

PRODUCT DESCRIPTION

The Pixtree 3D Surround is expanding and enriching the sound of audio playback. It attempt to widen the stereo image produced by two loudspeakers or stereo headphones, or to create the illusion of sound sources placed anywhere in 3 dimensional space, including behind, above or below the listener. The Pixtree 3D Surround is designed for fixed-point platform.

FEATURES

Supported Tempo Change features	Applications	Digital Audio Players
		Mobile phones
		AV players
		Set-top boxes
		Car audio systems
		Digital radio players
	Channel mode	mono, stereo
Sample rates (kHz)	44.1, 48	
Bits per sample	16 Bits	
Supported Software features	Supported library formats	ADS 1.2, RealView 3.0
		WinCE (Embedded Visual C), WIN32
	Data Memory	can be allocated at run-time
	API	C callable interface

PERFORMANCE & MEMORY REQUIREMENTS

	44.1 KHz Stereo
Complexity	25.62 MCPS
Code ROM	15.9 KB
Constant Data ROM	0.3 KB
RAM	2.0 KB

- Complexity Information - Profiled on an ARM9E in ADS 1.2, with zero wait state memory interfaces.

DELIVERABLES

- Pixtree 3D Surround Library : Binary
- Spec sheet