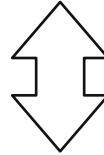


MOAI SDK
(Audio Classes)



Audio API (external headers)

API Implementation (built as static libraries)

iOS

Native Audio IO

Native Decoders
(mp3, wav, etc.)

OpenSource
Decoders (ogg,
flac, etc.)

OpenSource
helper libraries

**Windows XP,
Vista, 7**

Audio IO via
RTAudio

Native Decoders
(mp3, wav, etc.)

OpenSource
Decoders (ogg,
flac, etc.)

OpenSource
helper libraries

Other Implementations to follow

Audio API (external headers)

MOAIAudio.h

The API entry. Defines any custom types and manages platform specific typing. Includes all other API header files.

MOAIAudioSystem.h

The interface to the single audio system. Responsible for initializing and managing the audio system. Manages the playback of all audio channels.

MOAIAudioSound.h

Manages all of the attributes of a single sound object. Performs any necessary decoding and memory management.

MOAIAudioChannel.h

Manages the playback of a single sound and the playback attributes (ie. start, pause, stop, sound volume, looping, etc).



iOS Implementation

Project: XCode 4 project
Output: static library (libMOAIAudio.a)
Language: C++, Objective-C

Resources:

- Native AudioUnit for AudioIO
- CoreAudio for native decoding (mp3, wav, alac)
- libOgg for ogg decoding (statically linked)



Windows Implementation

Project: Visual C++ 2008 project (2010 required?)
Output: static library (MOAIAudio.lib)
Language: C++

Resources:

- RTAudio library for Audio IO (statically linked)
- DirectSound for native decoding (mp3, wav)
- libOgg for ogg decoding (statically linked)