame"      );
00522                fnAddAudio                = GetPrefixSymbol< decltype(sound4cl_AddAudio
    ) >("AddAudio"               );
00523                fnAddPadAudio             = GetPrefixSymbol< decltype(sound4cl_AddPadAudio
    ) >("AddPadAudio"            );
00524                fnGetOutputCount          = GetPrefixSymbol< decltype(sound4cl_GetOutputCount
    ) >("GetOutputCount"         );
00525                fnGetAudio                = GetPrefixSymbol< decltype(sound4cl_GetAudio
    ) >("GetAudio"               );
00526                fnAudioConvertFrom        = GetPrefixSymbol< decltype(sound4cl_AudioConvertFrom
    ) >("AudioConvertFrom"       );
00527                fnAudioConvertTo          = GetPrefixSymbol< decltype(sound4cl_AudioConvertTo
    ) >("AudioConvertTo"         );
00528                fnStereoToMono            = GetPrefixSymbol< decltype(sound4cl_StereoToMono
    ) >("StereoToMono"           );
00529                fnMonoToStereo            = GetPrefixSymbol< decltype(sound4cl_MonoToStereo
    ) >("MonoToStereo"           );
00530                fnAudioMonoFromLiveStereo = GetPrefixSymbol<
    decltype(sound4cl_AudioMonoFromLiveStereo) >("AudioMonoFromLiveStereo");
00531                fnAudioMonoToLiveStereo   = GetPrefixSymbol< decltype(sound4cl_AudioMonoToLiveStereo
    ) >("AudioMonoToLiveStereo"  );
00532                fnNewClient               = GetPrefixSymbol< decltype(sound4cl_NewClient
    ) >("NewClient"              );
00533                fnDeleteClient            = GetPrefixSymbol< decltype(sound4cl_DeleteClient
    ) >("DeleteClient"           );
00534                fnProcessJson             = GetPrefixSymbol< decltype(sound4cl_ProcessJson
    ) >("ProcessJson"            );
00535                fnFreeJsonAnswer          = GetPrefixSymbol< decltype(sound4cl_FreeJsonAnswer
    ) >("FreeJsonAnswer"         );
00536                fnSaveState               = GetPrefixSymbol< decltype(sound4cl_SaveState
    ) >("SaveState"              );
00537            } catch (std::runtime_error& ) {
00538                return false;
00539            }
00540            // Webserver : not for all projects
00541            try {
00542                fnWebserver_tcp           = GetPrefixSymbol< decltype(sound4cl_Webserver_tcp
    ) >("Webserver_tcp"          );
00543                fnWebserver_tcp2          = GetPrefixSymbol< decltype(sound4cl_Webserver_tcp2
    ) >("Webserver_tcp2"         );
00544                fnWebserver               = GetPrefixSymbol< decltype(sound4cl_Webserver
    ) >("Webserver"              );
00545                fnWebserver_Stop          = GetPrefixSymbol< decltype(sound4cl_Webserver_Stop
    ) >("Webserver_Stop"         );
00546                fnWebserver_Status        = GetPrefixSymbol< decltype(sound4cl_Webserver_Status
    ) >("Webserver_Status"       );
00547            } catch (std::runtime_error& ) {
00548                // Ignored, handler will take care
00549            }
00550            // Stereo/Mono conversion : must be present
00551            try {
00552                // added 2023-03-22
00553                fnStereoToMono_Planar     = GetPrefixSymbol< decltype(sound4cl_StereoToMono_Planar
    ) >("StereoToMono_Planar"    );
00554                fnMonoToStereo_Planar     = GetPrefixSymbol< decltype(sound4cl_MonoToStereo_Planar
    ) >("MonoToStereo_Planar"    );
00555
00556            } catch (std::runtime_error& ) {
00557                return false;
00558            }
00559            // C functions allowed to be missing
00560            try {
00561                // added 2023-05-22
00562                fnSetMetadata             = GetPrefixSymbol< decltype(sound4cl_SetMetadata
    ) >("SetMetadata"            );
00563                fnGetMetadataInfos        = GetPrefixSymbol< decltype(sound4cl_GetMetadataInfos
    ) >("GetMetadataInfos"       );
00564                fnFreeMetadataInfos       = GetPrefixSymbol< decltype(sound4cl_FreeMetadataInfos
    ) >("FreeMetadataInfos"      );
00565                // added 2023-06-20
00566                fnSetPresetManager            = GetPrefixSymbol< decltype(sound4cl_SetPresetManager
```

```
    ) >("SetPresetManager"              );
00567                fnPresetManager_InformChange  = GetPrefixSymbol<
    decltype(sound4cl_PresetManager_InformChange     ) >("PresetManager_InformChange"    );
00568
00569                // added 2023-09-21
00570                fnGetPossibleChunkSizeInFrames = GetPrefixSymbol<
    decltype(sound4cl_GetPossibleChunkSizeInFrames  ) >("GetPossibleChunkSizeInFrames"  );
00571                fnGetProcessChunkFrames        = GetPrefixSymbol<
    decltype(sound4cl_GetProcessChunkFrames         ) >("GetProcessChunkFrames"         );
00572                fnInitProcess3                 = GetPrefixSymbol< decltype(sound4cl_InitProcess3
    ) >("InitProcess3"                  );
00573            }  catch (std::runtime_error& ) {
00574                // Ignored, handler will take care
00575            }
00576
00577            // bus: not for all projects
00578            try {
00579                // added 2023-06-26
00580                fnNewBus                   = GetPrefixSymbol< decltype(sound4cl_NewBus
    ) >("NewBus"                );
00581                fnFreeBus                  = GetPrefixSymbol< decltype(sound4cl_FreeBus
    ) >("FreeBus"               );
00582                fnSetInstanceBus           = GetPrefixSymbol< decltype(sound4cl_SetInstanceBus
    ) >("SetInstanceBus"        );
00583            }  catch (std::runtime_error& ) {
00584                // Ignored, handler will take care
00585            }
00586
00587            // Other optional
00588            try {
00589                // added 2024-02-19
00590                fnSetMetadataMulti         = GetPrefixSymbol< decltype(sound4cl_SetMetadataMulti
    ) >("SetMetadataMulti"      );
00591
00592            }  catch (std::runtime_error& ) {
00593                // Ignored, handler will take care
00594            }
00595
00596            // Other optional, web server only
00597            try {
00598                // added 2024-05-23
00599                fnWebserver_SetAppHealth    = GetPrefixSymbol<
    decltype(sound4cl_Webserver_SetAppHealth    ) >("Webserver_SetAppHealth"     );
00600                fnWebserver_GetAppHealth    = GetPrefixSymbol<
    decltype(sound4cl_Webserver_GetAppHealth    ) >("Webserver_GetAppHealth"     );
00601                fnWebserver_FreeString      = GetPrefixSymbol< decltype(sound4cl_Webserver_FreeString
    ) >("Webserver_FreeString"       );
00602            }  catch (std::runtime_error& ) {
00603                // Ignored, handler will take care
00604            }
00605
00606 #ifdef _WIN32
00607            // Other optional, windows tracing
00608            try {
00609                // added 2025-05-28
00610                fnSetInstanceTracing               = GetPrefixSymbol<
    decltype(sound4cl_SetInstanceTracing                ) >("SetInstanceTracing"              );
00611                fnSetInstanceTracingProcessActivity= GetPrefixSymbol<
    decltype(sound4cl_SetInstanceTracingProcessActivity    ) >("SetInstanceTracingProcessActivity");
00612            }  catch (std::runtime_error& ) {
00613                // Ignored, handler will take care
00614            }
00615 #endif // _WIN32
00616
00617            // Other optional
00618            try {
00619                // added 2026-02-17
00620                fnGetAudioConverter       = GetPrefixSymbol< decltype(sound4cl_GetAudioConverter
    ) >("GetAudioConverter"      );
00621                fnFreeAudioConverter      = GetPrefixSymbol< decltype(sound4cl_FreeAudioConverter
    ) >("FreeAudioConverter"     );
00622                fnAudioConverter_From     = GetPrefixSymbol< decltype(sound4cl_AudioConverter_From
    ) >("AudioConverter_From"    );
00623                fnAudioConverter_To       = GetPrefixSymbol< decltype(sound4cl_AudioConverter_To
    ) >("AudioConverter_To"      );
00624            }  catch (std::runtime_error& ) {
00625                // Ignored, handler will take care
00626            }
00627
00628            m_bOK=true;
00629            return true;
00630        }
00637        bool IsOk() const {
00638            return m_bOK;
00639        }
00640
00641        // ------------------------------------------------------------
```

```
00648         // ------------------------------------------------------------
00659         void AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl, SampleFormat fmt)
00660             { fnAudioConvertFrom(payload, output, nSpl, (sound4cl_SampleFormat)fmt); }
00661
00672         void AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl, SampleFormat fmt)
00673             { fnAudioConvertTo(input, payload, nSpl, (sound4cl_SampleFormat)fmt); }
00674
00684         void StereoToMono(const float *input, float *output, size_t nFrame)
00685             { fnStereoToMono(input, output, nFrame); }
00686
00696         void MonoToStereo(const float *input, float *output, size_t nFrame)
00697             { fnMonoToStereo(input, output, nFrame); }
00698
00709         void StereoToMono_Planar(const float *inputL, const float *inputR, float *output, size_t
      nFrame)
00710             { fnStereoToMono_Planar(inputL, inputR, output, nFrame); }
00711
00722         void MonoToStereo_Planar(const float *input, float *outputL, float *outputR, size_t nFrame)
00723             { fnMonoToStereo_Planar(input, outputL, outputR, nFrame); }
00724
00731         void AudioMonoFromLiveStereo(const uint8_t *payload, float *output)
00732             { fnAudioMonoFromLiveStereo(payload, output); }
00733
00740         void AudioMonoToLiveStereo(const float *input, uint8_t *payload)
00741             { fnAudioMonoToLiveStereo(input, payload); }
00742
00750         std::string GetVersion()
00751             { return std::string(fnGetVersion()); }
00752
00763         unsigned int GetChunkSizeInFrames()
00764             { return fnGetChunkSizeInFrames(); }
00765
00774         std::vector<unsigned int> GetPossibleChunkSizeInFrames()
00775             {
00776                 std::vector<unsigned int> list;
00777                 if (fnGetPossibleChunkSizeInFrames) {
00778                     for (unsigned int* src=fnGetPossibleChunkSizeInFrames();*src;src++) {
00779                         list.push_back(*src);
00780                     }
00781                 } else {
00782                     list.push_back(fnGetChunkSizeInFrames());
00783                 }
00784                 return list;
00785             }
00786
00792         unsigned int GetChannelCount()
00793             { return fnGetChannelCount(); }
00794
00802         unsigned int GetAudioInputCount()
00803             { return fnGetAudioInputCount(); }
00804
00812         unsigned int GetAudioOutputCount()
00813             { return fnGetAudioOutputCount(); }
00814
00822         unsigned int GetSampleRate()
00823             { return fnGetSampleRate(); }
00824
00831         std::string GetFormatName( const SampleFormat fmt)
00832             { return std::string(fnGetFormatName((sound4cl_SampleFormat)fmt)); }
00833
00840         SampleFormat GetFormatFromName( const std::string& name)
00841             { return SampleFormat(fnGetFormatFromName(name.c_str())); }
00842
00849         unsigned int GetBytesFromFormat( const SampleFormat fmt)
00850             { return fnGetBytesFromFormat((sound4cl_SampleFormat)fmt); }
00851
00855         void SetLogSeverity(LogSeverity severity)
00856             { fnSetLogSeverity((sound4cl_LogSeverity)severity); }
00857
00861         void SetLoggerCallback(log_cb_t cb)
00862             { _log_cb=cb; fnSetLoggerCallback(&_log_cb_c); }
00863     };
00864
00870     class CBus {
00871         public:
00872             CBus(CProcessor& dynlib)
00873                 : m_dynlib(dynlib)
00874                 {
00875                     if (m_dynlib.fnNewBus) {
00876                         m_bus=m_dynlib.fnNewBus();
00877                     }
00878                 }
00879             ~CBus()
00880                 {
00881                     if (m_bus && m_dynlib.fnFreeBus) {
00882                         m_dynlib.fnFreeBus(m_bus);
00883                     }
```

```
00884                   m_bus = nullptr;
00885               }
00886           protected:
00887               friend class CInstance;
00888               sound4cl_CBus *Get() const { return m_bus; }
00889           private:
00890               CProcessor& m_dynlib;
00891               sound4cl_CBus *m_bus;
00892       };
00893
00899       class CPresetLoader {
00900       public:
00901           CPresetLoader() = default;
00902           virtual ~CPresetLoader() = default;
00903
00904           virtual bool IsReadOnly() = 0;
00905           virtual bool Exists(const std::filesystem::path &name) = 0;
00906           virtual bool Remove(const std::filesystem::path &name) = 0;
00907           virtual bool Rename(const std::filesystem::path &from, const std::filesystem::path &to) = 0;
00908           virtual std::vector<std::filesystem::path> GetAll() = 0;
00909           virtual std::string Read(const std::filesystem::path &filename) = 0;
00910           virtual bool Write(const std::filesystem::path &filename, const std::string &content) =0;
00911       };
00912       enum PresetChange_Kind {
00913           change_kind_created  = sound4cl_PresetChange_Kind::change_kind_created,
00914           change_kind_modified = sound4cl_PresetChange_Kind::change_kind_modified,
00915           change_kind_deleted  = sound4cl_PresetChange_Kind::change_kind_deleted,
00916       };
00922       class CInstance {
00923       public:
00929           CInstance(CProcessor& dynlib)
00930           : m_dynlib(dynlib)
00931               {
00932                   params = m_dynlib.fnNewParameters();
00933                   if (!params) throw std::bad_alloc();
00934               }
00935
00944           CInstance(CProcessor& dynlib, void* _instance)
00945           : m_dynlib(dynlib)
00946           , instance(reinterpret_cast<sound4cl_CInstance*>(_instance))
00947           , m_bOwned(false)
00948               {
00949               }
00950           // non-copyable
00951           CInstance( const CInstance& ) = delete;
00952           CInstance& operator=( const CInstance& ) = delete;
00956           virtual ~CInstance()
00957               {
00958                   Stop();
00959                   if (params) m_dynlib.fnFreeParameters(params);
00960               }
00964          bool IsOk() const { return instance!=nullptr; }
00974           void SetParam(const std::string& name, const std::string& value)
00975               {
00976                   assert(params);
00977                   m_dynlib.fnSetParameter(params, name.c_str(), value.c_str());
00978               }
00985           std::string GetParam(const std::string& name)
00986               {
00987                   assert(params);
00988                   auto c_value=m_dynlib.fnGetParameter(params, name.c_str());
00989                   std::string ret(c_value);
00990                   m_dynlib.fnFreeParameterValue(c_value);
00991                   return ret;
00992               }
00993
01002           void SetBus(const CBus& bus) {
01003               assert(params);
01004               if (m_dynlib.fnSetInstanceBus) {
01005                   m_dynlib.fnSetInstanceBus(params,bus.Get());
01006               }
01007           }
01008
01019           void SetPresetManager(CPresetLoader *preset_manager)
01020               {
01021                   if (!preset_manager) return;
01022                   if (!m_dynlib.fnSetPresetManager) return;
01023                   assert(params);
01024                   m_dynlib.fnSetPresetManager(params,
01025                       sound4cl_custom_reader,
01026                       sound4cl_custom_reader_free,
01027                       sound4cl_custom_writer,
01028                       sound4cl_custom_exists,
01029                       sound4cl_custom_getall,
01030                       sound4cl_custom_getall_free,
01031                       sound4cl_custom_remove,
01032                       sound4cl_custom_rename,
```

```
01033                     preset_manager->IsReadOnly(),
01034                     preset_manager
01035                 );
01036             }
01037
01060         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)
01061             {
01062                 assert(!instance);
01063                 std::string l_save_path;
01064                 if (!save_path.empty()) {
01065                     #if (__cplusplus<202002L)
01066                     l_save_path = save_path.u8string();
01067                     #else // C++20
01068                     l_save_path = (const char*)save_path.u8string().c_str();
01069                     #endif // C++20
01070                 }
01071                 if (frames_per_chunk==0) {
01072                     frames_per_chunk=m_dynlib.GetChunkSizeInFrames();
01073                 }
01074                 if (m_dynlib.fnInitProcess3) {
01075                     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);
01076                 } else if (frames_per_chunk!=m_dynlib.GetChunkSizeInFrames()) {
01077                     return false;
01078                 } else {
01079                     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);
01080                 }
01081                 if (!instance) return false;
01082                 if (!init_metadata.empty()) {
01083                     for (auto&& [key,value]: init_metadata) {
01084                         m_dynlib.fnSetMetadata(instance, key.c_str(), value.c_str());
01085                     }
01086                     init_metadata.clear();
01087                 }
01088                 update_thread = std::thread([this, json_port](){
01089                     OnUpdateThreadStart();
01090                     m_dynlib.fnStartUpdateThread(instance, json_port);
01091                     OnUpdateThreadStop();
01092                 });
01093                 int timeout=5000;
01094                 #ifdef DEBUG
01095                     timeout=60*1000; // For debugger pauses
01096                 #endif
01097                 if (m_dynlib.fnWaitUpdateThreadReady(instance, timeout)<0) {
01098                     return false;
01099                 }
01100                 return true;
01101             }
01102
01110         unsigned int GetChunkFrames() {
01111             if (instance && m_dynlib.fnGetProcessChunkFrames) {
01112                 return m_dynlib.fnGetProcessChunkFrames(instance);
01113             }
01114             return m_dynlib.fnGetChunkSizeInFrames();
01115         }
01116
01124         void PresetManager_InformChange(const std::filesystem::path& relative_path, PresetChange_Kind
      change_kind)
01125             {
01126                 if (m_dynlib.fnPresetManager_InformChange) {
01127                     m_dynlib.fnPresetManager_InformChange(instance, relative_path.c_str(),
      (sound4cl_PresetChange_Kind) change_kind);
01128                 }
01129             }
01130
01142         void SetMetadata(const std::string& key, const char* value)
01143             {
01144                 if (m_dynlib.fnSetMetadata) {
01145                     if (instance) {
01146                         m_dynlib.fnSetMetadata(instance, key.c_str(), value);
01147                     } else {
01148                         init_metadata.push_back( {key, value} );
01149                     }
01150                 }
01151             }
01152
01162         void SetMetadataMulti(const std::unordered_map<std::string, const char*>& list)
01163             {
01164                 if (instance) {
01165                     if (m_dynlib.fnSetMetadataMulti) {
01166                         typedef const char* pchar;
01167                         pchar* keyvalue=new pchar[2*list.size()+1];
01168                         size_t n=0;
01169                         for (auto&& [key,value]: list) {
```

```
01170                             keyvalue[2*n+0]=key.c_str();
01171                             keyvalue[2*n+1]=value;
01172                             n++;
01173                         }
01174                         keyvalue[2*n+0]=nullptr;
01175 
01176                         sound4cl_SetMetadataMulti(instance, keyvalue);
01177 
01178                         delete[] keyvalue;
01179                     } else {
01180                         for (auto&& [key,value]: list) {
01181                             SetMetadata(key, value);
01182                         }
01183                     }
01184                 } else {
01185                     for (auto&& [key,value]: list) {
01186                         if (value) {
01187                             init_metadata.push_back( {key, value} );
01188                         }
01189                     }
01190                 }
01191             }
01192 
01198         std::vector< std::tuple<std::string,std::string> > GetMetadataInfos()
01199             {
01200                 std::vector< std::tuple<std::string,std::string> > values;
01201                 if (m_dynlib.fnGetMetadataInfos) {
01202                     const char** c_values = m_dynlib.fnGetMetadataInfos(instance);
01203                     if (c_values) {
01204                         for (const char** c_value=c_values; *c_value; ) {
01205                             std::string key(*c_value);
01206                             c_value++;
01207                             if (*c_value) {
01208                                 std::string descr(*c_value);
01209                                 c_value++;
01210                                 values.push_back( {key,descr} );
01211                             }
01212                         }
01213                         m_dynlib.fnFreeMetadataInfos(instance, c_values);
01214                     }
01215                 }
01216                 return values;
01217             }
01218 
01222         virtual void OnUpdateThreadStart() {}
01226         virtual void OnUpdateThreadStop() {}
01227 
01228 
01242         bool StartWebServer(int http_port, int https_port=0)
01243             {
01244                 assert(instance);
01245                 assert(webserver==SOUND4_INVALID_WEBSERVER_ID);
01246                 if (!m_dynlib.fnWebserver) {
01247                     return false;
01248                 }
01249                 webserver = m_dynlib.fnWebserver(http_port,https_port,instance);
01250                 if (webserver==SOUND4_INVALID_WEBSERVER_ID) {
01251                     return false;
01252                 }
01253                 int web_status=m_dynlib.fnWebserver_Status(webserver);
01254                 if (http_port && (web_status & SOUND4_WEBSERVER_HTTP_OK) == 0) {
01255                     return false;
01256                 }
01257                 if (https_port && (web_status & SOUND4_WEBSERVER_HTTPS_OK) == 0) {
01258                     return false;
01259                 }
01260                 return true;
01261             }
01262 
01270             void StopWebServer(int timeout_ms = 1000)
01271             {
01272                 if (!m_dynlib.fnWebserver_Stop) return;
01273                 if (webserver != SOUND4_INVALID_WEBSERVER_ID) {
01274                     m_dynlib.fnWebserver_Stop(webserver, timeout_ms);
01275                     webserver = SOUND4_INVALID_WEBSERVER_ID;
01276                 }
01277             }
01278 
01282         void SetWebServerAppHealth(int httpcode, const std::string& contenttype, const std::string&
    content)
01283             {
01284                 assert(instance);
01285                 if (!m_dynlib.fnWebserver_SetAppHealth) return;
01286                 m_dynlib.fnWebserver_SetAppHealth(instance, httpcode, contenttype.c_str(),
    content.c_str());
01287             }
01291         void GetWebServerAppHealth(int &httpcode, std::string& contenttype, std::string& content)
```

```
01292             {
01293                 assert(instance);
01294                 if (!m_dynlib.fnWebserver_GetAppHealth) return;
01295                 char* c_contenttype=nullptr;
01296                 char* c_content=nullptr;
01297                 m_dynlib.fnWebserver_GetAppHealth(instance, &httpcode, &c_contenttype, &c_content);
01298                 contenttype=c_contenttype;
01299                 content=c_content;
01300                 m_dynlib.fnWebserver_FreeString(c_contenttype);
01301                 m_dynlib.fnWebserver_FreeString(c_content);
01302             }
01311         int Terminate()
01312             {
01313                 if (!instance) return 0;
01314                 return m_dynlib.fnTerminateProcess(instance);
01315             }
01316
01322         void Stop()
01323             {
01324                 if (!instance) return;
01325                 if (m_bOwned) {
01326                     StopWebServer();
01327                     if (update_thread.joinable()) {
01328                         m_dynlib.fnStopUpdateThread(instance); // this will exit the update thread
01329                         update_thread.join();
01330                     }
01331                     m_dynlib.fnExitProcess(instance);
01332                 }
01333                 instance=nullptr;
01334             }
01335
01345         unsigned int GetEstimatedDelay()
01346             {
01347                 assert(instance);
01348                 return m_dynlib.fnGetEstimatedDelay(instance);
01349             }
01350
01363         float* GetBufferIn()
01364             {
01365                 assert(instance);
01366                 return m_dynlib.fnGetBufferIn(instance);
01367
01368             }
01380         float* GetBufferOut()
01381             {
01382                 assert(instance);
01383                 return m_dynlib.fnGetBufferOut(instance);
01384             }
01388         void ProcessAudio()
01389             {
01390                 assert(instance);
01391                 m_dynlib.fnProcessAudio(instance, GetBufferIn(), GetBufferOut());
01392             }
01404         void ProcessAudio_Planar(float const * const *input, float * const *output)
01405             {
01406                 assert(instance);
01407                 m_dynlib.fnProcessAudio_Planar(instance, input, output);
01408             }
01409
01421             template<typename T>
01422         std::vector<T> ProcessAnyAudio(const std::vector<T> input)
01423             {
01424                 assert(instance);
01425                 std::vector<T> output;
01426                 unsigned int out_offset=0;
01427                 unsigned int in_offset=0;
01428                 unsigned int todo = input.size();
01429                 while (todo>0) {
01430                     unsigned int left = AddAudio(&input[in_offset], todo);
01431                     unsigned int out_avail = m_dynlib.fnGetOutputCount(instance);
01432                     output.resize(out_offset + out_avail);
01433                     GetAudio(&output[out_offset], out_avail);
01434                     out_offset+=out_avail;
01435                     in_offset += todo-left;
01436                     todo=left;
01437                 }
01438                 return output;
01439             }
01440
01446         class CClient {
01447             public:
01448                 CClient(sound4cl_CInstance* instance, CProcessor& dynlib)
01449                 : m_dynlib(dynlib)
01450                     {
01451                         assert(instance);
01452                         client=m_dynlib.fnNewClient(instance);
01453                         if (!client) throw std::bad_alloc();
```

```
01454                   }
01455                 // non-copyable
01456                 CClient( const CInstance& ) = delete;
01457                 CClient& operator=( const CInstance& ) = delete;
01458                 ~CClient()
01459                     {
01460                         if (client) {
01461                             m_dynlib.fnDeleteClient(client);
01462                             client=nullptr;
01463                         }
01464                     }
01472                 std::string ProcessJson(const std::string &request, bool *NeedSave = nullptr)
01473                     {
01474                         assert(client);
01475                         int need_save=0;
01476                         const char *canswer = m_dynlib.fnProcessJson(client, request.c_str(),
      &need_save);
01477                         if (!canswer) return {};
01478                         std::string answer(canswer);
01479                         m_dynlib.fnFreeJsonAnswer (canswer);
01480                         if (NeedSave) {
01481                             *NeedSave=(need_save!=0);
01482                         }
01483                         return answer;
01484                     }
01485             private:
01486                 CProcessor& m_dynlib;
01487                 sound4cl_CClientInstance *client = nullptr;
01488         };
01496         std::shared_ptr<CClient> NewClient()
01497             {
01498                 assert(instance);
01499                 return std::make_shared<CClient>(instance, m_dynlib);
01500             }
01501
01512         bool SaveState() {
01513             assert(instance);
01514             if (!m_dynlib.fnSaveState || m_dynlib.fnSaveState(instance)!=0) {
01515                 return false;
01516             }
01517             return true;
01518         }
01519 #ifdef _WIN32
01526         void SetInstanceTracing(TraceLoggingHProvider tracing_provider, GUID activity_guid = {}) {
01527             if (m_dynlib.fnSetInstanceTracing) {
01528                 m_dynlib.fnSetInstanceTracing(params, tracing_provider, activity_guid);
01529             }
01530         }
01537         void SetInstanceTracingProcessActivity(GUID activity_guid) {
01538             assert(instance);
01539             if (m_dynlib.fnSetInstanceTracingProcessActivity) {
01540                 m_dynlib.fnSetInstanceTracingProcessActivity(instance, activity_guid);
01541             }
01542         }
01543 #endif // _WIN32
01544     protected:
01545             template<typename T>
01546         unsigned int AddAudio(const T* payload, unsigned int nFrame)
01547             {
01548                 assert(instance);
01549                 return m_dynlib.fnAddAudio(instance, reinterpret_cast<const T*>(payload), nFrame,
      helper::SampleFormat<T>::format);
01550             }
01551             template<typename T>
01552         unsigned int GetAudio(T* payload, unsigned int max_nFrame)
01553             {
01554                 assert(instance);
01555                 return m_dynlib.fnGetAudio(instance, reinterpret_cast<T*>(payload), max_nFrame,
      helper::SampleFormat<T>::format);
01556             }
01557
01558     private:
01559         CProcessor& m_dynlib;
01560         sound4cl_CParameters* params = nullptr;
01561         sound4cl_CInstance* instance = nullptr;
01562         std::thread update_thread;
01563         std::vector< std::pair<std::string,std::string> > init_metadata;
01564         uint64_t webserver = SOUND4_INVALID_WEBSERVER_ID;
01565         bool m_bOwned = true;
01566     };
01567
01568
01569     // ------------------------------------------------------------
01575     enum ConverterTargetMode {
01576         ConverterTargetMode_AsInput      = sound4cl_ConverterTargetMode_AsInput,
01577         ConverterTargetMode_Mono         = sound4cl_ConverterTargetMode_Mono,
01578         ConverterTargetMode_Stereo       = sound4cl_ConverterTargetMode_Stereo,
```

```
01579         ConverterTargetMode_StereoToMono = sound4cl_ConverterTargetMode_StereoToMono,
01580         ConverterTargetMode_MonoToStereo = sound4cl_ConverterTargetMode_MonoToStereo,
01581     };
01582
01590     class CAudioConverter {
01591         public:
01597             CAudioConverter(CProcessor& dynlib)
01598                 : m_dynlib(dynlib)
01599                 { }
01600
01604             virtual ~CAudioConverter()
01605                 {
01606                     Delete();
01607                 }
01608
01624             bool Configure(SampleFormat fmt, size_t nFrame, size_t payl_ch, size_t payl_ch_offset,
      ConverterTargetMode target_mode)
01625                 {
01626                     Delete();
01627                     if (m_dynlib.fnGetAudioConverter)
01628                         m_cvt = m_dynlib.fnGetAudioConverter((sound4cl_SampleFormat)fmt, nFrame,
      payl_ch, payl_ch_offset, (sound4cl_ConverterTargetMode)target_mode);
01629                     return IsOK();
01630                 }
01631             void Delete()
01632                 {
01633                     if (m_cvt && m_dynlib.fnFreeAudioConverter) {
01634                         m_dynlib.fnFreeAudioConverter(m_cvt);
01635                     }
01636                     m_cvt = nullptr;
01637                 }
01638             bool IsOK() const { return (m_cvt!=nullptr); }
01639
01648             void ConvertFrom(const uint8_t *payload, float *output)
01649                 { m_dynlib.fnAudioConverter_From(m_cvt, payload, output); }
01650
01659             void ConvertTo(const float *input, uint8_t *payload)
01660                 { m_dynlib.fnAudioConverter_To(m_cvt, input, payload); }
01661
01662         private:
01663             CProcessor& m_dynlib;
01664             sound4cl_CAudioConverter *m_cvt = nullptr;
01665     };
01666
01667 }; // namespace sound4
01668
01669
01670 // bridge C callbacks to CPresetLoader
01671 extern "C" {
01672     static char *sound4cl_custom_reader(const fs_char *filename, void* userdata) {
01673         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01674         std::string content=preset_loader->Read(filename);
01675         return strdup(content.c_str());
01676     }
01677     static void sound4cl_custom_reader_free(char *content, void* userdata) {
01678         if (!content) return;
01679         free(content);
01680     }
01681     static int sound4cl_custom_writer(const fs_char *filename, const char *content, void* userdata) {
01682         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01683         auto res=preset_loader->Write(filename,content);
01684         return res?0:-1;
01685     }
01686     static int sound4cl_custom_exists(const fs_char *filename, void* userdata) {
01687         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01688         auto res=preset_loader->Exists(filename);
01689         return res?0:-1;
01690     }
01691     static fs_char** sound4cl_custom_getall(void* userdata) {
01692         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01693         auto res=preset_loader->GetAll();
01694         fs_char**all=(fs_char**)malloc((res.size()+1)*sizeof(const fs_char*));
01695         for (size_t n=0;n<res.size();n++) {
01696             all[n]=fs_strdup(res[n].c_str());
01697         }
01698         all[res.size()]=nullptr;
01699         return all;
01700     }
01701     static void sound4cl_custom_getall_free(fs_char** all, void* userdata) {
01702         if (!all) return;
01703         for (fs_char** one=all;*one;one++) {
01704             free(*one);
01705         }
01706         free(all);
01707     }
01708     static int sound4cl_custom_remove(const fs_char *filename, void* userdata) {
01709         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
```

```
01710         auto res=preset_loader->Remove(filename);
01711         return res?0:-1;
01712     }
01713     static int sound4cl_custom_rename(const fs_char *from, const fs_char *to, void* userdata) {
01714         sound4::CPresetLoader *preset_loader=reinterpret_cast<sound4::CPresetLoader*>(userdata);
01715         auto res=preset_loader->Rename(from,to);
01716         return res?0:-1;
01717     }
01718
01719 };
```

15.31 sound4cl_cdef.h File Reference

C function signature definition for all sound4.cl libraries.

```
#include <stdint.h>
#include <stringapiset.h>
#include <wchar.h>
```

Macros

- #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 struct _tlgProvider_t const * TraceLoggingHProvider

15.31.1 Detailed Description

Used by sound4cl.hpp for dynamic library loading.

Definition in file sound4cl_cdef.h.

15.31.2 Macro Definition Documentation

15.31.2.1 SOUND4_INVALID_WEBSERVER_ID

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

Definition at line 67 of file sound4cl_cdef.h.

15.31.2.2 SOUND4_WEBSERVER_HTTP_OK

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

Definition at line 68 of file sound4cl_cdef.h.

15.31.2.3 SOUND4_WEBSERVER_HTTPS_OK

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

Definition at line 69 of file sound4cl_cdef.h.

15.31.3 Typedef Documentation

15.31.3.1 fs_char

```
typedef wchar_t fs_char
```

Definition at line 19 of file sound4cl_cdef.h.

15.31.3.2 TraceLoggingHProvider

```
typedef struct _tlgProvider_t const* TraceLoggingHProvider
```

Definition at line 227 of file sound4cl_cdef.h.

15.32 sound4cl_cdef.h

Go to the documentation of this file.

```
00001
00007 #pragma once
00008
00009 #include <stdint.h>
00010 #ifdef __unix__
00011     #include <sys/types.h>
00012 #endif
00013
00014 #ifdef _WIN32
00015     #include <stringapiset.h>
00016     #include <wchar.h>
00018     #define fs_strdup wcsdup
00019     typedef wchar_t fs_char;
00020     #ifdef _MSC_VER
00021         #define __BYTE_ORDER__  REG_DWORD
00022         #define __ORDER_LITTLE_ENDIAN__ REG_DWORD_LITTLE_ENDIAN
00023         #define __ORDER_BIG_ENDIAN__    REG_DWORD_BIG_ENDIAN
00024     #endif
00025     #ifdef _MSC_VER
00026         #pragma warning(disable : 4996)
00027     #endif
00028 #else // !_WIN32
00030     #define fs_strdup strdup
00031     typedef char fs_char;
00032 #endif // !_WIN32
00033
00034 #ifdef __cplusplus
00035 extern "C" {
00036 #endif // __cplusplus
00037
00038 struct sound4cl_SOUND4_ProcessInfo {
00039     size_t struct_size;
00040     const char *name;
00041     const char *prefix;
00042     const char *shortname;
00043     const char *version;
00044 };
00045 enum sound4cl_LogSeverity {
00046     sound4cl_none     = 0,
00047     sound4cl_fatal    = 1,
00048     sound4cl_error    = 2,
00049     sound4cl_warning  = 3,
```

```
00050     sound4cl_info     = 4,
00051     sound4cl_verbose  = 5,
00052     sound4cl_verbose2 = 6,
00053     sound4cl_verbose3 = 7,
00054     sound4cl_verbose4 = 8,
00055     sound4cl_verbose5 = 9,
00056 };
00057 struct sound4cl_CInstance;
00058 struct sound4cl_CParameters;
00059 struct sound4cl_CBus;
00060 struct sound4cl_CClientInstance;
00061 struct sound4cl_CAudioConverter;
00062 enum sound4cl_PresetChange_Kind {
00063     change_kind_created = 1,
00064     change_kind_modified   ,
00065     change_kind_deleted    ,
00066 };
00067 #define SOUND4_INVALID_WEBSERVER_ID            ((uint64_t)-1)
00068 #define SOUND4_WEBSERVER_HTTP_OK               (1<<0)
00069 #define SOUND4_WEBSERVER_HTTPS_OK              (1<<1)
00070
00074 enum sound4cl_SampleFormat {
00075     INVALID_FORMAT=0,
00076     S16_LE,
00077     S16_BE,
00078     S24_LE,
00079     S24_BE,
00080     S32_LE,
00081     S32_BE,
00082     F32_LE,
00083     F32_BE,
00084
00085     // Native definitions, only links to the physical ones
00086     #if __BYTE_ORDER__ == __ORDER_LITTLE_ENDIAN__
00087         S16_NATIVE=S16_LE,
00088         S24_NATIVE=S24_LE,
00089         S32_NATIVE=S32_LE,
00090         F32_NATIVE=F32_LE,
00091     #else
00092         S16_NATIVE=S16_BE,
00093         S24_NATIVE=S24_BE,
00094         S32_NATIVE=S32_BE,
00095         F32_NATIVE=F32_BE,
00096     #endif
00097 };
00098
00102 enum sound4cl_ConverterTargetMode {
00103     sound4cl_ConverterTargetMode_AsInput = 0,
00104     sound4cl_ConverterTargetMode_Mono,
00105     sound4cl_ConverterTargetMode_Stereo,
00106     sound4cl_ConverterTargetMode_StereoToMono,
00107     sound4cl_ConverterTargetMode_MonoToStereo,
00108 };
00109
00110 const struct sound4cl_SOUND4_ProcessInfo* sound4cl_SOUND4_GetProcessInfo();
00111 const char *sound4cl_GetVersion();
00112 unsigned int sound4cl_GetChunkSizeInFrames();
00113 unsigned int* sound4cl_GetPossibleChunkSizeInFrames();
00114 unsigned int sound4cl_GetChannelCount();
00115 unsigned int sound4cl_GetAudioInputCount();
00116 unsigned int sound4cl_GetAudioOutputCount();
00117 unsigned int sound4cl_GetSampleRate();
00118 typedef void (*sound4cl_loggerfn) (enum sound4cl_LogSeverity, const char *);
00119 void sound4cl_SetLoggerCallback( sound4cl_loggerfn logger );
00120 void sound4cl_SetLogSeverity( enum sound4cl_LogSeverity severity );
00121 struct sound4cl_CParameters *sound4cl_NewParameters();
00122 void sound4cl_FreeParameters(struct sound4cl_CParameters *params);
00123 void sound4cl_SetParameter(struct sound4cl_CParameters *params, const char *name, const char *value);
00124 const char *sound4cl_GetParameter(struct sound4cl_CParameters *params, const char *name);
00125 void sound4cl_FreeParameterValue(const char *value);
00126 struct sound4cl_CInstance *sound4cl_InitProcess(
00127         const char *LoginKey,
00128         const char *RadioName,
00129         const char *Access_Key_ID,
00130         const char *Access_Key_Secret,
00131         const char *save_path
00132     );
00133 struct sound4cl_CInstance *sound4cl_InitProcess2(
00134         const char *LoginKey,
00135         const char *RadioName,
00136         const char *Access_Key_ID,
00137         const char *Access_Key_Secret,
00138         const char *save_path,
00139         const struct sound4cl_CParameters *parameters
00140     );
00141 struct sound4cl_CInstance *sound4cl_InitProcess3(
00142         const char *LoginKey,
```

```
00143         const char *RadioName,
00144         const char *Access_Key_ID,
00145         const char *Access_Key_Secret,
00146         const char *save_path,
00147         const struct sound4cl_CParameters *parameters,
00148         unsigned int frames_per_chunk
00149     );
00150 unsigned int sound4cl_GetProcessChunkFrames(struct sound4cl_CInstance *instance);
00151 int sound4cl_TerminateProcess(struct sound4cl_CInstance *instance);
00152 void sound4cl_ExitProcess(struct sound4cl_CInstance *instance);
00153 struct sound4cl_CBus* sound4cl_NewBus();
00154 void sound4cl_FreeBus(struct sound4cl_CBus *bus);
00155 void sound4cl_SetInstanceBus(struct sound4cl_CParameters *params, struct sound4cl_CBus *bus);
00156 typedef char * (*sound4cl_storage_reader) (const fs_char *filename, void* userdata);
00157 typedef void (*sound4cl_storage_reader_free) (char *content, void* userdata);
00158 typedef int (*sound4cl_storage_writer) (const fs_char *filename, const char *content, void* userdata);
00159 typedef int (*sound4cl_storage_exists) (const fs_char *filename, void* userdata);
00160 typedef fs_char** (*sound4cl_storage_getall) (void* userdata);
00161 typedef void (*sound4cl_storage_getall_free) (fs_char**all, void* userdata);
00162 typedef int (*sound4cl_storage_remove) (const fs_char *filename, void* userdata);
00163 typedef int (*sound4cl_storage_rename) (const fs_char *from, const fs_char *to, void* userdata);
00164 void sound4cl_SetPresetManager(struct sound4cl_CParameters *params
00165     , sound4cl_storage_reader reader, sound4cl_storage_reader_free
00166     , sound4cl_storage_writer writer
00167     , sound4cl_storage_exists exists
00168     , sound4cl_storage_getall getall, sound4cl_storage_getall_free getall_free
00169     , sound4cl_storage_remove remove
00170     , sound4cl_storage_rename rename
00171     , int IsReadOnly
00172     , void* userdata
00173     );
00174 void sound4cl_PresetManager_InformChange(struct sound4cl_CInstance *instance, const fs_char
      *relative_path, enum sound4cl_PresetChange_Kind change_kind);
00175 void sound4cl_SetMetadata(struct sound4cl_CInstance *instance, const char* key, const char* value);
00176 void sound4cl_SetMetadataMulti(struct sound4cl_CInstance *instance, const char** keyvalue);
00177 const char** sound4cl_GetMetadataInfos(struct sound4cl_CInstance *instance);
00178 void sound4cl_FreeMetadataInfos(struct sound4cl_CInstance *instance, const char** infos);
00179 void sound4cl_StartUpdateThread(struct sound4cl_CInstance *instance, unsigned int port);
00180 void sound4cl_StopUpdateThread(struct sound4cl_CInstance *instance);
00181 int sound4cl_WaitUpdateThreadReady(struct sound4cl_CInstance *instance, int milliseconds);
00182 void sound4cl_ProcessAudio(struct sound4cl_CInstance *instance, const float *input, float *output );
00183 void sound4cl_ProcessAudio_Planar(struct sound4cl_CInstance *instance
00184     , float const * const *input
00185     , float * const *output);
00186 float *sound4cl_GetBufferIn(struct sound4cl_CInstance *instance);
00187 float *sound4cl_GetBufferOut(struct sound4cl_CInstance *instance);
00188 unsigned int sound4cl_GetEstimatedDelay(struct sound4cl_CInstance *instance);
00189 const char *sound4cl_GetFormatName(const enum sound4cl_SampleFormat fmt);
00190 enum sound4cl_SampleFormat sound4cl_GetFormatFromName(const char *name);
00191 unsigned int sound4cl_GetBytesFromFormat(const enum sound4cl_SampleFormat fmt);
00192 unsigned int sound4cl_GetMaxPacketFrame(struct sound4cl_CInstance *instance);
00193 unsigned int sound4cl_AddAudio(struct sound4cl_CInstance *instance, const uint8_t *payload, unsigned
      int nFrame, enum sound4cl_SampleFormat fmt );
00194 unsigned int sound4cl_AddPadAudio(struct sound4cl_CInstance *instance);
00195 unsigned int sound4cl_GetOutputCount(struct sound4cl_CInstance *instance);
00196 unsigned int sound4cl_GetAudio(struct sound4cl_CInstance *instance, uint8_t *payload, unsigned int
      max_nFrame, enum sound4cl_SampleFormat fmt );
00197 void sound4cl_AudioConvertFrom(const uint8_t *payload, float *output, size_t nSpl, enum
      sound4cl_SampleFormat fmt);
00198 void sound4cl_AudioConvertTo(const float *input, uint8_t *payload, size_t nSpl, enum
      sound4cl_SampleFormat fmt);
00199 void sound4cl_StereoToMono(const float *input, float *output, size_t nFrame);
00200 void sound4cl_MonoToStereo(const float *input, float *output, size_t nFrame);
00201 void sound4cl_StereoToMono_Planar(const float *inputL, const float *inputR, float *output, size_t
      nFrame);
00202 void sound4cl_MonoToStereo_Planar(const float *input, float *outputL, float *outputR, size_t nFrame);
00203 void sound4cl_AudioMonoFromLiveStereo(const uint8_t *payload, float *output);
00204 void sound4cl_AudioMonoToLiveStereo(const float *input, uint8_t *payload);
00205 struct sound4cl_CAudioConverter* sound4cl_GetAudioConverter(enum sound4cl_SampleFormat fmt, size_t
      nFrame, size_t payl_ch, size_t payl_ch_offset, sound4cl_ConverterTargetMode tartget_mode);
00206 void sound4cl_FreeAudioConverter(struct sound4cl_CAudioConverter *converter);
00207 void sound4cl_AudioConverter_From(struct sound4cl_CAudioConverter *converter, const uint8_t *payload,
      float *output);
00208 void sound4cl_AudioConverter_To(struct sound4cl_CAudioConverter *converter, const float *input,
      uint8_t *payload);
00209 struct sound4cl_CClientInstance *sound4cl_NewClient(struct sound4cl_CInstance *instance);
00210 void sound4cl_DeleteClient(struct sound4cl_CClientInstance *client);
00211 const char *sound4cl_ProcessJson(struct sound4cl_CClientInstance *client, const char *json_str, int
      *need_save);
00212 void sound4cl_FreeJsonAnswer(const char *json_str);
00213 int sound4cl_SaveState(struct sound4cl_CInstance *instance);
00214 uint64_t sound4cl_Webserver_tcp(unsigned int listenport, unsigned int listenport_secure, const char
      *socket_ip, unsigned int socket_port);
00215 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);
00216 uint64_t sound4cl_Webserver(unsigned int listenport, unsigned int listenport_secure, struct
      sound4cl_CInstance *instance);
```

```
00217 int sound4cl_Webserver_Stop(uint64_t id, int timeout_ms);
00218 int sound4cl_Webserver_Status(uint64_t id);
00219 void sound4cl_Webserver_SetAppHealth(struct sound4cl_CInstance *instance, int httpcode, const char*
      contenttype, const char* content);
00220 void sound4cl_Webserver_GetAppHealth(struct sound4cl_CInstance *instance, int* httpcode, char**
      contenttype, char** content);
00221 void sound4cl_Webserver_FreeString(char* str);
00222
00223 //   Tracing (Windows only)
00224 #ifdef _WIN32
00225     #ifndef TLG_HAVE_EVENT_SET_INFORMATION // TraceLoggingProvider.h has not been included
00226         struct _tlgProvider_t;
00227         typedef struct _tlgProvider_t const* TraceLoggingHProvider;
00228     #endif // !TLG_HAVE_EVENT_SET_INFORMATION
00229 void sound4cl_SetInstanceTracing(struct sound4cl_CParameters *params, TraceLoggingHProvider
      tracing_provider, GUID activity_guid);
00230 void sound4cl_SetInstanceTracingProcessActivity(struct sound4cl_CInstance *instance, GUID
      activity_guid);
00231 #endif // _WIN32
00232
00233
00234 #ifdef __cplusplus
00235 } // extern "C"
00236 #endif // __cplusplus
```

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