

Data Structures

struct **IOPinDescriptor**
AWE IO Pin type.

struct **AWEFlashFSInstance**
The DSPC Flash File System Instance Optional – SINGLE INSTANCE ONLY.

struct **AWEInstance**
The AWE instance.

Enumerations

enum **_SampleType** { **Sample16bit**, **Sample24bit_low**, **Sample24bit_high**, **Sample32bit** }
Type of data for I/O.

Functions

INT32 **awe_init** (**AWEInstance** *pAWE)
Initialize the instance.

INT32 **awe_initPin** (**IOPinDescriptor** *pPin, UINT32 channels, const char *name)
Initialize an input or output pin.

void **awe_initFlashFS** (**AWEInstance** *pAWE, **AWEFlashFSInstance** *pAWEFlashFSInstance)
Initialize the file system.

INT32 **awe_packetProcess** (**AWEInstance** *pAWE)
Process an AWEInstance's newly received tuning packet.

INT32 **awe_audioPump** (**AWEInstance** *pAWE, UINT32 layoutIndex)
Audio pump function.

INT32 **awe_audioImportSamples** (const **AWEInstance** *pAWE, const void *inSamples, INT32 inStride, INT32 channel, **SampleType** inType)
Import samples from a user buffer to a channel.

INT32 **awe_audioExportSamples** (const **AWEInstance** *pAWE, void *outSamples, INT32 outStride, INT32 channel, **SampleType** outType)
Export samples to a user buffer from a channel.

INT32 **awe_audiolsStarted** (const **AWEInstance** *pAWE)
Check if this instance is running.

INT32 **awe_audioGetPumpMask** (const **AWEInstance** *pAWE)
Test if AWE is ready to run.

INT32 **awe_deferredSetCall** (**AWEInstance** *pAWE)
Perform deferred awe set on a module.

INT32 **awe_loadAWBfromArray** (**AWEInstance** *pAWE, const UINT32 *pCommands, UINT32 arraySize, UINT32 *pPos)
Executes packet commands from an in-memory array.

void **awe_layoutGetChannelCount** (const **AWEInstance** *pAWE, UINT32 pinIdx, UINT32 *inCount, UINT32 *outCount)
Returns the number of channels in the Layout's input and output pins.

INT32 **awe_layoutGetInputBlockSize** (const **AWEInstance** *pAWE, UINT32 pinIdx, UINT32 *blockSize)
Returns the block size of a pin.

INT32 **awe_layoutGetInputSampleRate** (const **AWEInstance** *pAWE, UINT32 pinIdx, FLOAT32 *sampleRate)
Returns the sample rate of an input pin.

INT32 **awe_layoutIsValid** (const **AWEInstance** *pAWE)
Determines if a layout is loaded and valid.

INT32 **awe_ctrlGetValue** (const **AWEInstance** *pAWE, UINT32 handle, const void *value, INT32 arrayOffset, UINT32 length)
Set a scalar or array value by handle.

INT32 **awe_ctrlSetValue** (const **AWEInstance** *pAWE, UINT32 handle, void *value, INT32 arrayOffset, UINT32 length)
Get a scalar or array value by handle.

INT32 **awe_ctrlSetStatus** (const **AWEInstance** *pAWE, UINT32 handle, UINT32 status)
Set the status of a module.

INT32 **awe_ctrlGetStatus** (const **AWEInstance** *pAWE, UINT32 handle, UINT32 *status)
Get the status of a module.

INT32 **awe_ctrlSetValueMask** (const **AWEInstance** *pAWE, UINT32 handle, const void *value, INT32 arrayOffset, UINT32 length, UINT32 mask)
Set a scalar or array value by handle with mask.

INT32 **awe_ctrlGetValueMask** (const **AWEInstance** *pAWE, UINT32 handle, void *value, INT32 arrayOffset, UINT32 length, UINT32 mask)
Get a scalar or array value by handle with mask.

INT32 **awe_ctrlGetModuleClass** (const **AWEInstance** *pAWE, UINT32 handle, UINT32 *pClassID)
Get an object class from its handle.
