NAME

afGetFrameSize − calculate the frame size in bytes for an audio track

SYNOPSIS

#include <audiofile.h>

float afGetFrameSize (AFfilehandle file, int track, int expand3to4);

PARAMETERS

file is a valid AFfilehandle.

track is an integer which refers to a specific audio track in the file. At present no supported audio file format allows for more than one audio track within a file, so track should always be AF_DEFAULT_TRACK.

expand3to4 is a boolean−valued integer indicating whether frame size calculation will treat 24−bit data as having a size of 3 bytes or 4 bytes.

DESCRIPTION

afGetFrameSize returns the number of bytes in a frame in a given audio track.

A sample frame consists of one or more samples. For a monaural track, a sample frame will always contain one sample. For a stereophonic track, a sample frame will always contain two samples, one for the left channel and one for the right channel.

A non−zero value of *expand3to4* should be used when calculating the frame size for storage in memory (since 24−bit audio data is presented in memory as a 4−byte sign−extended integer), while a value of zero should be used for calculating storage on disk where no padding is added. The parameter *expand3to4* is ignored unless the specified audio track contains 24−bit audio data.

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