ELASTIQUE TUNE monophonic time and pitch modification 1.3.4

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February 9, 2018

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1.1 Introduction

élastique Tune is a time and pitch correction technology. It is based on the élastique SOLOIST engine and thus works only with monophonic input signals. While SOLOIST provides a low level approach to monophonic time stretching and pitch shifting, Tune allows high level and easy access to musical parameters. Based on a simple and easy to use interface it offers numerous editing options based on pitch objects which correspond closely to the musical concept of notes. The Tune SDK provides the functionality for Audio-to-MIDI conversion as well as a synthesis class to control the playback while applying all parameters for time and pitch manipulation in real-time. The interface offers two parameter groups, one controlling overall melody properties and the other controlling parameters of each individual note. The following figure shows an example of how such a representation could look like.

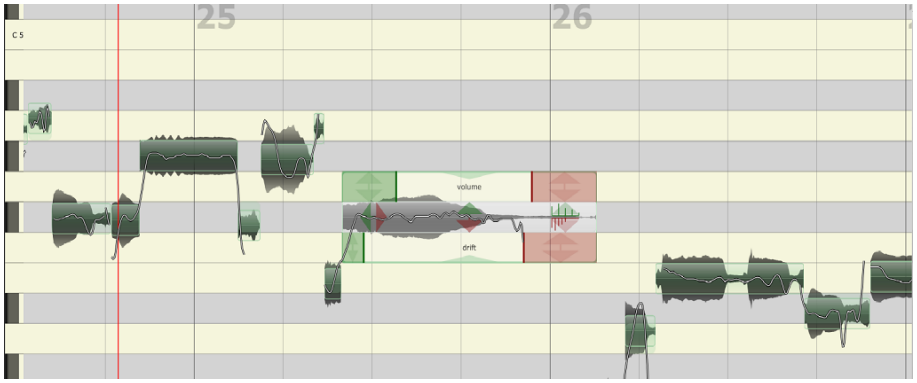

Figure 1: Example of visualization of Tune analysis output with editing options

The SDK consists of an analysis and an synthesis library. The latter uses a customizable audio access class in order to ease integration in existing systems.

The project contains the required libraries for the operating system élastique was licensed for with the appropriate header files.

The structure of this document is as following: First the API of the libraries is described. The API documentation contains naming conventions, function descriptions of the C++-API. The following usage examples (available as source code for compiling the test application) give a clear example on how to use the API in a real world application. Afterwards, a short description of the usage of the compiled example application is given.

For detailed information about how PSOLA synthesis works please refer to the élastique SOLOIST manual.

1.2 API Documentation

The C++-API can be accessed via the files SOLOISTPitchAnalysisAPI.h and SOLOISTPitchSynthesizerAPI.h. All variable types needed are either defined in file elastique-API.h or standard C++-types. Error codes are defined as enum in the corresponding class.

1.2.1 Memory Allocation

The Tune SDK does not allocate buffers handled by the calling application except for the buffers containing the results of the analysis. The input buffer as well as the output buffer has to be allocated by the calling application. The exact size of the input and output buffer is defined by the user depending on how many sample frames are passed in or are requested. The only place where audio buffer sizes are determined by the SDK is in the CAudioReader class which has to be overridden in order to match the users requirements Buffers are allocated as double arrays of [channels][SamplesPerChannel].

*

1.2.2 Naming Conventions

When talking about **frames**, the number of audio samples per channel is meant. I.e. 512 stereo frames correspond to 1024 float values (samples). If the sample size is 32bit float, one sample has a memory usage of 4 byte.

1.2.3 Stereo/Multichannel Processing

When processing stereo or multichannel input, it is strongly recommended to use the SDK with a stereo/multichannels instance, not with two or more mono instances. - This has two reasons: quality and performance. The quality will be better, since the content of all channels is taken into account for the analysis, and the processing is linked between all channels. The performance will be better since many analysis steps can be combined for all channels.

1.2.4 C++ API description

1.2.4.1 Required Functions

The following functions have to be called when using the Tune library. Descrciption see below.

- **CPitchMarksIf::CreateInstance(.)**
  description see below
- **CPitchMarksIf::GenerateInitialBuffers(.)**
  description see below

- **CPitchMarksIf::DestroyInstance(.)**
  description see below
- **CSOLOISTPitchAnalysisIf::CreateInstance(.)**
  description see below
- **CSOLOISTPitchAnalysisIf::ProcessData(.)**
  description see below
- **CSOLOISTPitchAnalysisIf::DestroyInstance(.)**
  description see below
- **CSOLOISTPitchSynthesizerIf::CreateInstance(.)**
  description see below
- **CSOLOISTPitchSynthesizerIf::processData(.)**
  description see below
- **CSOLOISTPitchSynthesizerIf::DestroyInstance(.)**
  description see below
- **An audio reader class must be derived from CAudioReader**
  description see below

1.2.4.2 Complete Function Description

1.2.4.2.1 Instance Handling Functions

- **int CPitchMarksIf::CreateInstance(CPitchMarksIf∗& pCPitchMarks)**
  Creates a new instance of the élastique SOLOIST pitchmarks. The handle to the new instance is returned in parameter ∗pCPitchMarks. If the function fails, the return value is not 0.
- **int CSOLOISTPitchAnalysisIf::CreateInstance(CSOLOISTPitchAnalysisIf∗& pCInstance, CPitchMarksIf∗ pcPitchMarks, float fSampleRate, int iNumOfChannels)**
  Creates a new instance of the analysis class. The handle to the new instance is returned in parameter ∗pCInstance. The handle to the pitchmarks to be calculated is passed via pcPitchMarks. The parameters fSampleRate and iNumOfChannels describe the sample rate as well as the number of channels of the audio to be analysed.
  If the function fails, the return value is not 0.
- **int CSOLOISTPitchSynthesizerIf::CreateInstance(CSOLOISTPitchSynthesizerIf∗& pCInstance, CAudioReader∗ const pCAudioReader, CPitchMarksIf∗ const pCPitchMarks, CSOLOISTPitchAnalysisIf∗ const pCAnalysisIf)**
  Creates a new instance of the synthesis class. The handle to the new instance is returned in parameter ∗pCInstance. A deriec instance of the custom audio

reader class is passed via pCAudioReader. pCPitchMarks receives the handle to the previously calculated pitchmarks and a pointer to the corresponding analysis class has to be provided.

If the function fails, the return value is not 0.

The use of this function is required.

- **int CPitchMarksIf::DestroyInstance(CPitchMarksIf∗ pCPitchMarks)**

  Destroys the instance of the pitchmarks given in parameter ∗pCPitchMarks.

  If the function fails, the return value is not 0.

- **int CSOLOISTPitchAnalysisIf::DestroyInstance(CSOLOISTPitchAnalysis-If∗& pCInstance)**

  Destroys the instance of the analysis given in parameter ∗pCInstance.

  If the function fails, the return value is not 0.

- **int CSOLOISTPitchSynthesizerIf::DestroyInstance(CSOLOISTPitchSynthesizer-If∗& pCInstance)**

  Destroys the instance of the synthesis given in parameter ∗pCInstance.

  If the function fails, the return value is not 0.

1.2.4.2.2 Pitchmark Functions

- **int CPitchMarksIf::Reset()**

  Resets pitchmarks to its initial state.

  If the function fails, the return value is not 0.

- **int CPitchMarksIf::FlushPitchMarks(int iIdx2FlushTo)**

  This function flushes pitchmarks until index specified in iIdx2FlushTo. it is not recommended to use this function.

  If the function fails, the return value is not 0.

- **int CPitchMarksIf::GenerateInitialBuffers(int iInitialSize)**

  Pre-allocates a set of pitchmarks. Should be called after instance creation to avoid unnecessary reallocation. If more pitchmarks are needed these are reallocated automatically.

  If the function fails, the return value is not 0.

- **int CPitchMarksIf::GetPitchMarkBuffer(BSampleInfoEntry∗& psPitchMark-Buffer)**

  Returns a pointer to the internal list of marks. The return value is the number of list entries. One should use this funktion to save the result of the onset detection or beat tracking process.

  If the function fails, the return value is not 0.

- **int CPitchMarksIf::GetNumOfMarks()**

  Returns the current number of marks in the list.

- **int CPitchMarksIf::PutBuffers(BSampleInfoEntry* psPitchMarkBuffer, int iSize)**

  Copies a previously saved pitchmark list (see CPitchMarksIF::GetPitchMarkBuffer()) into an instance of the mark module.

  If the function fails, the return value is not 0.

1.2.4.2.3 Analysis Functions

- **int CSOLOISTPitchAnalysisIf::Reset()**

  Resets the analysis to its initial state.

  If the function fails, the return value is not 0.

- **int CSOLOISTPitchAnalysisIf::ProcessData(float** ppSampleData, int iNumOfFrames)**

  Does the pitch analysis processing. ppSampleData contains the input audio data. iNumOfFrames contains the number of samples per channel.

  If the function fails, the return value is not 0.

- **int CSOLOISTPitchAnalysisIf::SetEOF()**

  Declares the end of audio samples, invokes last processing stages and flushes internal buffers. Should be called after last block of audio has been pushed into the CPSOLAAnalysisEnhIf::ProcessData() function.

  If the function fails, the return value is not 0.

- **int CSOLOISTPitchAnalysisIf::DoSegmentation()**

  Does the pitch segmentation after the pitch analysis. Must not be called before ProcessData() has been finished by calling SetEOF(). This method can be called alternatively with an integer parameter (0..8) in order to split the analysis in smaller parts. This is helpfull when displaying a progress bar for example.

  If the function fails, the return value is not 0.

- **int CSOLOISTPitchAnalysisIf::GetSegmentationResult(stPitchSegmentationResult*& pstSegmentationResults)**

  Returns a pointer to a buffer containing the results of the segmentation analysis.

  If the function fails, the return value is not 0.

1.2.4.2.4 Synthesis Functions

- **int CSOLOISTPitchSynthesizerIf::processData(float** ppfAudioData, int iNumOfFramestoRead)**

  Does the synthesis processing at the current playback position. It returns iNumOfFramesToRead sample frames. The buffers for ppfAudioData must be allocated by the calling application.

  If the function fails, the return value is not 0.

- **void CSOLOISTPitchSynthesizerIf::setTimePositionInSec(double newReadPosition)**

  Sets a new read position. The read position is always relative to the beginning of the audio file. If the read position is out of bounds zero buffers are returned.

- **double CSOLOISTPitchSynthesizerIf::getTimePositionInSec()**

  Returns the current read position.

- **double CSOLOISTPitchSynthesizerIf::getLengthInSec()**

  Returns the current playback length. It takes all time modification into account.

- **float CSOLOISTPitchSynthesizerIf::getPitchForTimeInSec(double dTime)**

  Returns the pitch at the time position specified. This is usefull for drawing a pitch curve. If no pitch is available it returns -1.

- **float CSOLOISTPitchSynthesizerIf::getEnvelopeForTimeInSec(double dTime)**

  Returns the volume at the time position specified. This is usefull for drawing a volume envelope.

- **int CSOLOISTPitchSynthesizerIf::getNumOfPitchObjects()**

  Returns the number of pitch objects currently in use by the synthesizer.

- **_errorCode CSOLOISTPitchSynthesizerIf::removePitchObject(int iPitchObjectIndex)**

  Removes a pitch object by index.

  If the function fails, the return value is not 0.

- **void CSOLOISTPitchSynthesizerIf::removeAllPitchObjects()**

  Removes all pitch objects.

- **void CSOLOISTPitchSynthesizerIf::addPitchObject(stSOLOISTPitchObjectData& stInitialPitchObjectData)**

  Adds a pitch objects at the correct time position. All the data in the structure stInitialPitchObjectData must be valid.

  If the function fails, the return value is not 0.

- **_errorCode CSOLOISTPitchSynthesizerIf::splitPitchObject(int iPitchObjectIndex, double dRelativeCutPositionFromStartOfPitchObject)**

  Splits a pitch object at the position specified. The split position is relative in seconds to the beginning of the pitch object.

  If the function fails, the return value is not 0.

- **_errorCode CSOLOISTPitchSynthesizerIf::joinPitchObjects(int iPitchObjectIndex1, int iPitchObjectIndex2)**

  Joins two adjacent note objects. The object indices don't need to be in order.

  If the function fails, the return value is not 0.

- **_errorCode CSOLOISTPitchSynthesizerIf::getPitchObjectData(int iPitchObjectIndex, stSOLOISTPitchObjectData& ObjData)**

  Returns a complete data structure for the given pitch object.

  If the function fails, the return value is not 0.

- **_errorCode CSOLOISTPitchSynthesizerIf::setPitchObjectData(int iPitchObjectIndex, stSOLOISTPitchObjectData& ObjData, bool bUpdateSurroundingObjects)**

  Sets the complete data structure for the given pitch object. Modifying the data structure should only be done with the proper knowledge.

  If the function fails, the return value is not 0.

- **_errorCode CSOLOISTPitchSynthesizerIf::setPitchObjectBounds(int iPitchObjectIndex, double& dNewStartPos, double& dNewEndPos, bool bUpdateSurroundingObjects)**

  Changes the start/end position of a pitch object affecting the stretch factor of the note if start and end position change differently. If bUpdateSurroundingObjects is set true the surrounding objects are also adapted which may affect the stretch factor of these objects, too.

  If the function fails, the return value is not 0.

- **_errorCode CSOLOISTPitchSynthesizerIf::getPitchObjectBounds(int iPitchObjectIndex, double& dStartPos, double& dEndPos)**

  Returns the current start/end position of a pitch object.

  If the function fails, the return value is not 0.

- **_errorCode CSOLOISTPitchSynthesizerIf::setPitchObjectParam(int iPitchObjectIndex, _ePitchObjectParam eParam, float fValue)**

  Sets a pitch object parameter. Parameters are described in Synthesis Object - Parameters

  If the function fails, the return value is not 0.

- **float CSOLOISTPitchSynthesizerIf::getPitchObjectParam(int iPitchObjectIndex, _ePitchObjectParam eParam) const**

  Returns a pitch object parameter. Parameters are described in Synthesis Object Parameters

  If index is out of bounds it returns 0

- **_errorCode CSOLOISTPitchSynthesizerIf::setGlobalParam(_eGlobalParam eParam, float fValue)**

  Set a global parameter. Parameters are described in Synthesis Global Parameters

  If the function fails, the return value is not 0.

- **float CSOLOISTPitchSynthesizerIf::getGlobalParam(_eGlobalParam eParam) const**

  Returns a global parameter. Parameters are described in Synthesis Global - Parameters

1.2.4.2.5 Synthesis Object Parameters

- **CSOLOISTPitchSynthesizerIf::kPitchObjectPitch**

  This sets directly the pitch of the whole pitch object as seen in the following figure. Unit is semitones.

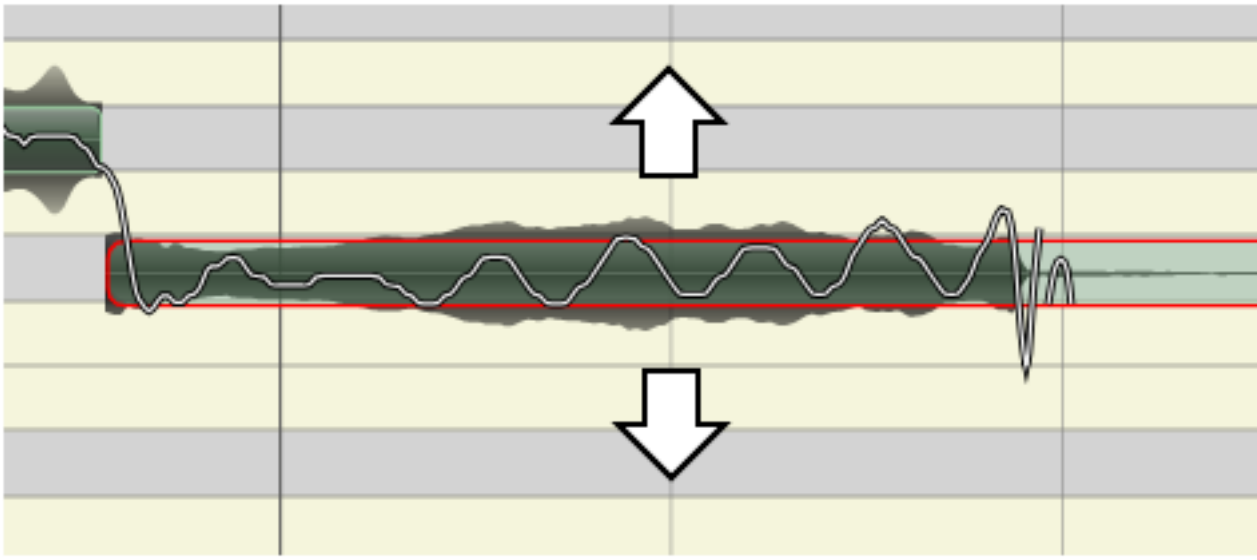

Figure 2: changing the pitch

- **CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothInTimeInPercent**
  CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothOutTimeInPercent

  These parameters define the transition range that is automatically adapted when changing the pitch of a pitch object. This is to keep smooth transitions between two pitch objects. Unit is in percent devided by 100 relative to the pitch object length. In-time is measured from the beginning, out-time from the end of the object.

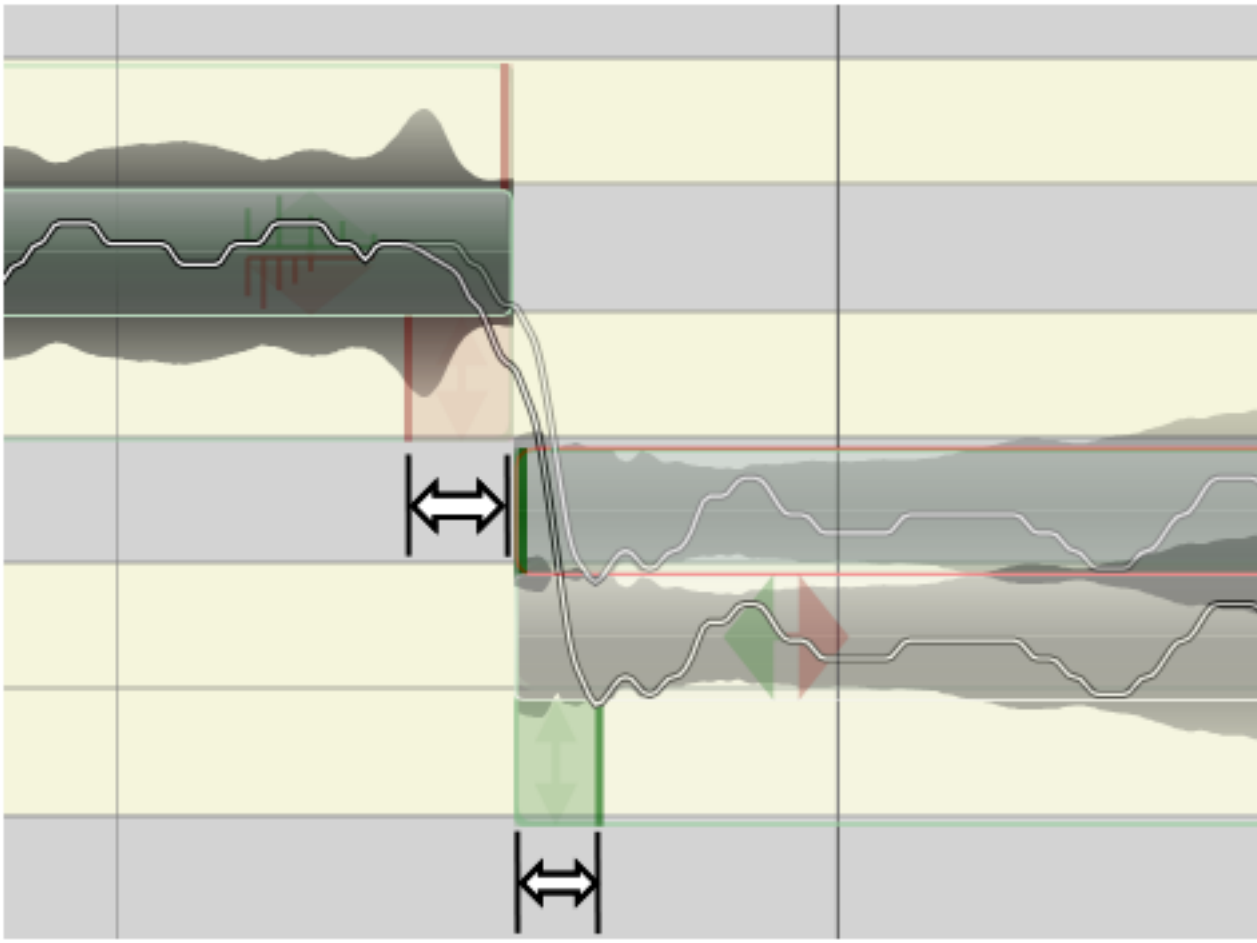

Figure 3: smooth pitch in and out time

- **CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothInPitch**
  CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothOutPitch

  These parameters can be used to adapt the automatic transition smoothing (see above) by ramping the transition up or down. Unit is semitones.

- **CSOLOISTPitchSynthesizerIf::kPitchObjectVolumeFadeInTimeInPercent**
  CSOLOISTPitchSynthesizerIf::kPitchObjectVolumeFadeOutTimeInPercent

  These parameters define the volume fade range. Unit is in percent devided by 100 relative to the pitch object length. In-time is measured from the beginning, out-time from the end of the object.

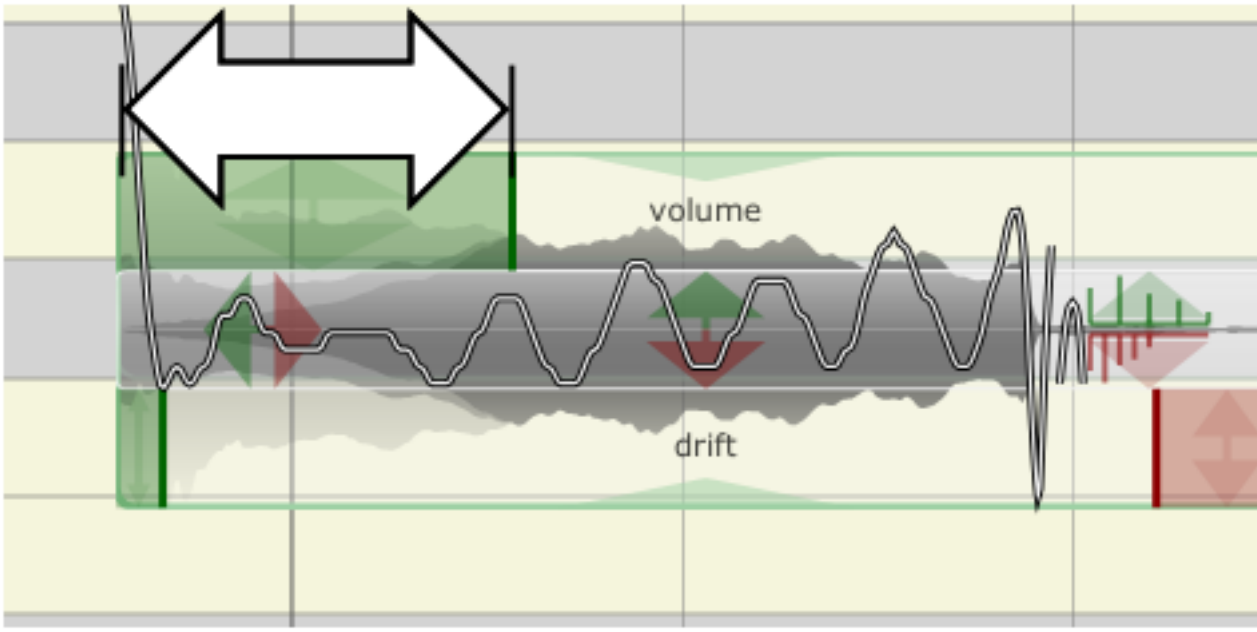

Figure 4: smooth pitch in and out time

- **CSOLOISTPitchSynthesizerIf::kPitchObjectVolumeFadeInGain**
  CSOLOISTPitchSynthesizerIf::kPitchObjectVolumeFadeOutGain

  These parameters determine the start fade-in gain or end fade-out gain (see above). Unit is in percent devided by 100 relative to the pitch object length.

- **CSOLOISTPitchSynthesizerIf::kPitchObjectFormantShift**

  This affects the formants of the pitch object. Unit is semitones. The default is 0 semitones.

- **CSOLOISTPitchSynthesizerIf::kPitchObjectDrift**

  The drift parameter defines the deviation of the local pitch from the average pitch of the pitch object as seen in the following figure. Unit is percent devided by 100. A value of 1.0 is the original deviation.

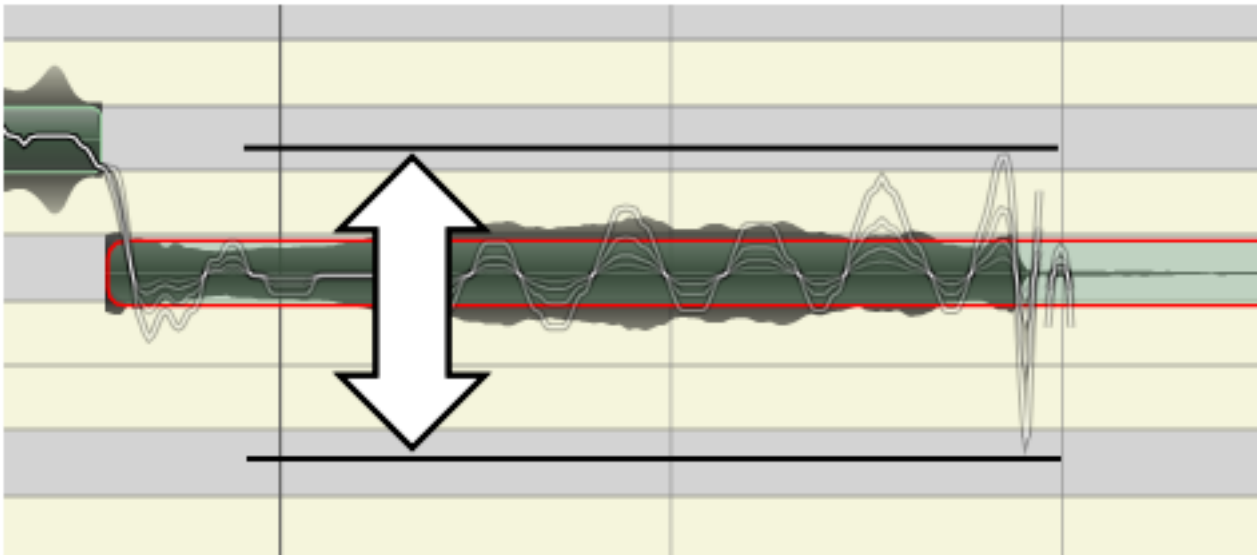

Figure 5: changing the drift

- **CSOLOISTPitchSynthesizerIf::kPitchObjectVolume**

  Defines the volume of a pitch object. Unit is percent devided by 100. A value of 1.0 is the original deviation.

1.2.4.2.6 Synthesis Global Parameters

- **CSOLOISTPitchSynthesizerIf::kGlobalStretch**

  Defines the global stretch factor for whole audio file. Unit is percent devided by 100.

- **CSOLOISTPitchSynthesizerIf::kGlobalPitchShift**

  Defines the global pitch factor for the whole audio file. Unit is semitones.

- **CSOLOISTPitchSynthesizerIf::kGlobalFormantShift**

  Defines the global formant shift factor for the whole audio file. Unit is semitones.

- **CSOLOISTPitchSynthesizerIf::kGlobalTune**

  Defines the global tuning of the whole audio file. Unit is percent devided by 100. Default is 0 leaving everything as it is. With a tuning of 1.0 the average pitch of each pitch object is moved to it's integer pitch. E.g.: a pitch object has an average pitch of 69.32, with a tuning of 1.0 it's moved to 69.0.

- **CSOLOISTPitchSynthesizerIf::kGlobalDrift**

  Affects the drift of all pitch objects at once (see above). This is independent of the local drift settings of the pitch object.

- **CSOLOISTPitchSynthesizerIf::kGlobalTransitionFactor**

The transition factor determines how the drift factor affects the smooth in/out area. This is useful to keept smooth transitions also with a drift of 0. Unit is percent devided by 100 and default is 1.0 which means that the transitions are kept smooth. With a factor of 0 and a drift of 0 transitions are abrupt.

1.2.5 C++ Usage example

The complete code can be found in the example source file elastiqueTuneClMain.cpp. This example works on raw 16bit PCM audio data using stdio file functions.

In the first step we need to define our own CAudioReader class for the synthesis later on:

```
class CMyAudioReader : public CAudioReader
{
private:
    CzplAudioFile   *m_pFFileHandle;
    int             m_iNumOfChannels,
                    m_iSampleRate,
                    m_iLengthInFrames;

public:

    CMyAudioReader(CzplAudioFile *pFInputFile,  int iMaxBufferSize) :
      m_pFFileHandle(pFInputFile)

    {
        m_iNumOfChannels = m_pFFileHandle->GetNumOfChannels();
        m_iSampleRate    = m_pFFileHandle->GetSampleRate();


        m_iLengthInFrames   = m_pFFileHandle->GetFileSize();

    };

    virtual ~CMyAudioReader()
    {
    };

    int         seekPos(int iPositionInFrames)
    {
        m_pFFileHandle->SetFilePos(iPositionInFrames);
        return 0;
    };

    int         readAudioData(float** ppfAudioData, int iNumOfFramestoRead)
    {
        m_pFFileHandle->Read(ppfAudioData, iNumOfFramestoRead);

        return 0;
    }

    int         getLengthInFrames()
    {
        return m_iLengthInFrames;
    }

    int         getNumOfChannels()
    {
        return m_iNumOfChannels;
```

```
    };

    int         getSampleRate()
    {
        return m_iSampleRate;
    }

};
```

Before synthesis we need to either do the analysis or reload the anaylsis results. Here we do the analysis. Before that an instance of the pitchmark class has to be created. After that it is recommended to pre-allocate some pitchmarks in order to speed up processing.

```
    CPitchMarksIf::CreateInstance(pcPitchMarksHandle);

    // init the pitchmark container with a whole lot of empty pitchmarks
    pcPitchMarksHandle->GenerateInitialBuffers(8192);
```

Now we create an instance of the analysis class passing a handle to the previously created pitchmarks and setting the other parameters according to our audio input.

```
    CSOLOISTPitchAnalysisIf::CreateInstance(pcAnalysisHandle,
      pcPitchMarksHandle, static_cast<float>(iSampleRate), iNumOfChannels);
```

Now we run the anaylsis loop until the audio data is finished. The audio samples are simply pushed into the CSOLOISTPitchAnalysisIf::ProcessData() function. The number of frames per call should not exceed 4096.

```
    while(bReadNextFrame)
    {

        // read the samples from the PCM input file
        iNumSamplesRead = pFInputFile->Read(apfProcessInputData,
      _ANALYSIS_BUFFER_SIZE);

        // if the number of read frames unequals the required number of frames,

        // the end of the file is reached
        // then, fill the remaining buffer values with zeros
        // and set flag to end loop
        if(iNumSamplesRead < (_ANALYSIS_BUFFER_SIZE))
        {
            bReadNextFrame  = false;
        }


        // start a simple time measurement
        clStartTime = clock();

//#if (!defined(WITHOUT_EXCEPTIONS) && defined(_DEBUG) && defined (WIN32))
//        _controlfp(~(_EM_INVALID | _EM_ZERODIVIDE | _EM_OVERFLOW |
       _EM_UNDERFLOW | _EM_DENORMAL), _MCW_EM) ;
//#endif // #ifndef WITHOUT_EXCEPTIONS
```

```
        // do the analysis processing
        iError = pcAnalysisHandle->ProcessData(  apfProcessInputData,
                                                 iNumSamplesRead);

        if (iError)
        {
            fprintf(stderr, "élastique Analysis Error No.:%d\n", iError);
            break;
        }

        // update time measurement
        clTotalTime += clock() - clStartTime;



    }
```

After having finished the loop CPSOLAAnalysisEnhIf has to be told that we finished.

```
    pcAnalysisHandle->SetEOF();
```

Now all pitchmarks are set. These pitchmarks may be saved for later use.

Now we should do the segmentation:

```
    pcAnalysisHandle->DoSegmentation();
```

This gives you these results:

```
    iNumOfPitches    = pcAnalysisHandle->GetPitchResult(pPitchResult);

    iNumOfSegments   = pcAnalysisHandle->GetSegmentationResult(pSegmentResult);
```

Finally, the synthesis may be invoked. First we need an instance of our CAudioReader class.

```
    pCAudioReader = new CMyAudioReader(pFInputFile, _INPUT_BUFFER_SIZE);
```

and use this to create the synthesis class.

```
    CSOLOISTPitchSynthesizerIf::CreateInstance(  pcSynthesisHandle,
      pCAudioReader, pcPitchMarksHandle, pcAnalysisHandle);
```

we set some globale parameters

```
    /*
      pcSynthesisHandle->setGlobalParam(CSOLOISTPitchSynthesizerIf::kGlobalPitchShift, fPitchRatio)

    pcSynthesisHandle->setGlobalParam(CSOLOISTPitchSynthesizerIf::kGlobalStretch
      , fStretchRatio);
```

and then do some direct manipulation upon a single pitch object

```
//    pcSynthesisHandle->setPitchObjectParam(ii,
   CSOLOISTPitchSynthesizerIf::kPitchObjectPitch, 67.0);


{
    //typedef CSOLOISTPitchSynthesizerIf::PitchClass PitchClass;
    //std::vector <PitchClass> myScale = { PitchClass::C, PitchClass::D,
   PitchClass::E, PitchClass::F, PitchClass::G, PitchClass::A, PitchClass::B };

    std::vector <CSOLOISTPitchSynthesizerIf::PitchClass> myScale =
  generateScaleBasedOnScaleIdx (pcAnalysisHandle->GetKey());

    pcSynthesisHandle->setGlobalParam (
  CSOLOISTPitchSynthesizerIf::kGlobalDrift, 0.0);

    pcSynthesisHandle->setGlobalParam (
  CSOLOISTPitchSynthesizerIf::kGlobalTune, 1.0);

    pcSynthesisHandle->setGlobalParam (
  CSOLOISTPitchSynthesizerIf::kGlobalTransitionFactor, 0.0);

    pcSynthesisHandle->quantizePitchObjectsToScale (myScale);

}


//pcSynthesisHandle->setPitchObjectParam(2,
   CSOLOISTPitchSynthesizerIf::kPitchObjectDrift, 0.0);
//pcSynthesisHandle->setPitchObjectParam(2,
   CSOLOISTPitchSynthesizerIf::kPitchObjectFormantShift, 0.0);
//pcSynthesisHandle->setPitchObjectParam(2,
   CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothInTimeInPercent, 0.5);
//pcSynthesisHandle->setPitchObjectParam(2,
   CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothInPitch, -5);
//pcSynthesisHandle->setPitchObjectParam(2,
   CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothOutTimeInPercent, 0.5);
//pcSynthesisHandle->setPitchObjectParam(2,
   CSOLOISTPitchSynthesizerIf::kPitchObjectSmoothOutPitch, 8);
```

alternatively we can get the data structure of pitch objects and do some external manipulation

```
//stSOLOISTPitchObjectData stTmp1, stTmp2;
//double length;

//pcSynthesisHandle->getPitchObjectData(4, stTmp1);

//length = stTmp1.dOrigEndTimeInSec - stTmp1.dOrigStartTimeInSec;

//pcSynthesisHandle->splitPitchObject(4, length*0.5);

//pcSynthesisHandle->getPitchObjectData(4, stTmp1);

//pcSynthesisHandle->getPitchObjectData(5, stTmp2);

//length = stTmp1.dOrigEndTimeInSec - stTmp1.dOrigStartTimeInSec;

//pcSynthesisHandle->removeAllPitchObjects(); // remove all notes
```

```
    //stTmp1.dCurEndTimeInSec   -= stTmp1.dCurStartTimeInSec;     //move note
       to the beginning
    //stTmp1.dCurStartTimeInSec -= stTmp1.dCurStartTimeInSec;

    //stTmp2.dCurEndTimeInSec   += (stTmp1.dCurEndTimeInSec -
       stTmp2.dCurStartTimeInSec); // move 2. note to the end of 1. note
    //stTmp2.dCurStartTimeInSec += (stTmp1.dCurEndTimeInSec -
       stTmp2.dCurStartTimeInSec);

    //stTmp1.fCurPitch -= 1.0;
       // pitch shift by a -1 semitones
    //stTmp2.fCurPitch -= 1.0;
       // pitch shift by a -1 semitones
    //pcSynthesisHandle->addPitchObject(stTmp1);
    //pcSynthesisHandle->addPitchObject(stTmp2);
    //
    //length = stTmp2.dCurEndTimeInSec - stTmp2.dCurStartTimeInSec;

    //stTmp2.dCurStartTimeInSec = stTmp2.dCurEndTimeInSec;
       // copy the 2. note and reposition it to the end of itself

    //stTmp2.dCurEndTimeInSec   = stTmp2.dCurStartTimeInSec + 3.5*length;
       // stretch it by a factor of 2.5
    //stTmp2.fCurPitch -= 1.0;
       // pitch shift by a -1 semitones

    //pcSynthesisHandle->addPitchObject(stTmp2);
```

For the start the direct manipulation recommended, the external manipulation whould only be used if really necessary.

Now we set our playbaclk engine to the start position

```
    pcSynthesisHandle->setTimePositionInSec(0);
```

and do the synthesis loop

```
    while((((float)iCurrentFrame * _OUTPUT_BUFFER_SIZE)/(float)pCAudioReader->
      getSampleRate()) < pcSynthesisHandle->getLengthInSec())
    {


        // start a simple time measurement
        clStartTime = clock();

#if (!defined(WITHOUT_EXCEPTIONS) && defined(_DEBUG) && defined (WIN32))
        _controlfp(~(_EM_INVALID | _EM_ZERODIVIDE | _EM_OVERFLOW |
      _EM_UNDERFLOW | _EM_DENORMAL), _MCW_EM) ;
#endif // #ifndef WITHOUT_EXCEPTIONS


        // do the processing
        pcSynthesisHandle->processData(   apfProcessOutputData,
                                          _OUTPUT_BUFFER_SIZE);


        if (iError)
        {
            fprintf(stderr, "élastique Process Error No.:%d\n", iError);
```

```
            break;
        }

        // update time measurement
        clTotalTime += clock() - clStartTime;


        // Write stretched data to output file buffer
        pFOutputFile->Write(apfProcessOutputData, _OUTPUT_BUFFER_SIZE);

        // update the command line processing info
         CLShowProcessTime(iCurrentFrame++, iSampleRate, iNumOfInFrames);

    } // while(bReadNextFrame)
```

After the successful processing, the instances can be destroyed.

```
CPitchMarksIf::DestroyInstance(pcPitchMarksHandle);

CSOLOISTPitchAnalysisIf::DestroyInstance(pcAnalysisHandle);

CSOLOISTPitchSynthesizerIf::DestroyInstance(pcSynthesisHandle);
```

1.3 Delivered Files (example project)

1.3.1 File Structure

1.3.1.1 Documentation

This documentation and all other documentation can be found in the directory **./doc**.

1.3.1.2 Project Files

The Workspaces, Projectfiles and or Makefiles can be found in the directory **./build** and its subfolders, where the subfolders names correspond to the project names.

1.3.1.3 Source Files

All source files are in the directory **./src** and its subfolders, where the subfolder names equally correspond to the project names.

1.3.1.4 Include Files

Include files can be found in **./incl**.

1.3.1.5 Resource Files

The resource files, if available can be found in the subdirectory **/res** of the corresponding build-directory.

1.3.1.6 Library Files

The directory **./lib** is for used and built libraries.

1.3.1.7 Binary Files

The final executable can be found in the directory **./bin**. In debug-builds, the binary files are in the subfolder **/Debug**.

1.3.1.8 Temporary Files

The directory **./tmp** is for all temporary files while building the projects. In debug-builds, the temporary files can be found in the subfolder **/Debug**.

1.4 Coding Style minimal overview

Variable names have a preceding letter indicating their types:

unsigned:	u
pointer:	p
array:	a
class:	C
bool:	b
char:	c
short (int16):	s
int (int32):	i
__int64:	l
float (float32):	f
double (float64):	d
class/struct:	c

For example, a pointer to a buffer of unsigned ints will be named puiBufferName.

1.5 Command Line Usage Example

The compiled example is a command line application that reads and writes audio files in PCM (16bit RAW) format. RAW format means that the file has no header but contains only the pure data.

Since the example application has no sophisticated command line parser, so the order of the arguments is crucial. The command line synposis is:

```
soloistTestCL input_file output_file StretchRatio [PitchRatio] [InputSampleRate] [NumberOfChannels
```

The following command line will result in an output file of the same format as the input file (RAW PCM, 16bit, 48kHz, stereo interleaved, name: input.pcm) that is 10% longer as the original (i.e. stretch factor 1.1) and its pitch is 1% lower than in the original (i.e. pitch factor 0.99):

```
soloistTestCL input48.pcm output48.pcm 1.1 0.99 48000 2
```

1.6 Support

Support for the SDK is - within the limits of the agreement - available from:

zplane.development

tim flohrer

katzbachstr. 21

D-10965 berlin

germany

fon: +49.30.854 09 15.0

fax: +49.30.854 09 15.5

@: flohrer@zplane.de

2 Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

3 File Index

3.1 File List

Here is a list of all files with brief descriptions:

4 Class Documentation

4.1 _stPitch_ Struct Reference

Structure containing the pitch information for the single pitches.

`#include <SOLOISTPitchAnalysisAPI.h>`

Public Attributes

- float fPitch

  The pitch of the corresponding pitchmark.
- float fVelocity

  The velocity of the corresponding pitchmark. The max. velocity is normalized to 1.0.
- int bValidPitch

  Give information if the corresponding pitchmark is a pitch or not.
- int iSamplePos

  The position of the pitch in sample frames.

4.1.1 Detailed Description

Structure containing the pitch information for the single pitches.

Pitches are spaced in time according to the pitch. The indexes are equivalent to the indexes of the pitchmarks.

Definition at line 101 of file SOLOISTPitchAnalysisAPI.h.

4.1.2 Member Data Documentation

4.1.2.1 int _stPitch_::bValidPitch

Give information if the corresponding pitchmark is a pitch or not.

Definition at line 117 of file SOLOISTPitchAnalysisAPI.h.

4.1.2.2 float _stPitch_::fPitch

The pitch of the corresponding pitchmark.

Definition at line 107 of file SOLOISTPitchAnalysisAPI.h.

4.1.2.3 float _stPitch_::fVelocity

The velocity of the corresponding pitchmark. The max. velocity is normalized to 1.0.

Definition at line 112 of file SOLOISTPitchAnalysisAPI.h.

4.1.2.4 int _stPitch_::iSamplePos

The position of the pitch in sample frames.

Definition at line 122 of file SOLOISTPitchAnalysisAPI.h.

The documentation for this struct was generated from the following file:

- SOLOISTPitchAnalysisAPI.h

4.2 _stPitchSegmentationResult_ Struct Reference

Structure containing the result of the segmentation.

`#include <SOLOISTPitchAnalysisAPI.h>`

Public Attributes

- float fPitch
  The estimated pitch of the segment.
- float fVelocity
  The estimated velocity of the segment.
- int iLength
  The length of the segment in sample frames.
- int iStartSamplePos
  The start position of the segment in sample frames.
- int iEndSamplePos
  The end position of the segment in sample frames.
- int iStartIdx
  The index of the pitchmark corresponding to the start position of the segment.
- int iStopIdx
  The index of the pitchmark corresponding to the end position of the segment.

4.2.1 Detailed Description

Structure containing the result of the segmentation.

It contains the estimated pitch and velocity, as well as the beginning and end of the segment in terms of sample position and in terms of referenced pitchmark indexes.

Definition at line 50 of file SOLOISTPitchAnalysisAPI.h.

4.2.2 Member Data Documentation

4.2.2.1 float _stPitchSegmentationResult_::fPitch

The estimated pitch of the segment.

Definition at line 56 of file SOLOISTPitchAnalysisAPI.h.

4.2.2.2 float _stPitchSegmentationResult_::fVelocity

The estimated velocity of the segment.

Definition at line 61 of file SOLOISTPitchAnalysisAPI.h.

4.2.2.3 int _stPitchSegmentationResult_::iEndSamplePos

The end position of the segment in sample frames.

Definition at line 77 of file SOLOISTPitchAnalysisAPI.h.

4.2.2.4 int _stPitchSegmentationResult_::iLength

The length of the segment in sample frames.

Definition at line 67 of file SOLOISTPitchAnalysisAPI.h.

4.2.2.5 int _stPitchSegmentationResult_::iStartIdx

The index of the pitchmark corresponding to the start position of the segment.

Definition at line 82 of file SOLOISTPitchAnalysisAPI.h.

4.2.2.6 int _stPitchSegmentationResult_::iStartSamplePos

The start position of the segment in sample frames.

Definition at line 72 of file SOLOISTPitchAnalysisAPI.h.

4.2.2.7 int _stPitchSegmentationResult_::iStopIdx

The index of the pitchmark corresponding to the end position of the segment.

Definition at line 87 of file SOLOISTPitchAnalysisAPI.h.

The documentation for this struct was generated from the following file:

- SOLOISTPitchAnalysisAPI.h

4.3 _stSOLOISTPitchObjectData_ Struct Reference

structure that keeps the properties of each pitch object aka note object

`#include <SOLOISTPitchSynthesizerAPI.h>`

Public Attributes

- float fDrift

  determines the variation around the average pitch per note (1.0 == 100% == original) default = 1.0
- float fFormantFactor

  shifts the formants for one note as factor (semitones to factor: pow(2.0F, semitone_value/12.0F)) default = 0.0

- float fVolumeFactor

  determines the volume of the note (1.0 == 100% == original) default = 1.0
- float fPitchSmoothInTimeInPercent

  time value in percent (seen from start of note and relative to the note length) of the pitch smooth in time. This is used for smoothing of the transition between notes when the pitch is changed. default = set automatically
- float fPitchSmoothOutTimeInPercent

  time value in percent (seen from end of the note and relative to the note length) of the pitch smooth out time. This is used for smoothing of the transition between notes when the pitch is changed. default = set automatically
- float fPitchSmoothIn

  additional smooth in shift in semitones default = 0.0
- float fPitchSmoothOut

  additional smooth in shift in semitones default = 0.0
- float fVolumeFadeInTimeInPercent

  initial time value in percent (seen from start of note and relative to the note length) of the volume fade-in time. default = 0.0
- float fVolumeFadeOutTimeInPercent

  initial time value in percent (seen from end of the note and relative to the note length) of the volume fade-out time. default = 0.0
- float fVolumeFadeInGain

  gain of the fade-in in percent (1.0 == 100% == original) default = 1.0
- float fVolumeFadeOutGain

  gain of the fade-out in percent (1.0 == 100% == original) default = 1.0
- float fCurPitch

  current pitch in semitones default = set automatically
- double dCurStartTimeInSec

  current note onset time in seconds. This affects the stretch of a note. default = set automatically
- double dCurEndTimeInSec

  current note offset time in seconds. This affects the stretch of a note. default = set automatically
- double dCurValidNoteEndTimeInSec

  a note can consist of a valid (voiced) and invalid (unvoiced/silence) part. This value is just for information and is set automatically depending on dOrigValidNoteEndTimeInSec. default = set automatically
- float fOrigPitch

  original pitch in semitones (don't edit that) default = set automatically
- float fOrigVelocity

  original velocity in percent (1.0 == 100% == fullscale) default = set automatically
- double dOrigStartTimeInSec

  original note onset time in seconds. Don't edit that unless you want to change the original segmentation and you know what you're doing default = set automatically
- double dOrigEndTimeInSec

  original note offset time in seconds. Don't edit that unless you want to change the original segmentation and you know what you're doing default = set automatically

- double dOrigValidNoteEndTimeInSec

  original valid note end time in seconds. Don't edit that unless you want to change the original segmentation and you know what you're doing default = set automatically

4.3.1 Detailed Description

structure that keeps the properties of each pitch object aka note object

Definition at line 10 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2 Member Data Documentation

4.3.2.1 double _stSOLOISTPitchObjectData_::dCurEndTimeInSec

current note offset time in seconds. This affects the stretch of a note. default = set automatically

Definition at line 104 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.2 double _stSOLOISTPitchObjectData_::dCurStartTimeInSec

current note onset time in seconds. This affects the stretch of a note. default = set automatically

Definition at line 104 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.3 double _stSOLOISTPitchObjectData_::dCurValidNoteEndTimeInSec

a note can consist of a valid (voiced) and invalid (unvoiced/silence) part. This value is just for information and is set automatically depending on dOrigValidNoteEndTimeInSec. default = set automatically

Definition at line 104 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.4 double _stSOLOISTPitchObjectData_::dOrigEndTimeInSec

original note offset time in seconds. Don't edit that unless you want to change the original segmentation and you know what you're doing default = set automatically

Definition at line 141 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.5 double _stSOLOISTPitchObjectData_::dOrigStartTimeInSec

original note onset time in seconds. Don't edit that unless you want to change the original segmentation and you know what you're doing default = set automatically

Definition at line 141 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.6 double _stSOLOISTPitchObjectData_::dOrigValidNoteEndTimeInSec

original valid note end time in seconds. Don't edit that unless you want to change the original segmentation and you know what you're doing default = set automatically

Definition at line 141 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.7 float _stSOLOISTPitchObjectData_::fCurPitch

current pitch in semitones default = set automatically

Definition at line 97 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.8 float _stSOLOISTPitchObjectData_::fDrift

determines the variation around the average pitch per note (1.0 == 100% == original) default = 1.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.9 float _stSOLOISTPitchObjectData_::fFormantFactor

shifts the formants for one note as factor (semitones to factor: pow(2.0F, semitone_-value/12.0F)) default = 0.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.10 float _stSOLOISTPitchObjectData_::fOrigPitch

original pitch in semitones (don't edit that) default = set automatically

Definition at line 128 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.11 float _stSOLOISTPitchObjectData_::fOrigVelocity

original velocity in percent (1.0 == 100% == fullscale) default = set automatically

Definition at line 128 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.12 float _stSOLOISTPitchObjectData_::fPitchSmoothIn

additional smooth in shift in semitones default = 0.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.13 float _stSOLOISTPitchObjectData_::fPitchSmoothInTimeInPercent

time value in percent (seen from start of note and relative to the note length) of the pitch smooth in time. This is used for smoothing of the transition between notes when the pitch is changed. default = set automatically

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.14 float _stSOLOISTPitchObjectData_::fPitchSmoothOut

additional smooth in shift in semitones default = 0.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.15 float _stSOLOISTPitchObjectData_::fPitchSmoothOutTimeInPercent

time value in percent (seen from end of the note and relative to the note length) of the pitch smooth out time. This is used for smoothing of the transition between notes when the pitch is changed. default = set automatically

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.16 float _stSOLOISTPitchObjectData_::fVolumeFactor

determines the volume of the note (1.0 == 100% == original) default = 1.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.17 float _stSOLOISTPitchObjectData_::fVolumeFadeInGain

gain of the fade-in in percent (1.0 == 100% == original) default = 1.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.18 float _stSOLOISTPitchObjectData_::fVolumeFadeInTimeInPercent

initial time value in percent (seen from start of note and relative to the note length) of the volume fade-in time. default = 0.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.19 float _stSOLOISTPitchObjectData_::fVolumeFadeOutGain

gain of the fade-out in percent (1.0 == 100% == original) default = 1.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

4.3.2.20 float _stSOLOISTPitchObjectData_::fVolumeFadeOutTimeInPercent

initial time value in percent (seen from end of the note and relative to the note length) of the volume fade-out time. default = 0.0

Definition at line 19 of file SOLOISTPitchSynthesizerAPI.h.

The documentation for this struct was generated from the following file:

- SOLOISTPitchSynthesizerAPI.h

4.4 CAudioReader Class Reference

virtual base class for audio file handling, needs to be inherited in order to give the synthesis access to the audio data

```
#include <SOLOISTPitchSynthesizerAPI.h>
```

Public Member Functions

- CAudioReader ()

constructor

- virtual ~CAudioReader ()

  destructor
- virtual int seekPos (int iPositionInFrames)=0

  set a new file read position in sample frames
- virtual int readAudioData (float **ppfAudioData, int iNumOfFramestoRead)=0

  reads the actual audio data into a n-dimensional array of channels (usually 1 or 2). If the the number of frames requested exceeds the number of frames available the remaining frames must be set to zero
- virtual int getLengthInFrames ()=0

  method to retrieve the length of the audio data in sample frames
- virtual int getNumOfChannels ()=0

  method to retrieve the number of channels
- virtual int getSampleRate ()=0

  method to retrieve the sample rate

4.4.1 Detailed Description

virtual base class for audio file handling, needs to be inherited in order to give the synthesis access to the audio data

Definition at line 164 of file SOLOISTPitchSynthesizerAPI.h.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 CAudioReader::CAudioReader ( ) [inline]

constructor

Definition at line 172 of file SOLOISTPitchSynthesizerAPI.h.

```
{};
```

4.4.2.2 virtual CAudioReader::~CAudioReader ( ) [inline, virtual]

destructor

Definition at line 177 of file SOLOISTPitchSynthesizerAPI.h.

```
{};
```

4.4.3 Member Function Documentation

4.4.3.1 virtual int CAudioReader::getLengthInFrames ( ) [pure virtual]

method to retrieve the length of the audio data in sample frames

Returns

length in sample frames

4.4.3.2 virtual int CAudioReader::getNumOfChannels ( ) [pure virtual]

method to retrieve the number of channels

Returns

the number of channels

4.4.3.3 virtual int CAudioReader::getSampleRate ( ) [pure virtual]

method to retrieve the sample rate

Returns

the samplerate

4.4.3.4 virtual int CAudioReader::readAudioData (float ** *ppfAudioData*, int *iNumOfFramestoRead*) [pure virtual]

reads the actual audio data into a n-dimensional array of channels (usually 1 or 2). If the the number of frames requested exceeds the number of frames available the remaining frames must be set to zero

Parameters

ppfAudio-Data	double pointer containing the audio data. The audio buffer is allocated as ppfAudioData[channels][sampleframes]
iNumOf-Framesto-Read	the number of same frames to be read

Returns

NULL if operation was successful

4.4.3.5 virtual int CAudioReader::seekPos (int *iPositionInFrames*) [pure virtual]

set a new file read position in sample frames

Parameters

iPositionIn-Frames	the desired position in sampleframes

Returns

NULL if operation was successful

The documentation for this class was generated from the following file:

- SOLOISTPitchSynthesizerAPI.h

4.5 CSOLOISTPitchAnalysisIf Class Reference

This class does the PSOLA analysis and pitch segmentation.

`#include <SOLOISTPitchAnalysisAPI.h>`

Public Member Functions

- virtual ~CSOLOISTPitchAnalysisIf ()
- virtual int ProcessData (float **ppSampleData, int iNumOfFrames)=0

  Does the analysis processing, is basically the same as the SOLOIST Analysis.
- virtual int SetEOF ()=0

  Tells the analysis that the audio files has ended and processes the remaining internal buffers.
- virtual int Reset ()=0

  Resets analysis to original state.
- virtual int DoSegmentation ()=0

  Does the segmentation processing, may be called multiple times, e.g. if the a section has been reanalysed. May only be called after ProcessData() and SetEOF() are finished.
- virtual int DoSegmentation (int iStep)=0

  Same as DoSegmentation, but splits it into 9 (0..8) steps, the last step (8) is the clean up of detected pitches and may be omitted.
- virtual int GetSegmentationResult (stPitchSegmentationResult *&pstSegmentationResults)=0

  Retrieves a list of segments, generated by DoSegmentation()
- virtual int GetPitchForSection (float &fPitch, float &fVelocity, int iStartIdx, int iEndIdx)=0

  If the pitch for a certain section is to be recalculated, call this function.
- virtual int ReAnalyseSection (float **ppSampleData, int iNumOfFrames, int iStartIdx, float fDesiredPitch)=0

  May be used to reanalyse a section of already analyzed data with a given pitch estimate.
- virtual int GetPitchResult (stPitch *&pstPitch)=0

  Retrieves a list of pitches generated. may only be called after calling DoSegmentation.
- virtual float GetAvgPitchDeviation ()=0

  Returns the average pitch deviation of the optimal pitch. May be used in order to generate MIDI output. The Result should be added to the pitch values in segment list before rounding to MIDI pitches.

- virtual int GetKey (int iKeyOffset=0)=0

  returns the estimated key idx ranging from 0-23 where 0-11 are all major key starting from c and 12-23 are all minor keys
- virtual void PutPitches (stPitch *pstPitch, int uiNumOfPitches)=0

  pitches retrieved by GetPitchResult() may be put back that way
- virtual void PutPitchSegments (stPitchSegmentationResult *pstSegmentationResults, int uiNumOfSegments)=0

  pitch segments retrieved by GetSegmentationResult() may be put back that way
- virtual int ConvertPitchMarks2PitchArrays ()=0

  must be called before GetPitchResult
- virtual void SetDistancePitchJoinMaxLimit (float fVal)=0

  sets the max pitch distance between two pitches that allows them to be joined (default is 0.75)
- virtual float GetDistancePitchJoinMaxLimit ()=0

  get the current maximum pitch distance value
- virtual void SetLengthNoteMinLimit (float fVal)=0

  sets the min note length in sec, notes shorter than that value are discarded (default is 0.042sec)
- virtual float GetLengthNoteMinLimit ()=0

  get the current min note length
- virtual void SetDistanceNoteJoinMaxLimit (float fVal)=0

  sets the max time distance between two notes that allows them to be joined (default is 0.092sec)
- virtual float GetDistanceNoteJoinMaxLimit ()=0

  get the current max time distance to join
- virtual void SetLengthNoteJoinMaxLimit (float fVal)=0

  sets the max note length of a pitch that allows it to be joined (default is 0.184sec)
- virtual float GetLengthNoteJoinMaxLimit ()=0

  get the current the max note length to join
- virtual int NormalizeEnergy ()=0

  normalizes the pitch energies
- virtual float GetAvgPitchForPitches (_stPitch_ *pstPitches, int iStartIdx, int iEndIdx)=0

  returns the average pitch for a set of pitches passed
- virtual void SetTonalityThreshold (float fThreshold)=0

  sets the threhold for tonality detection, default is 5 this value is on some kind of log scale.
- virtual float GetTonalityThreshold ()=0

  returns the current threshold
- virtual int GetDataChunkSizeinBytes ()=0
- virtual void GetDataChunk (void *pPreAllocatedDataChunk)=0
- virtual bool SetDataChunk (void *pDataChunk, int iDataChunkSizeInBytes)=0

Static Public Member Functions

- static int CreateInstance (CSOLOISTPitchAnalysisIf ∗&pCInstance, CPitchMarksIf ∗pcPitchMarks, float fSampleRate, int iNumOfChannels)

  Creates an instance of the CSOLOISTOffLineAnalysis class.
- static int DestroyInstance (CSOLOISTPitchAnalysisIf ∗&pCInstance)

  Destroys an instance of the class.

4.5.1 Detailed Description

This class does the PSOLA analysis and pitch segmentation.

Generally this class should be used as follows:

- generate PitchMark class and pass it to the instance of the class when creating it with CreateInstance. One may also pass a previously save PitchMark class, please refer to the SOLOIST SDK documentation for this. In that case, please skip the ProcessData() and SetEOF() methods.
- call ProcessData() until your input audio is finished
- call SetEOF() in order to tell the class that audio has ended
- call DoSegmentation() in order to kick off the segmentation processing
- call GetSegmentationResult and GetPitchResult() in order to retrieve the results In case of wrong analysis results, use ReAnalyseSection() in order to let the user correct the result For separating or combining segments, use GetPitchForSection() to get the overall pitch of the new section. Those new segments must be handled by the application, the internal segment list is not updated.

Definition at line 142 of file SOLOISTPitchAnalysisAPI.h.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 virtual CSOLOISTPitchAnalysisIf::∼CSOLOISTPitchAnalysisIf ( ) [inline, virtual]

Definition at line 145 of file SOLOISTPitchAnalysisAPI.h.

```
{};
```

4.5.3 Member Function Documentation

4.5.3.1 virtual int CSOLOISTPitchAnalysisIf::ConvertPitchMarks2PitchArrays ( ) [pure virtual]

must be called before GetPitchResult

4.5.3.2 static int CSOLOISTPitchAnalysisIf::CreateInstance (CSOLOISTPitchAnalysisIf ∗& *pCInstance*, CPitchMarksIf ∗ *pcPitchMarks*, float *fSampleRate*, int *iNumOfChannels*) [static]

Creates an instance of the CSOLOISTOffLineAnalysis class.

Parameters

pCInstance	Pointer to the new instance of the class.
pcPitch-Marks	Pointer to a previously created instance of the CPitchMark class.
fSampleRate	The samplerate of the audio to be analyzed.
iNumOf-Channels	The number of channels of the audio to be analyzed.

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.3 static int CSOLOISTPitchAnalysisIf::DestroyInstance (CSOLOISTPitchAnalysisIf ∗& *pCInstance*) [static]

Destroys an instance of the class.

Parameters

pCInstance	Pointer to the instance to be destroed

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.4 virtual int CSOLOISTPitchAnalysisIf::DoSegmentation ( ) [pure virtual]

Does the segmentation processing, may be called multiple times, e.g. if the a section has been reanalysed. May only be called after ProcessData() and SetEOF() are finished.

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.5 virtual int CSOLOISTPitchAnalysisIf::DoSegmentation (int *iStep*) [pure virtual]

Same as DoSegmentation, but splits it into 9 (0..8) steps, the last step (8) is the clean up of detected pitches and may be omitted.

Parameters

iStep	the current segmentation step, may not be called out of order

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.6 virtual float CSOLOISTPitchAnalysisIf::GetAvgPitchDeviation ( ) [pure virtual]

Returns the average pitch deviation of the optimal pitch. May be used in order to generate MIDI output. The Result should be added to the pitch values in segment list before rounding to MIDI pitches.

Returns

The average pitch deviation

4.5.3.7 virtual float CSOLOISTPitchAnalysisIf::GetAvgPitchForPitches (_stPitch_ * *pstPitches*, int *iStartIdx*, int *iEndIdx*) [pure virtual]

returns the average pitch for a set of pitches passed

Parameters

pstPitches	an array of pitches to be analyzed
iStartIdx	the start offset into the array, usually set to 0
iEndIdx	the end indes of the array, usually set to the length of the array

Returns

the average pitch in terms of MIDI notes

4.5.3.8 virtual void CSOLOISTPitchAnalysisIf::GetDataChunk (void * *pPreAllocatedDataChunk*) [pure virtual]

4.5.3.9 virtual int CSOLOISTPitchAnalysisIf::GetDataChunkSizeinBytes ( ) [pure virtual]

4.5.3.10 virtual float CSOLOISTPitchAnalysisIf::GetDistanceNoteJoinMaxLimit ( ) [pure virtual]

get the current max time distance to join

4.5.3.11 virtual float CSOLOISTPitchAnalysisIf::GetDistancePitchJoinMaxLimit ( ) [pure virtual]

get the current maximum pitch distance value

4.5.3.12 virtual int CSOLOISTPitchAnalysisIf::GetKey (int *iKeyOffset* = 0) [pure virtual]

returns the estimated key idx ranging from 0-23 where 0-11 are all major key starting from c and 12-23 are all minor keys

Parameters

iKeyOffset	if idx == 0 or idx == 12 is not supposed to be C, one may define an offset here

4.5.3.13 virtual float CSOLOISTPitchAnalysisIf::GetLengthNoteJoinMaxLimit ( ) [pure virtual]

get the current the max note length to join

4.5.3.14 virtual float CSOLOISTPitchAnalysisIf::GetLengthNoteMinLimit ( ) [pure virtual]

get the current min note length

4.5.3.15 virtual int CSOLOISTPitchAnalysisIf::GetPitchForSection (float & *fPitch*, float & *fVelocity*, int *iStartIdx*, int *iEndIdx*) [pure virtual]

If the pitch for a certain section is to be recalculated, call this function.

Parameters

fPitch	returns the pitch estimated for the section.
fVelocity	returns the velocity for the section
iStartIdx	index of the pitchmark where the section starts
iEndIdx	index of the pitchmark where the section ends

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.16 virtual int CSOLOISTPitchAnalysisIf::GetPitchResult (stPitch *& *pstPitch*) [pure virtual]

Retrieves a list of pitches generated. may only be called after calling DoSegmentation.

Parameters

pstPitch	Pointer to a list of pitches

Returns

The number of pitches in the pitch list

4.5.3.17 virtual int CSOLOISTPitchAnalysisIf::GetSegmentationResult (stPitchSegmentationResult *& *pstSegmentationResults*) [pure virtual]

Retrieves a list of segments, generated by DoSegmentation()

Parameters

pstSegmentationResults	The pointer to the segment list

Returns

The number of segments in the segment list

4.5.3.18 virtual float CSOLOISTPitchAnalysisIf::GetTonalityThreshold ( ) [pure virtual]

returns the current threshold

4.5.3.19 virtual int CSOLOISTPitchAnalysisIf::NormalizeEnergy ( ) [pure virtual]

normalizes the pitch energies

4.5.3.20 virtual int CSOLOISTPitchAnalysisIf::ProcessData (float ** *ppSampleData*, int *iNumOfFrames*) [pure virtual]

Does the analysis processing, is basically the same as the SOLOIST Analysis.

Parameters

ppSampleData	Double pointer to input audio sample data. Audio data is arranged as in VST
iNumOfFrames	Number of frames passed to the process function

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.21 virtual void CSOLOISTPitchAnalysisIf::PutPitches (stPitch * *pstPitch*, int *uiNumOfPitches*) [pure virtual]

pitches retrieved by GetPitchResult() may be put back that way

4.5.3.22 virtual void CSOLOISTPitchAnalysisIf::PutPitchSegments (stPitchSegmentationResult * *pstSegmentationResults*, int *uiNumOfSegments*) [pure virtual]

pitch segments retrieved by GetSegmentationResult() may be put back that way

4.5.3.23 virtual int CSOLOISTPitchAnalysisIf::ReAnalyseSection (float ** *ppSampleData*, int *iNumOfFrames*, int *iStartIdx*, float *fDesiredPitch*) [pure virtual]

May be used to reanalyse a section of already analyzed data with a given pitch estimate.

Parameters

ppSample-Data	Double pointer to the audiodata starting at the sample position of the pitchmark at the index where the section starts
iNumOf-Frames	The number of frames to reanalyzed
iStartIdx	The index of the pitchmark where the section to reanalyzed starts
fDesired-Pitch	The user defined pitch estimate for the reanalysis section

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.24 virtual int CSOLOISTPitchAnalysisIf::Reset ( ) [pure virtual]

Resets analysis to original state.

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.25 virtual bool CSOLOISTPitchAnalysisIf::SetDataChunk (void * *pDataChunk*, int *iDataChunkSizeInBytes*) [pure virtual]

4.5.3.26 virtual void CSOLOISTPitchAnalysisIf::SetDistanceNoteJoinMaxLimit (float *fVal*) [pure virtual]

sets the max time distance between two notes that allows them to be joined (default is 0.092sec)

Parameters

fVal	the time distance in sec

Returns

Write description of return value here.

4.5.3.27 virtual void CSOLOISTPitchAnalysisIf::SetDistancePitchJoinMaxLimit (float *fVal*) [pure virtual]

sets the max pitch distance between two pitches that allows them to be joined (default is 0.75)

Parameters

fVal	the max distance in midi pitch (1.0 = semitone)

Returns

Write description of return value here.

4.5.3.28 virtual int CSOLOISTPitchAnalysisIf::SetEOF ( ) [pure virtual]

Tells the analysis that the audio files has ended and processes the remaining internal buffers.

Returns

_NO_ERROR == 0 if no error occurred otherwise refer to zErrors.h

4.5.3.29 virtual void CSOLOISTPitchAnalysisIf::SetLengthNoteJoinMaxLimit (float *fVal*) [pure virtual]

sets the max note length of a pitch that allows it to be joined (default is 0.184sec)

Parameters

fVal	the max distance in midi pitch (1.0 = semitone)

Returns

Write description of return value here.

4.5.3.30 virtual void CSOLOISTPitchAnalysisIf::SetLengthNoteMinLimit (float *fVal*) [pure virtual]

sets the min note length in sec, notes shorter than that value are discarded (default is 0.042sec)

Parameters

fVal	the min note length in sec

Returns

Write description of return value here.

4.5.3.31 virtual void CSOLOISTPitchAnalysisIf::SetTonalityThreshold (float *fThreshold*) [pure virtual]

sets the threhold for tonality detection, default is 5 this value is on some kind of log scale.

Parameters

fThreshold	the threshold (useful ranges are from 3 to 9)

The documentation for this class was generated from the following file:

- SOLOISTPitchAnalysisAPI.h

4.6 CSOLOISTPitchSynthesizerIf Class Reference

interface for the Pitch synthesizer

`#include <SOLOISTPitchSynthesizerAPI.h>`

Public Types

- enum _errorCode { kNoError, kInvalidParameter, kIndexOutOfBounds, numOfErrorCodes }
- enum PitchClass { C, CSharp, D, DSharp, E, F, FSharp, G, GSharp, A, ASharp, B, kNumOfPitchClasses }
- enum _ePitchObjectParam { kPitchObjectPitch, kPitchObjectSmoothInTimeInPercent, kPitchObjectSmoothOutTimeInPercent, kPitchObjectSmoothInPitch, kPitchObjectSmoothOutPitch, kPitchObjectVolumeFadeInTimeInPercent, kPitchObjectVolumeFadeOutTimeInPercent, kPitchObjectVolumeFadeInGain, kPitchObjectVolumeFadeOutGain, kPitchObjectFormantShift, kPitchObjectDrift, kPitchObjectVolume, numOfPitchObjectParams }
- enum _eGlobalParam { kGlobalStretch, kGlobalPitchShift, kGlobalFormantShift, kGlobalTune, kGlobalDrift, kGlobalTransitionFactor, numOfGlobalParams }

Public Member Functions

- virtual void reset ()=0

  resets all pitches to inital state

- virtual void processData (float **ppfAudioData, int iNumOfFramestoRead)=0

  generates the audio output at the current position
- virtual void setTimePositionInSec (double newReadPosition)=0

  set next play position in seconds
- virtual double getTimePositionInSec () const =0

  retrieve the current play position
- virtual double getLengthInSec () const =0

  retrieve the current playback length of the synthesizer object. This takes all editing (e.g. stretching) into account.
- virtual float getPitchForTimeInSec (double dTime)=0

  retrieves the pitch value of the pitch curve a a given point in time. Useful for drawing a pitch curve.
- virtual float getEnvelopeForTimeInSec (double dTime)=0

  retrieves the volume value of the audio at a given point in time. Useful for drawing the volume envelope.
- virtual int getNumOfPitchObjects ()=0

  retrieves the number of pitch (note) objects
- virtual _errorCode removePitchObject (int iPitchObjectIndex)=0

  removes a pitch object
- virtual void removeAllPitchObjects ()=0

  removes all pitch objects
- virtual void addPitchObject (stSOLOISTPitchObjectData &stInitialPitchObjectData)=0

  adds a pitch object, the object is put into the right order automatically. Overlapping objects are not allowed but not checked. So, it is in the users responsibility to avoid overlapping.
- virtual _errorCode splitPitchObject (int iPitchObjectIndex, double dRelativeCutPositionFromStartOfPitchObject)=0

  splits a pitch object into two
- virtual _errorCode joinPitchObjects (int iPitchObjectIndex1, int iPitchObjectIndex2)=0

  joins two adjacent pitch objects
- virtual _errorCode getPitchObjectData (int iPitchObjectIndex, stSOLOISTPitchObjectData &ObjData)=0

  get the complete property structure of a given pitch object
- virtual _errorCode setPitchObjectData (int iPitchObjectIndex, stSOLOISTPitchObjectData &ObjData, bool bUpdateSurroundingObjects=true)=0

  set a complete property structure of a given pitch object
- virtual _errorCode setPitchObjectBounds (int iPitchObjectIndex, double &dNewStartPos, double &dNewEndPos, bool bUpdateSurroundingObjects=true)=0

  change the onset and offset of a given pitch object. This affects the stretch factor of the pitch object. Onset and offset of the given pitch object must not exceed the corresponding onset and offset of the surrounding objects.
- virtual _errorCode quantizePitchObjectsToScale (std::vector< PitchClass > &Scale)=0

quantize all pitch objects to the notes given in the Scale vector

- virtual _errorCode getPitchObjectBounds (int iPitchObjectIndex, double &dStartPos, double &dEndPos)=0

  retrieve the onset and offset position in seconds of a given pitch object.
- virtual _errorCode setPitchObjectParam (int iPitchObjectIndex, _ePitchObjectParam eParam, float fValue)=0

  set a parameter for a give pitch object directly.
- virtual float getPitchObjectParam (int iPitchObjectIndex, _ePitchObjectParam eParam) const =0

  retrieve a parameter for a give pitch object directly.
- virtual _errorCode setGlobalParam (_eGlobalParam eParam, float fValue)=0

  set a global parameter for the whole audio file.
- virtual float getGlobalParam (_eGlobalParam eParam) const =0

  retrieve a global parameter for the whole audio file.

Static Public Member Functions

- static int CreateInstance (CSOLOISTPitchSynthesizerIf ∗&pCInstance, CAudioReader ∗const pCAudioReader, CPitchMarksIf ∗const pCPitchMarks, CSOLOISTPitchAnalysisIf ∗const pCAnalysisIf)

  creates an instance of the Pitch synthesizer class
- static int DestroyInstance (CSOLOISTPitchSynthesizerIf ∗&pCInstance)

  destroys an instance of the Pitch synthesizer class

4.6.1 Detailed Description

interface for the Pitch synthesizer

Definition at line 242 of file SOLOISTPitchSynthesizerAPI.h.

4.6.2 Member Enumeration Documentation

4.6.2.1 enum CSOLOISTPitchSynthesizerIf::_eGlobalParam

Enumerator:

kGlobalStretch set the global stretch factor

kGlobalPitchShift set the global pitch factor in semitones

kGlobalFormantShift set the global formant factor in semitones

kGlobalTune set the global tuning 1.0 == 100% tuning

kGlobalDrift set the global drift

kGlobalTransitionFactor set the global transition factor, this determines how much the drift factor affects the pitch smooth in/out regions of each pitch object

numOfGlobalParams the number of global parameters

Definition at line 604 of file SOLOISTPitchSynthesizerAPI.h.

```
{
    kGlobalStretch,
    kGlobalPitchShift,
    kGlobalFormantShift,
    kGlobalTune,
    kGlobalDrift,
    kGlobalTransitionFactor,

    numOfGlobalParams
};
```

4.6.2.2 enum CSOLOISTPitchSynthesizerIf::_ePitchObjectParam

Enumerator:

kPitchObjectPitch see _stSOLOISTPitchObjectData_::fCurPitch

kPitchObjectSmoothInTimeInPercent see _stSOLOISTPitchObjectData_::fPitchSmoothInTimeInPercent

kPitchObjectSmoothOutTimeInPercent see _stSOLOISTPitchObjectData_::fPitchSmoothOutTimeInPercent

kPitchObjectSmoothInPitch see _stSOLOISTPitchObjectData_::fPitchSmoothIn

kPitchObjectSmoothOutPitch see _stSOLOISTPitchObjectData_::fPitchSmoothOut

kPitchObjectVolumeFadeInTimeInPercent see _stSOLOISTPitchObjectData_::fVolumeFadeInTimeInPercent

kPitchObjectVolumeFadeOutTimeInPercent see _stSOLOISTPitchObjectData_::fVolumeFadeOutTimeInPercent

kPitchObjectVolumeFadeInGain see _stSOLOISTPitchObjectData_::fVolumeFadeInGain

kPitchObjectVolumeFadeOutGain see _stSOLOISTPitchObjectData_::fVolumeFadeOutGain

kPitchObjectFormantShift see _stSOLOISTPitchObjectData_::fFormantFactor, here not as factor but in semitones

kPitchObjectDrift see _stSOLOISTPitchObjectData_::fDrift

kPitchObjectVolume see _stSOLOISTPitchObjectData_::fVolumeFactor

numOfPitchObjectParams number of parameters

Definition at line 544 of file SOLOISTPitchSynthesizerAPI.h.

```
{
    kPitchObjectPitch,

    kPitchObjectSmoothInTimeInPercent,
    kPitchObjectSmoothOutTimeInPercent,

    kPitchObjectSmoothInPitch,
```

```
    kPitchObjectSmoothOutPitch,

    kPitchObjectVolumeFadeInTimeInPercent,
    kPitchObjectVolumeFadeOutTimeInPercent,

    kPitchObjectVolumeFadeInGain,
    kPitchObjectVolumeFadeOutGain,

    kPitchObjectFormantShift,

    kPitchObjectDrift,

    kPitchObjectVolume,

    numOfPitchObjectParams
};
```

4.6.2.3 enum CSOLOISTPitchSynthesizerIf::_errorCode

Enumerator:

kNoError

kInvalidParameter

kIndexOutOfBounds

numOfErrorCodes

Definition at line 290 of file SOLOISTPitchSynthesizerAPI.h.

```
{
    kNoError,
    kInvalidParameter,
    kIndexOutOfBounds,

    numOfErrorCodes
};
```

4.6.2.4 enum CSOLOISTPitchSynthesizerIf::PitchClass

Enumerator:

C

CSharp

D

DSharp

E

F

FSharp

G

GSharp

A

ASharp

B

kNumOfPitchClasses

Definition at line 496 of file SOLOISTPitchSynthesizerAPI.h.

```
{
    C,
    CSharp,
    D,
    DSharp,
    E,
    F,
    FSharp,
    G,
    GSharp,
    A,
    ASharp,
    B,
    kNumOfPitchClasses
};
```

4.6.3 Member Function Documentation

4.6.3.1 virtual void CSOLOISTPitchSynthesizerIf::addPitchObject (stSOLOISTPitchObjectData & *stInitialPitchObjectData*) [pure virtual]

adds a pitch object, the object is put into the right order automatically. Overlapping objects are not allowed but not checked. So, it is in the users responsibility to avoid overlapping.

Parameters

stInitial-PitchObject-Data	

4.6.3.2 static int CSOLOISTPitchSynthesizerIf::CreateInstance (CSOLOISTPitchSynthesizerIf *&* *pCInstance*, CAudioReader *const* *pCAudioReader*, CPitchMarksIf *const* *pCPitchMarks*, CSOLOISTPitchAnalysisIf *const* *pCAnalysisIf*) [static]

creates an instance of the Pitch synthesizer class

Parameters

pCInstance	the pointer to the created class
pCAudio-Reader	pointer to an inherited AudioReader class that performs the audio data IO
pCPitch-Marks	pointer to the pitchmark class created by the analysis

pCAnalysisIf	pointer to the analysis class

Returns

_errorCode

4.6.3.3 static int CSOLOISTPitchSynthesizerIf::DestroyInstance (CSOLOISTPitchSynthesizerIf *& *pCInstance*) [static]

destroys an instance of the Pitch synthesizer class

Parameters

pCInstance	pointer to the instance to be destroyed

Returns

an _errorCode

4.6.3.4 virtual float CSOLOISTPitchSynthesizerIf::getEnvelopeForTimeInSec (double *dTime*) [pure virtual]

retrieves the volume value of the audio at a given point in time. Useful for drawing the volume envelope.

Parameters

dTime	time is seconds

Returns

the volume at the given time. 1 == fullscale

4.6.3.5 virtual float CSOLOISTPitchSynthesizerIf::getGlobalParam (_eGlobalParam *eParam*) const [pure virtual]

retrieve a global parameter for the whole audio file.

Parameters

eParam	the parameter to be retrieved (refer to CSOLOISTPitchSynthesizerIf::-_eGlobalParam)

Returns

the value of the parameter

4.6.3.6 virtual double CSOLOISTPitchSynthesizerIf::getLengthInSec ( ) const [pure virtual]

retrieve the current playback length of the synthesizer object. This takes all editing (e.g. stretching) into account.

Returns

playback length in seconds

4.6.3.7 virtual int CSOLOISTPitchSynthesizerIf::getNumOfPitchObjects ( ) [pure virtual]

retrieves the number of pitch (note) objects

Returns

number of pitch objects

4.6.3.8 virtual float CSOLOISTPitchSynthesizerIf::getPitchForTimeInSec (double *dTime*) [pure virtual]

retrieves the pitch value of the pitch curve a a given point in time. Useful for drawing a pitch curve.

Parameters

dTime	time is seconds

Returns

the pitch in semitones at the given time. Returns -1 if there is no pitch detected.

4.6.3.9 virtual _errorCode CSOLOISTPitchSynthesizerIf::getPitchObjectBounds (int *iPitchObjectIndex*, double & *dStartPos*, double & *dEndPos*) [pure virtual]

retrieve the onset and offset position in seconds of a given pitch object.

Parameters

iPitchObjectIndex	the index of the pitch object
dNewStartPos	current onset position of the pitch object
dNewEndPos	current offset position of the pitch object

Returns

_errorCode

4.6.3.10 virtual _errorCode CSOLOISTPitchSynthesizerIf::getPitchObjectData (int *iPitchObjectIndex*, stSOLOISTPitchObjectData & *ObjData*) [pure virtual]

get the complete property structure of a given pitch object

Parameters

iPitchObjectIndex	the index of the pitch object
ObjData	the structure for the data

Returns

_errorCode

4.6.3.11 virtual float CSOLOISTPitchSynthesizerIf::getPitchObjectParam (int *iPitchObjectIndex*, _ePitchObjectParam *eParam*) const [pure virtual]

retrieve a parameter for a give pitch object directly.

Parameters

iPitchObjectIndex	the index of the pitch object
eParam	the parameter to be changed (refer to CSOLOISTPitchSynthesizerIf::_ePitchObjectParam)

Returns

the value of the parameter

4.6.3.12 virtual double CSOLOISTPitchSynthesizerIf::getTimePositionInSec ( ) const [pure virtual]

retrieve the current play position

Returns

the current play position

4.6.3.13 virtual _errorCode CSOLOISTPitchSynthesizerIf::joinPitchObjects (int *iPitchObjectIndex1*, int *iPitchObjectIndex2*) [pure virtual]

joins two adjacent pitch objects

Parameters

iPitch-Object-Index1	index of one pitch object to join
iPitch-Object-Index2	index of the other pitch object to join

Returns

_errorCode

4.6.3.14 virtual void CSOLOISTPitchSynthesizerIf::processData (float ** *ppfAudioData,* int *iNumOfFramestoRead*) [pure virtual]

generates the audio output at the current position

Parameters

ppfAudio-Data	double pointer to the audio data to be generated. The audio buffer is allocated as ppfAudioData[channels][sampleframes].
iNumOf-Framesto-Read	the number of frames requested

4.6.3.15 virtual _errorCode CSOLOISTPitchSynthesizerIf::quantizePitch-ObjectsToScale (std::vector< PitchClass > & *Scale*) [pure virtual]

quantize all pitch objects to the notes given in the Scale vector

Parameters

Scale	a list of PitchClass notes allowed

Returns

_errorCode

4.6.3.16 virtual void CSOLOISTPitchSynthesizerIf::removeAllPitchObjects ( ) [pure virtual]

removes all pitch objects

Returns

_errorCode

4.6.3.17 virtual _errorCode CSOLOISTPitchSynthesizerIf::removePitchObject (int *iPitchObjectIndex*) [pure virtual]

removes a pitch object

Parameters

iPitchObjectIndex	index of the object to be removed

Returns

_errorCode

4.6.3.18 virtual void CSOLOISTPitchSynthesizerIf::reset ( ) [pure virtual]

resets all pitches to inital state

4.6.3.19 virtual _errorCode CSOLOISTPitchSynthesizerIf::setGlobalParam (_eGlobalParam *eParam*, float *fValue*) [pure virtual]

set a global parameter for the whole audio file.

Parameters

eParam	the parameter to be changed (refer to CSOLOISTPitchSynthesizerIf::-_eGlobalParam)
fValue	the new value of the parameter

Returns

4.6.3.20 virtual _errorCode CSOLOISTPitchSynthesizerIf::setPitchObject-Bounds (int *iPitchObjectIndex*, double & *dNewStartPos*, double & *dNewEndPos*, bool *bUpdateSurroundingObjects* = true) [pure virtual]

change the onset and offset of a given pitch object. This affects the stretch factor of the pitch object. Onset and offset of the given pitch object must not exceed the corresponding onset and offset of the surrounding objects.

Parameters

iPitchObjectIndex	the index of the pitch object
dNewStartPos	new onset position in seconds of the pitch object

dNewEnd-Pos	new offset position in seconds of the pitch object
bUpdate-Surrounding-Objects	if true the surrounding pitch objects are adapted in terms of note onset and offset. Onset and offset of the given pitch object must not exceed the corresponding onset and offset of the surrounding objects. The stretch factor of the surrounding object may be affected.

Returns

_errorCode

4.6.3.21 virtual _errorCode CSOLOISTPitchSynthesizerIf::setPitchObjectData (int *iPitchObjectIndex*, stSOLOISTPitchObjectData & *ObjData*, bool *bUpdateSurroundingObjects* = `true`) [pure virtual]

set a complete property structure of a given pitch object

Parameters

iPitch-ObjectIndex	the index of the pitch object
ObjData	the structure for the data
bUpdate-Surrounding-Objects	if true the surrounding pitch objects are adapted in terms of note onset and offset. Onset and offset of the given pitch object must not exceed the corresponding onset and offset of the surrounding objects. The stretch factor of the surrounding object may be affected.

Returns

_errorCode

4.6.3.22 virtual _errorCode CSOLOISTPitchSynthesizerIf::setPitchObject-Param (int *iPitchObjectIndex*, _ePitchObjectParam *eParam*, float *fValue*) [pure virtual]

set a parameter for a give pitch object directly.

Parameters

iPitch-ObjectIndex	the index of the pitch object
eParam	the parameter to be changed (refer to CSOLOISTPitchSynthesizerIf::-_ePitchObjectParam)
fValue	the new value of the parameter

Returns

4.6.3.23 virtual void CSOLOISTPitchSynthesizerIf::setTimePositionInSec (double *newReadPosition*) [pure virtual]

set next play position in seconds

Parameters

newReadPosition	new play position in seconds

4.6.3.24 virtual _errorCode CSOLOISTPitchSynthesizerIf::splitPitchObject (int *iPitchObjectIndex*, double *dRelativeCutPositionFromStartOfPitchObject*) [pure virtual]

splits a pitch object into two

Parameters

iPitchObjectIndex	index of the pitch object to be split
dRelativeCutPositionFromStartOfPitchObject	cut position in seconds relative to the start of the pitch object

Returns

_errorCode

The documentation for this class was generated from the following file:

- SOLOISTPitchSynthesizerAPI.h

5 File Documentation

5.1 DoxyfileTune.txt File Reference

5.2 PSOLAAPI.h File Reference

`#include "SampleInfo.h"` Include dependency graph for PSOLAAPI.h: This graph shows which files directly or indirectly include this file:

5.2.1 Detailed Description

Definition in file PSOLAAPI.h.

5.3 SOLOISTPitchAnalysisAPI.h File Reference

`#include "PSOLAAPI.h"` Include dependency graph for SOLOISTPitchAnalysis-API.h:

Classes

- struct _stPitchSegmentationResult_

  Structure containing the result of the segmentation.
- struct _stPitch_

  Structure containing the pitch information for the single pitches.
- class CSOLOISTPitchAnalysisIf

  This class does the PSOLA analysis and pitch segmentation.

Typedefs

- typedef struct _stPitchSegmentationResult_ stPitchSegmentationResult

  Structure containing the result of the segmentation.
- typedef struct _stPitch_ stPitch

  Structure containing the pitch information for the single pitches.

5.3.1 Typedef Documentation

5.3.1.1 typedef struct _stPitch_ stPitch

Structure containing the pitch information for the single pitches.

Pitches are spaced in time according to the pitch. The indexes are equivalent to the indexes of the pitchmarks.

5.3.1.2 typedef struct _stPitchSegmentationResult_ stPitchSegmentationResult

Structure containing the result of the segmentation.

It contains the estimated pitch and velocity, as well as the beginning and end of the segment in terms of sample position and in terms of referenced pitchmark indexes.

5.4 SOLOISTPitchSynthesizerAPI.h File Reference

Classes

- struct _stSOLOISTPitchObjectData_

structure that keeps the properties of each pitch object aka note object

- class CAudioReader

  virtual base class for audio file handling, needs to be inherited in order to give the synthesis access to the audio data

- class CSOLOISTPitchSynthesizerIf

  interface for the Pitch synthesizer

Typedefs

- typedef struct _stSOLOISTPitchObjectData_ stSOLOISTPitchObjectData

  structure that keeps the properties of each pitch object aka note object

Functions

- std::vector < CSOLOISTPitchSynthesizerIf::PitchClass > generateScaleBasedOnScaleIdx (int iScaleIdx)

5.4.1 Typedef Documentation

5.4.1.1 typedef struct _stSOLOISTPitchObjectData_ stSOLOISTPitchObjectData

structure that keeps the properties of each pitch object aka note object

5.4.2 Function Documentation

5.4.2.1 std::vector<CSOLOISTPitchSynthesizerIf::PitchClass> generateScaleBasedOnScaleIdx (int *iScaleIdx*)