

PRODUCT DESCRIPTION

The Reverberation is the persistence of sound in a particular space after the original sound is removed. When sound is produced in a space, a large number of echoes build up and then slowly decay as the sound is absorbed by the walls and air, creating reverberation, or reverb. Pixtree Reverberation provides various reverberation effect, such as concert hall mode.

FEATURES

Supported Reverberation features	Application	Digital audio players
		A/V Player
		Set-top Boxes
		Car Audio systems
		Digital Radio Player
	Channel mode	mono, stereo
	Sample rates (kHz)	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

	Reverberation
Complexity	25 MHz
Code ROM	15 kB
Constant Data ROM	0.5 kB
RAM	110 kB

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

DELIVERABLES

- Pixtree Reverberation Library : Binary
- Spec sheet