# Adding reverb to the Symbian C++ audio player

#### Overview

The S60 platform has several audio enhancement APIs that can be used to modify the audio experience. One of them is the CEnvironmentalReverbUtility

This snippet can be self-signed.

### **Preconditions**

The audio player must be fully constructed before constructing the instance of the API. This can be done with the following lines of code:

### MMP file

The following capabilities and libraries are required:

CAPABILITY NONE

LIBRARY EnvironmentalReverbUtility.lib

HEADER environmentalreverbutility.h

### Source file

First you need to construct the reverb utility instance:

```
iEnvironmentalReverbUtility =
   CEnvironmentalReverbUtility::NewL(*iMdaAudioPlayerUtility);
```

You can use the following code to query reverb presets:

```
TArray<TEfEnvironmentalReverbUtilityPreset> allPresets =
  iEnvironmentalReverbUtility->Presets();
```

To enable an environmental reverb with a desired preset, simply use an index value for the preset list:

```
iEnvironmentalReverbUtility->ApplyPresetL(preSetIndex);
// where preSetIndex is
// 0 .. (iEnvironmentalReverbUtility->Presets().Count() - 1)
```

## Test application

File:PlayerExtrasExample.zip

## See also

Adding doppler effects to the audio player in Symbian C++

Adding source location effects to the Symbian C++ audio player

Adding listener's location effects to the Symbian C++ audio player

Adding bass boost to the Symbian C++ audio player

Adding stereo widening to the Symbian C++ audio player

Adding equalizer to the Symbian C++ audio player