The Echo Libraries for ARM Cores

PRODUCT DESCRIPTION

An echo is a reflection of sound, arriving at the listener some time after the direct sound. Typical examples are the echo produced by the bottom of a well, by a building, or by the walls of an enclosed room. A true echo is a single reflection of the sound source. If so many reflections arrive at a listener that they are unable to distinguish between them, the proper term is reverberation. Pixtree Echo provides various echo effect.

FEATURES

Supported Echo features	**Application**	Digital audio players
		A/V Player
		Set-top Boxes
		Car Audio systems
		Digital Radio Player
	Channel mode	mono, stereo
	Sample rates (kHz)	32, 44.1, 48
Supported Software features	**Supported library formats**	ADS 1.2, RealView 3.0
		WinCE (Embedded Visual C)
	Data Memory	can be allocated at run-time
	API	C callable interface

CODEC PERFORMANCE & MEMORY REQUIREMENTS

	Echo
Complexity	2 MHz
Code ROM	7.5 kB
Constant Data ROM	0.5 kB
RAM	380 kB

- Complexity Information - Profiled on an ARM9E, with zero wait state momory interfaces for 44.1 kHz stereo pcm.

DELIVERABLES

- Pixtree Echo Library : Binary
- Spec sheet