Adding source location effects 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 CSourceLocation API. This API makes the audio source's location for the listener appear to change.

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:

```
iMdaAudioPlayerUtility =
  CMdaAudioPlayerUtility::NewFilePlayerL(aFileName,
                                         *this,
                                         EMdaPriorityNormal,
                                         EMdaPriorityPreferenceTimeAndQuality);
```

MMP file

The following capabilities and libraries are required:

CAPABILITY NONE

LIBRARY SourceLocationEffect.lib

HEADER SourceLocationBase.h

Source file

First you need to construct the reverb utility instance:

```
iSource = CSourceLocation::NewL( *iMdaAudioPlayerUtility );
```

To set the source location effect on, you need to set the X,Y, and Z coordinates for the source, and then enable and apply the effect to the player.

```
 iSource->SetLocationCartesianL(iSourcePositionX,
                                iSourcePositionY,
                                iSourcePositionZ);

 if(!iSource->IsEnabled())
         iSource->EnableL();

  iSource->ApplyL();
```

You can also and a 3D effect by using a timer that periodically changes the coordinates of the effect.

To set the source location effect off, call the following line of code:

```
iSource->DisableL();
```

Test application

AudioEfects.zip

See also

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

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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 reverb to the Symbian C++ audio player

Adding equalizer to the Symbian C++ audio player

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