

Audio Toolkit 2.0.12

Audio and MIDI functionality for GNU Octave.

John Donoghue

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To download a copy of the GNU Octave Audio package, please visit <https://gnu-octave.github.io/octave-audio/index>.

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1 Installing and loading

The Audio toolkit must be installed and then loaded to be used.

It can be installed in GNU Octave directly from octave-forge, or can be installed in an off-line mode via a downloaded tarball.

The toolkit has a dependency on the RTMIDI library (<https://github.com/thestk/rtmidi>), so it must be installed in order to successfully install the toolkit.

For Fedora: `yum install rtmidi-devel`

For Ubuntu: `apt install librtmidi-dev`

The toolkit must be then be loaded once per each GNU Octave session in order to use its functionality.

1.1 Windows install

If running in Windows, the package may already be installed, to check run:

```
pkg list audio
```

Otherwise it can be installed by installing the requirements and then using the online or offline install method.

1.2 Online Direct install

With an internet connection available, the Audio package can be installed from octave-forge using the following command within GNU Octave:

```
pkg install -forge audio
```

The latest released version of the toolkit will be downloaded and installed.

1.3 Off-line install

With the Audio toolkit package already downloaded, and in the current directory when running GNU Octave, the package can be installed using the following command within GNU Octave:

```
pkg install audio-2.0.12.tar.gz
```

1.4 Loading

Regardless of the method of installing the Audio toolkit, in order to use its functions, the toolkit must be loaded using the `pkg load` command:

```
pkg load audio
```

The toolkit must be loaded on each GNU Octave session.

2 Basic Usage Overview

The Audio package must be loaded each time a GNU Octave session is started:

```
pkg load audio
```

An overview of the package can be displayed by running `help audio`

Help for each function can be displayed by `help thefunctionname`

ie:

```
help mididevice
```

2.1 Conversion Functionality

The following functions are available to convert between audio domains:

`hz2erb`, `erb2hz`

Conversion between hz and equivalent rectangular bandwidths (ERP) frequency scales

`hz2mel`, `mel2hz`

Conversion between hz and equivalent mel frequency scales

`hz2bark`, `bark2hz`

Conversion between hz and equivalent bark frequency scales

`phon2sone`, `sone2phone`

Conversion between sone and phon loudness scales

2.2 Waveform Generation

The `audioOscillator` function provides a method of creating a waveform generator for sine, square and sawtooth waveforms.

```
% create a sawtooth audio generator
osc = audioOscillator("sawtooth");
% get a frame of data
data = osc();
% plot the data
plot(data);
```

2.3 MIDI Functionality

The Audio toolkit provides 3 main types of MIDI functionality:

Device functions

These are functions that directly allow opening, sending and receiving MIDI messages.

Controller functions

Functions that provide a layer on top of the device functions for using MIDI controls.

File functions

Basic functions that allow read and write of MIDI files.

To read and write to a MIDI device, a MIDI device object must be created, using the name or id of a known MIDI device as provided by the `mididevinfo` function.

MIDI devices can then be read using the `midisend` and `midireceive` functions that use `midimsg` type to encapsulate the MIDI data.

```
% list the midi devices
```

```
devs = mididevinfo

% open a midi device, specifying the first input and output MIDI device
dev = mididevice("input", devs.input{1}.ID, "output", devs.output{1}.ID)

% receive data and echo it through the output port
while true
    msg = midireceive(dev, 1);
    if !isempty(msg)
        midisend(msg);
    endif
endwhile
```


3 Function Reference

The functions currently available in the Audio toolkit are described below:

3.1 MIDI Device Interface

3.1.1 @octave_midi/hasdata

tf = `hasdata` (*dev*)

Return whether there is data available to read

Inputs

dev - a octave midi device opened using `mididevice`.

Outputs

tf - true if device has data available to read

See also: `mididevice`.

3.1.2 mididevice

dev = `mididevice` (*mididev*)

dev = `mididevice` (*mididir*, *mididev*)

dev = `mididevice` ("input", *midiindev*, "output", *midioutdev*)

Create a midi device using the input parameters.

When a single device name or id is provided, attempt to create the midi device using the same name for both input and output.

Otherwise, use the name or device id for the given input or output direction.

Inputs

mididev - name or id of device to load.

mididir - midi direction of "input" or "output"

midiindev - midi input name or id

midioutdev - midi output name or id

Outputs

dev - octave_midi class for opened device

Properties

Input - Input device name (read only).

Output - Output device name (read only).

InputID - Input device id (read only).

OutputID - Output device id (read only).

Examples

Open midi device with ID of 0.

```
> dev = mididevice(0);
```

```

mididevice connected to
  input: "SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0" (1)
  output: "SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0" (0)

```

Open a named midi device:

```
> dev = mididevice("SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0");
```

```

mididevice connected to
  input: "SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0" (1)
  output: "SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0" (0)

```

See also: `mididevinfo`.

3.1.3 `mididevinfo`

```
devlist = mididevinfo ()
mididevinfo ()
```

Retrieve the midi devices detected within the system.

The list will be stored with variable *devlist* as either a input or output device. If no output variable is provided, the devices will be displayed.

Inputs

None

Outputs

devlist - a structure containing the midi device information

Examples

Display the known devices of the system.

```
> mididevinfo
```

```

MIDI devices available
ID Direction Interface  Name
0 output   Alsa          Midi Through:Midi Through Port-0 14:0
1 output   Alsa          Ensoniq AudioPCI:ES1371 16:0
2 output   Alsa          SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0
3 input    Alsa          Midi Through:Midi Through Port-0 14:0
4 input    Alsa          Ensoniq AudioPCI:ES1371 16:0
5 input    Alsa          SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0

```

Assign variable *mididevices* with the values from the known devices

```
> mididevices = mididevinfo
```

```

mididevices =
  scalar structure containing the fields:
    input =
    {
      [1,1] =
        scalar structure containing the fields:
          Name = SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0
          Interface = Alsa
          ID = 0
    }

```

```

output =
{
    [1,1] =
        scalar structure containing the fields:
            Name = SparkFun Pro Micro:SparkFun Pro Micro MIDI 1 20:0
            Interface = Alsa
            ID = 1
}

```

See also: `mididevice`.

3.1.4 `midiflush`

`midiflush (dev)`

Flush the receive buffers on a midi device

Inputs

dev - midi device opened using `mididevice`

Outputs

None

Examples

Flush a midi device

```
midiflush(dev);
```

See also: `mididevice`, `midireceive`.

3.1.5 `midimsg`

```

msg = midimsg (0)
msg = midimsg ()
msg = midimsg (type ....)
msg = midimsg ("note", channel, note, velocity, duration, timestamp)
msg = midimsg ("noteon", channel, note, velocity, timestamp)
msg = midimsg ("noteoff", channel, note, velocity, timestamp)
msg = midimsg ("programchange", channel, prog, timestamp)
msg = midimsg ("controlchange", channel, ccnum, ccval, timestamp)
msg = midimsg ("polykeypressure", channel, note, keypressure,
    timestamp)
msg = midimsg ("channelpressure", channel, chanpressure, timestamp)
msg = midimsg ("localcontrol", channel, localcontrol, timestamp)
msg = midimsg ("pitchbend", channel, pitchchange, timestamp)
msg = midimsg ("polyon", channel, timestamp)
msg = midimsg ("monoon", channel, monochannels, timestamp)
msg = midimsg ("omnion", channel, timestamp)
msg = midimsg ("omnioff", channel, timestamp)
msg = midimsg ("allsoundoff", channel, timestamp)
msg = midimsg ("allnotesoff", channel, timestamp)
msg = midimsg ("resetallcontrollers", channel, timestamp)
msg = midimsg ("start", timestamp)
msg = midimsg ("stop", timestamp)

```

```

msg = midimsg ("continue", timestamp)
msg = midimsg ("systemreset", timestamp)
msg = midimsg ("activesensing", timestamp)
msg = midimsg ("timingclock", timestamp)
msg = midimsg ("systemexclusive", timestamp)
msg = midimsg ("systemexclusive", bytes, timestamp)
msg = midimsg ("eox", timestamp)
msg = midimsg ("data", bytes, timestamp)
msg = midimsg ("songselect", song, timestamp)
msg = midimsg ("songpositionpointer", songposition, timestamp)
msg = midimsg ("tunerequest", timestamp)
msg = midimsg ("miditimecodequarterframe", timeseq, timevalue,
               timestamp)

```

Create a midimsg object

If the input parameter is 0, create an empty midi message object. Otherwise the first variable is the type of message to create, followed by the additional parameters for the message.

For each message type, the timestamp value is optional.

Inputs

type - string message type or a midimsgtype.

timestamp - optional seconds time stamp for the event

channel - the channel to use for the message (1..16)

note - the value of the note to play/stop

velocity - the velocity value for a note on/off, with 0 stopping a note from sounding.

duration - seconds between starting and stopping a note when created a 'note' message.

prog - program number when doing a program change message.

ccnum - control change control number.

ccval - control change control value.

keypressure - key pressure value when creating a key pressure message.

chanpressure - channel pressure value when creating a channelpressure message.

pitchchange - pitch change value when creating a pitch bend message.

localcontrol - boolean value when creating a localcontrol message.

monochannels - channels specified for a mono on message.

bytes - array of data in range of 0 to 127 specified as part of a data message or system exclusive message.

song - song selection number for a song selection message.

songposition - song position value for a song position message.

timeseq - timecode sequence number for a miditimecodequarterframe message.

timevalue - timecode value number for a miditimecodequarterframe message.

In the case where no inputs are provided, a midimsg 'data' message is created.

Outputs

msg - a midimsg object containing the midi data of the message

Properties

timestamp - timestamp of the message, or an array of timestamps if the message is a compound message.

msgbytes - the raw message bytes that make up the MIDI message.

nummsgbytes - the number of message bytes that make up the MIDI message.

type - string or midimsgtype that represents the message type.

channel - the channel number for message.
note - the note value for message (Only valid for noteon/off and polykeypressure).
velocity - the velocity value for message (Only valid for noteon/off).
keypressure - the keypressure value for message (Only valid for polykeypressure).
chanpressure - the chanpressure value for message (Only valid for chanpressure).
localcontrol - the localcontrol value for message (Only valid for localcontrol messages).
monochannels - channels specified for a mono on message.
program - program number specified for a program change message.
ccnumber - control change number specified for a control change message.
ccvalue - control change value specified for a control change message.
song - song number for a song selection message.
songposition - song position value for a song position message.
pitchchange - pitch change value for a pitch bend message.
timecodesequences - timecode sequence number for a miditimecodequarterframe message.
timecodevalue - timecode value number for a miditimecodequarterframe message.

Examples

Create a note on/off pair with a duration of 1.5 seconds

```
msg = midimsg('note', 1, 60, 100, 1.5)
```

Create a separate note on/off pair with a time between them of 1.5 seconds

```
msg = [midimsg('noteon', 1, 60, 100, 0), midimsg('noteoff', 1, 60, 0, 1.5)]
```

Create a system reset message

```
msg = midimsg('systemreset')
```

See also: midifileread, midisend, midireceive, midimsgtype.

3.1.6 midireceive

```
midimsg = midireceive (dev)
```

```
midimsg = midireceive (dev, maxmsg)
```

Attempt to receive midi messages from a midi device.

Inputs

dev - a octave midi device opened using mididevice.

maxmsg - Maximum number of messages to retrieve. If not specified, the function will attempt to get all pending.

Outputs

midimsg - a midimsg containing the messages retrieved from the device.

If no messages are available, *midimsg* will be empty.

Examples

Open device 0, and poll and display read messages

```
dev = mididevice(0);
while true
    mx = midireceive(dev);
    if !isempty(mx)
        % display message
        mx
```

```

        endif
    endwhile

```

See also: `mididevice`, `midisend`.

3.1.7 `midisend`

```

midisend (dev, msg)
midisend (dev, ...)

```

Send a `midimsg` to a midi device

Inputs

dev - midi device opened using `mididevice`

msg - a midi message class with messages to send to the midi device

If the *msg* isn't a `midimsg` class, the input data is expected to be in same format as the inputs to a `midimsg` object.

Outputs

None

Examples

Send a note on/off command to a opened midi device *dev*

```
midisend(dev, midimsg("note", 1, 60, 100, 2.0));
```

See also: `midimsg`, `mididevice`, `midireceive`.

3.2 MIDI Controller Interface

3.2.1 `midicallback`

```

oldhandle = midicallback (midicontrolsObj, functionHandle)
oldhandle = midicallback (midicontrolsObj, [])
currhandle = midicallback (midicontrolsObj)

```

Get, set or clear the `midicontrol` object callback.

Inputs

midicontrolObj - control object created using `midicontrols`.

functionHandle - function handle to set for call back. If it is `[]`, the callback function will be cleared.

NOTE: currently anonymous functions will not work.

NOTE: callbacks should be cleared before losing all references to the `midicontrols` object.

Outputs

oldhandle The previously set `midicallback` function handle when setting a new callback.

currhandle The current set `midicallback` function handle.

Examples

Set a callback on a `midicontrols` object

```

ctrl = midicontrols(2001)
function dispCallback(ctrl),disp(midiread(ctrl)),endfunction;
midicallback(ctrl, @dispCallback);

```

Clear the callback on a midicontrols object

```
ctrl = midicontrols(2001)
midicallback(ctrl, []);
```

Get the current callback on a midicontrols object

```
ctrl = midicontrols(2001)
cb = midicallback(ctrl);
```

See also: midicontrols, midisync, midiread.

3.2.2 midicontrols

```
obj = midicontrols ()
obj = midicontrols (ctrlid)
obj = midicontrols (ctrlid, initialvalues)
obj = midicontrols (__, propertyname, propertyvalue)
```

Create a midi controls object

Inputs

ctrlid - single control id or array of control ids to monitor, or [] to use any controller.

initialvalues - initial values to use for controls. It should be the same size as *ctrlid* or a single value (default 0)

If output mode is 'normalized', the initial value range is [0,1] otherwise it is [0,127].

propertyname, propertyvalue - properties to set on the controller. If a device is not specified the value from `getpref("midi", "DefaultDevice", 0)` will be used.

Known properties are:

mididevice

name of the mididevice to monitor.

outputmode

the scaling mode for values: 'rawmidi' will return values between 0 .. 127, 'normalized' (default) will use values between 0 .. 1.

Outputs

obj - returns a midicontrols object

Examples

Create a midicontrols object monitoring control id 2001 on the default midi device

```
ctrl = midicontrols(2001)
```

Create a midicontrols object monitoring control id 2001 on a a non default device

```
ctrl = midicontrols(2001, 'mididevice', 1)
```

See also: midiread, midisync.

3.2.3 midiid

```
[ctrlid, devname] = midiid ()
```

Scan for control messages from midi devices to get the id of the device

Function will display a prompt for the user to move the midi control and return when a control messages is detected or ctrl-C is pressed.

Inputs

None

Outputs

ctrlid - control id made from the controller channel * 1000 + controller number.

devname = name of the midi device the controller was detected on.

Examples

Monitor midi devices for first moving controller

```
[ctrlid, devname] = midiid()
```

See also: mididevinfo, midicontrols.

3.2.4 midiread

```
val = midiread (midicontrolsObj)
```

Read current values of midi controls

Inputs

midicontrolObj - control object created using midicontrols

Outputs

val single value or array of current values from the midi device.

Examples

Read current value of midicontrols with a ctrlid 2001 on the default midi device.

```
ctrl = midicontrols(2001)
val = midiread(ctrl);
```

Read current value of midicontrols with a ctrlid 2001 on a non default midi device.

```
ctrl = midicontrols(2001, 'mididevice', 1)
val = midiread(ctrl);
```

See also: midicontrols, midisync.

3.2.5 midisync

```
midisync (midicontrolsObj)
```

```
midisync (midicontrolsObj, ctrlvalues)
```

Send the values of control object to the control, using *ctrlvalues* values if specified instead

Inputs

midicontrolObj - control object created using midicontrols

ctrlvalues - values to send to the controls instead of initial values

Outputs

None

Examples

Send sync command to a midicontrols with a ctrlid 2001 to set a value of 1

```
ctrl = midicontrols(2001)
midisync(ctrl, 1);
```

See also: midicontrols.

3.3 MIDI File I/O

3.3.1 ismidifile

`ismidi = ismidifile (filename)`

Check if *filename* is a midi file.

The function only checks whether it is an existing file and the file starts with a valid 'MThd' header.

Non existing files, or files that do not meet the header criteria will return false.

Inputs

filename - filename of file to check.

Outputs

ismidi - true if it is a midi file, false otherwise

See also: midifileread, midifilewrite.

3.3.2 midifileinfo

`info = midifileinfo (filename)`

Read MIDI file and display information about the tracks and data

Inputs

filename - filename of file to open.

Outputs

info - structure of the midi file data with the following fields:

<i>filename</i>	the name of the file
<i>header</i>	The header block information
<i>track</i>	An array of tracks read from the file
<i>other</i>	An array of non-track midi blocks read from the file

See also: midifileread.

3.3.3 midifileread

`msg = midifileread (filename, [propertyname, propertyvalue ...])`

Read MIDI file into a midimsg

Inputs

filename - filename of file to open.

propertyname, propertyvalue - optional propertyname/value pairs.

Known property values are:

includemetaevents

A True/False value to include MetaEvents in the out message list.

Outputs

msg - a midimsg struct containing the messages read from the file

See also: midifileinfo, midimsg.

3.3.4 midifilewrite

`midifilewrite (filename, msgs)`

`midifilewrite (filename, msgs, optionname, optionvalue)`

Write a midifile

Inputs

filename - filename of file to open.

msg - a midimsg struct or a cell array of midimsg containing data to write to file

optionname, optionvalue - option value/name pairs

Known options are:

format MIDI file format number. (0 (default), 1, 2)

Where *format* is 0, if a cell array is passed to `midifilewrite`, the midimsg values will be concatenated together before saving.

Where *format* is not 0, the cell array is treated as tracks of midimsg.

Outputs

None

See also: midifileread, midimsg.

3.4 Enumerations

3.4.1 midimsgtype

`midimsgtype`

A midimsg type enumeration for values of the midimsg type.

Enumeration values are:

Data	Stop	SongPositionPointer
PolyOn	PolyKeyPressure	NoteOff
EOX	ActiveSensing	SongSelect
MonoOn	ChannelPressure	ControlChange
TimingClock	SystemReset	AllSoundOff
OmniOn	PitchBend	ProgramChange
Start	TuneRequest	ResetAllControllers
OmniOff	Undefined	SystemExclusive
Continue	MIDITimeCodeQuarterFrame	LocalControl
AllNotesOff	MetaEvent	

The enumeration value can be used instead of a string in midimsg creation.

Examples

Use both a string and a midimsgtype for the type parameter of a midimsg.

```
# both statements are equivalent
```

```
msg = midimsg('NoteOn', 1, 60, 100);
msg = midimsg(midimsgtype.NoteOn, 1, 60, 100);
```

See also: `midimsg`.

3.5 Waveform Generation

3.5.1 `audioEnvelope`

```
[minenv ,maxenv, loc, fs] = audioEnvelope(audiodata)
[minenv ,maxenv, loc, fs] = audioEnvelope(filename)
[minenv ,maxenv, loc, fs] = audioEnvelope(___, propname, propvalue
    ...)
audioEnvelope(___)
    calculate envelope information for a audio signal.
```

Inputs

audiodata - input data, as a matrix or column vector where each column is a channel.

filename - input audio file to read.

propname, propvalue - property name/value pairs.

Known properties are:

`NumPoints`

Number of points that make up each envelop (default 1000)

`SampleRate`

Samplerate of the input data. When a filename is specified, sample rate is taken from the file.

`Range` A 2 element vector for the start,end range of input signal to be used.

Outputs

minenv - minimum values of the envelope as a NumPoints-by-C matrix, where C is the number of channels in the input signal.

maxenv - maximum values of the envelope as a NumPoints-by-C matrix, where C is the number of channels in the input signal.

loc - Index into the audioodata for each frame.

fs - Sample rate. If the input is `audiodata`, and no sample rate option was provided, *fs* will be 1.

See also: `audioread`, `plot`.

3.5.2 `audioOscillator`

`audioOscillator`

Generate sine, sawtool and square waveforms

Methods

```
obj = audioOscillator ()
obj = audioOscillator (signalTypeValue)
obj = audioOscillator (signalTypeValue, frequencyValue)
obj = audioOscillator (___, propertyname, propertyvalue)
    Create a audioOscillator object
```

Inputs

signalTypeValue - signal type of "sine" (default), "square", "sawtooth".

frequencyValue - hz frequency value of waveform (default 100).

propertyName, *propertyvalue* - properties to set on the object.

Known properties are:

SignalType

signal type of "sine" (default), "square" or "sawtooth". (readonly)

Frequency frequency of the waveform (default 100)

Amplitude

amplitude of the signal (default 1)

SampleRate

sample rate of the signal (default 44100)

PhaseOffset

phase offset of signal 0 (default) - 1 (readonly)

DutyCycle

dutycycle of the signal 0 - 1 (default 0.5) when signal is a square wave.

SamplePerFrame

Samples per frame as returned from () (default 512)

MaxSamplePerFrame

Max samples per frame (default 192000)

DCOffset DC Offset of signal (default 0)

Width Width of sawtooth (default 1)

OutputDataType

Output data type of 'single' or 'double' (default 'double')

Outputs

obj - signalGenerator object

Examples

Create a 100 hz sine wave and plot first 512 samples

```
sinosc = audioOscillator
data = sinosc();
plot(data);
```

Create a 2 hz square wave with duty cycle of 0.5

```
sqosc = audioOscillator('square', 'DutyCycle', 0.50, 'Frequency', 2);
```

```
data = obj()
```

Generate a frame of waveform data from the generator function

Inputs

obj - signalGenerator object

Outputs

data - waveform data

```
release(obj)
```

Release resources of generator

Inputs

obj - signalGenerator object

Outputs

None

3.5.3 pinknoise

```
X = pinknoise(n)
X = pinknoise(sz)
X = pinknoise(sz1, sz2)
X = pinknoise(____, typename)
X = pinknoise(____, 'like', p)
```

Create pinknoise using random numbers through a series of randomly initiated SOS filters..

Note: this function uses zp2sos and sosfilt from the signal package, which will be loaded as part of calling this function.

Inputs

n - scalar value for length of the pinknoise

sz - A 2 element vector for [length, number_of_channels]

sz1, sz2 - scalar length and number of channels.

typename - datatype to create - 'double' or 'single'.

p - matrix of data to use class type 'double' or 'single'.

Outputs

X - pinknoise output

Examples

Create 10 second 2 channel pink noise waveform at 44.1kHz

```
fs = 44.1e3;
duration = 10;
y = pinknoise (duration*fs, 2);
```

See also: whitenoise.

3.5.4 sweeptone

```
excitation = sweeptone()
excitation = sweeptone(sweepduration)
excitation = sweeptone(sweepduration, silenceduration)
excitation = sweeptone(sweepduration, silenceduration, fs)
excitation = sweeptone(____, propname, propvalue ...)
```

Generate an excitation signal using the exponential swept sine (ESS) technique.

By default, the signal has a 6-second duration, followed by 4 seconds of silence, for a sample rate of 44100 Hz.

Inputs

sweepduration - Positive scalar sweep duration (default 6)

silenceduration - scalar silence duration to follow the sweep (default 4)

fs - Sample frequency. (default 44100)

propname, *propvalue* - property name/value pairs.

Known properties are:

ExcitationLevel

Excitation Level scalar in the range of [-42, 0] (default -6)

SweepFrequencyRange

2 element vector for sweep frequency range (default [10 22000]). Max value can be $f_s/2$.

Outputs

excitation - Output signal using ESS technique.

Examples

Create a sweep tone excitation signal by using the `sweeptone` function. sweep duration of 2 seconds, 1 second silence, sample frequency of 44100. Then plot it.

```
excitation = sweeptone (2, 1, 44100);
plot(excitation)
```

References

[1] Farina, Angelo. *Advancements in Impulse Response Measurements by Sine Sweeps*. Presented at the Audio Engineering Society 122nd Convention, Vienna, Austria, 2007.

3.6 Domain Conversion

3.6.1 bark2hz

`hz = bark2hz (bark)`

Convert equivalent Bark Frequency to Hz.

Inputs

bark - input frequency in bark.

Outputs

hz - Output frequency in Hz.

References

Trautmüller, Hartmut. *Analytical Expressions for the Tonotopic Sensory Scale*. *Journal of the Acoustical Society of America*. Vol. 88, Issue 1, 1990

See also: `hz2bark`.

3.6.2 erb2hz

`hz = erb2hz (erb)`

Convert equivalent rectangular bandwidth (ERB) to Hz.

Inputs

erb - input frequency in erb.

Outputs

hz - Output frequency in Hz.

References

Glasberg and Moore. *Derivation of Auditory Filter Shapes from Notched-Noise Data. Hearing Research. Vol. 47, 1990*

See also: `hz2erb`.

3.6.3 `hz2bark`

`bark = hz2bark (hz)`

Convert hz to equivalent bark frequency

Inputs

`hz` - input frequency in Hz.

Outputs

`bark` - Output frequency as a bark value

Examples

Convert 4000 Hz to erb

```
erb = hz2erb(4000)
```

References

Traunmüller, Hartmut. *Analytical Expressions for the Tonotopic Sensory Scale. Journal of the Acoustical Society of America. Vol. 88, Issue 1, 1990*

See also: `bark2hz`.

3.6.4 `hz2erb`

`erb = hz2erb (hz)`

Convert hz to equivalent rectangular bandwidth (ERB)

Inputs

`hz` - input frequency in Hz.

Outputs

`erb` - Output frequency as a erb value

Examples

Convert 4000 Hz to erb

```
erb = hz2erb(4000)
```

Convert a range of Hz to erb

```
erb = hz2erb(4000:100:5000)
```

References

Glasberg and Moore. *Derivation of Auditory Filter Shapes from Notched-Noise Data. Hearing Research. Vol. 47, 1990*

See also: `erb2hz`.

3.6.5 `hz2mel`

`mel = hz2mel (hz)`

Convert hz to equivalent mel frequency.

Inputs

hz - input frequency in Hz.

Outputs

mel - Output frequency as a mel value

Examples

Convert 4000 Hz to mel

```
mel = hz2mel(4000)
```

Convert a range of Hz to mel

```
mel = hz2erb(4000:100:5000)
```

References

O'Shaghnessy, Douglas. *Speech Communication: Human and Machine*. Reading, MA: Addison-Wesley Publishing Company, 1987

See also: mel2hz.

3.6.6 mel2hz

```
hz = mel2hz (mel)
```

Convert equivalent mel frequency to Hz.

Inputs

mel - input frequency in mel.

Outputs

hz - Output frequency in Hz.

References

O'Shaghnessy, Douglas. *Speech Communication: Human and Machine*. Reading, MA: Addison-Wesley Publishing Company, 1987

See also: hz2mel.

3.6.7 phon2sone

```
sone = phon2sone (phon)
```

```
sone = phon2sone (phon, standard)
```

Convert from phon to sone

Inputs

phon - Loudness level in phon

standard - Standard to use in conversion. Options are 'ISO 532-1' or 'ISO 532-2'.

'ISO 532-1' is used if no standard is provided.

Outputs

sone - Loudness level in sone

Examples

Convert 100 phon to sone

```
sone = phon2sone(100)
```


References

International Organization for Standardization., *ISO 532-1 Acoustics – Methods for calculating loudness – Part 1: Zwicker method.*

International Organization for Standardization., *ISO 532-2 Acoustics – Methods for calculating loudness – Part 2: Moore-Glasberg method.*

<https://sengpielaudio.com/calculatorSonephon.htm>

See also: sone2phon.

3.6.8 sone2phon

`phon = sone2phon (sone)`

`phon = sone2phon (sone, standard)`

Convert from sone to phon.

Inputs

sone - Loudness level in sone

standard - Standard to use in conversion. Options are 'ISO 532-1' or 'ISO 532-2'.

'ISO 532-1' is used if no standard is provided.

Outputs

sone - Loudness level in sone

Examples

Convert 100 sone to phon

```
phon = sone2phon(100)
```

References

International Organization for Standardization., *ISO 532-1 Acoustics – Methods for calculating loudness – Part 1: Zwicker method.*

International Organization for Standardization., *ISO 532-2 Acoustics – Methods for calculating loudness – Part 2: Moore-Glasberg method.*

<https://sengpielaudio.com/calculatorSonephon.htm>

See also: sone2phon.

3.7 Audio File I/O

3.7.1 dsp.AudioFileReader

`dsp.AudioFileReader`

Read audio samples from a audio file

`obj = AudioFileReader ()`

`obj = AudioFileReader (filename)`

`obj = AudioFileReader (propertyname, propertyvalue ...)`

Create a AudioFileReader object

Inputs

filename - filename to read

propertyname, *propertyvalue* - properties to set on the object.

Properties

Known creation properties are:

Filename Filename to load data from.

OutputDataType
 Output data type of 'single' or 'double' (default 'double')

SamplesPerFrame
 Samples per frame as returned from () (default 1024)

PlayCount
 Number of times to play the file (default 1)

ReadRange
 Vector start, stop range of the samples within the file (default [1 Inf])

Read-only properties accessible after file is loaded:

SampleRate
 sample rate of the data

NumChannels
 Number of channels in the data

TotalSamples
 Number of samples in the data

TotalDuration
 Approximate time of the data during playback

Outputs

obj - AudioFileReader object

Examples

Create a audio reader for reading in a sample file, and then extract each from until the file is completed.

```
afr = dsp.AudioFileReader("sample.wav")
while ! isDone(afr)
    data = afr();
endwhile
```

Read in a file using 4096 frames, file plays twice.

```
afr = dsp.AudioFileReader("Filename", "sample.wav", "SamplesPerFrame", 4096, "PlayC
while ! isDone(afr)
    data = afr();
endwhile
```

```
[data. iseof] = obj()
```

Generate a frame of waveform data from the generator function, iseof will be true if the end of file was reached at any point during reading the frame.

Inputs

obj - AudioFileReader object

Outputs

data - waveform data

```
release(obj)
```

Release resources of generator

Inputs

obj - AudioFileReader object

Outputs

None

```
tf = isDone(obj)
```

Return status of iterating the data.

Inputs

obj - AudioFileReader object

Outputs

tf - true if at end of file and data has been iterated playcount times

Appendix A GNU General Public License

Version 3, 29 June 2007

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