NXSoundIn

Inherits From:	NXSoundDevice : Object
Declared In:	soundkit/NXSoundIn.h

Class Description

NXSoundIn represents the sound-in device on a particular host.   Its functionality is completely defined by its superclass, NXSoundDevice; see the NXSoundDevice class specification for a detailed description of classes that represent sound driver devices.

The sound parameters that apply to NXSoundIn objects are listed below.

NXSoundIn Parameters

NX_SoundDeviceBufferSize
NX_SoundDeviceBufferCount
NX_SoundDeviceDetectPeaks
NX_SoundDeviceAnalogInputSource
NX_SoundDeviceInputGainStereo
NX_SoundDeviceInputGainLeft
NX_SoundDeviceInputGainRight

The first three of these are described in the NXSoundDevice class specification.

The NX_SoundDeviceAnalogInputSource parameter specifies the source of sound data; it can take one of two values:

NX_SoundDeviceAnalogInputSource_Microphone
NX_SoundDeviceAnalogInputSource_LineIn

The NX_SoundDeviceInputGain... parameters are scalars on the amplitude level of the recording. These parameters take floating-point values between 0.0 and 1.0.   The stereo gain parameter sets both channels of stereo input to the same gain value; the left/right pair lets you set the two channels independently.   The stereo gain competes with the left/right gain, so you should use the single stereo parameter or the left/right pair, but not both.

Instance Variables

None declared in this class.

Instance Methods

None declared in this class.