

## *ARMovie Audio Codecs*

- 8 bit  $\mu$ -law and 16 bit linear audio hardware supported; stereo sound supported
- 10 different sound formats supported as standard
- Codecs can be used separately from ARMovie
- Variable sample rates
- High performance

ARMovie audio codecs provide the means to convert the sound data contained in movies and play it through VIDC-based sound systems under RISC OS.

The codecs also supply functionality to convert the data from codec to a standard I6 bit data format, or convert 16 bit data to the encoded data.

The sound formats supported are:

- 8 bit linear signed
- 8 bit linear unsigned
- 8 bit exponential (VIDC 8 bit native format)
- 16 bit linear signed
- 4 bit ADPCM (ADaptive Predictive Pulse Code Modulation)

All the above sound formats are supported in both mono and stereo, and with variable sample rates.

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