Archived:Standard FourCC Codes

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Description

Below is a collection of four character codes (`TFourCC`) used in S60 3rd Edition devices.

`TFourCC` is a class that holds a four character code, representing a supported (audio) data encoding type. A four character code is packed into a single `TUint32`. FourCC codes are used to identify codecs when initializing an instance of one of the audio classes (for example, `CMdaAudioOutputStream`, `CMdaAudioOutputStream`, or `CMMFDevSound`).

Note that the list of supported codecs may vary between devices.

Solution

```
// 8-bit PCM
const TUint32 KMMFFourCCCodePCM8     = 0x38502020; //  (' ',' ','P','8')

// 8-bit Unsigned PCM
const TUint32 KMMFFourCCCodePCMU8    = 0x38555020; //  (' ','P','U','8')

// 16-bit PCM
const TUint32 KMMFFourCCCodePCM16    = 0x36315020; //  (' ','P','1','6')

// 16-bit Unsigned PCM
const TUint32 KMMFFourCCCodePCMU16   = 0x36315550; //  ('P','U','1','6')

// MSB (Big Endian) 16-bit PCM
const TUint32 KMMFFourCCCodePCM16B   = 0x42363150; //  ('P','1','6','B')

// MSB (Big Endian) 16-bit Unsigned PCM
const TUint32 KMMFFourCCCodePCMU16B  = 0x42365550; //  ('P','U','6','B')

// IMA ADPCM
const TUint32 KMMFFourCCCodeIMAD     = 0x44414d49; //  ('I','M','A','D')

// IMA Stereo ADPCM
const TUint32 KMMFFourCCCodeIMAS     = 0x53414d49; //  ('I','M','A','S')

// A-LAW
const TUint32 KMMFFourCCCodeALAW     = 0x57414c41; //  ('A','L','A','W')

// µ-LAW
const TUint32 KMMFFourCCCodeMuLAW    = 0x57414c75; //  ('u','L','A','W')

// GSM 610
const TUint32 KMMFFourCCCodeGSM610   = 0x364d5347; //  ('G','S','M','6')

// AMR-NB (Narrow-Band)
const TUint32 KMMFFourCCCodeAMR      = 0x524d4120; //  (' ','A','M','R')

// Advanced Audio Codec (MPEG4, Audio layer 3)
const TUint32 KMMFFourCCCodeAAC      = 0x43414120; //  (' ','A','A','C')

// AMR Wideband
const TUint32 KMMFFourCCCodeAWB      = 0x42574120; //  (' ','A','W','B')

// MPEG, Audio layer 3
const TUint32 KMMFFourCCCodeMP3      = 0x33504d20; //  (' ','M','P','3')

// ATRAC3
const TUint32 KMMFFourCCCodeATRAC3   = 0x33525441; //  ('A','T','R','3')

// SBC
const TUint32 KMMFFourCCCodeSBC      = 0x43425320; //  (' ','S','B','C')

// AAC Variant ADTS
const TUint32 KMMFFourCCCodeADTS     = 0x53544441; //  {'A','D','T','S'}

// Windows Media Audio (WMA)
const TUint32 KMMFFourCCCodeWMA      = 0x414d5720; //  {' ','W','M','A'}

// FourCC used if the actual fourCC is not known or not applicable
const TUint32 KMMFFourCCCodeNULL     = 0x4c4c554e; //  ('N','U','L','L')
```


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