



## AAC-LC Decoder: ANSI C

<b>Component name</b>	AAC-LC Decoder: ANSI C		
<b>Category (IP/ Reusable)</b>	IP	<b>Component type (HW/SW/product etc)</b>	SW, Audio Codec
<b>HW Platform</b>	Portable	<b>SW Platform /OS</b>	CCS, Linux
<b>Applications / applicable products</b>	Multimedia applications/ products		
<b>Market/ industries applicable</b>	Consumer Electronics		
<b>Product Description</b>	<p>AAC (Advanced Audio Coding) is the standardized lossy compression and encoding scheme for digital audio. It is one of the most popular audio compression standards across wide spectrum of application ranging from portable player, cell phones, music systems, internet, broadcasting and so forth. The MPEG-2 ISO-IEC-13818-7 is the audio standard which provides the syntax and decoding process for compresses AAC audio streams. Mostly AAC Streams have the file extension of .aac. The two main types of AAC streams are ADIF and ADTS. ADIF (Audio Data Interchange Format) streams have a file extension of .adif whereas ADTS (Audio Data Transport Stream) streams have a file extension of .adts.</p>		
<b>Features /benefits</b>	<ul style="list-style-type: none"><li>• MPEG-2 AAC Low complexity (LC) profile</li><li>• Supports files encoded with compliant ISO/IEC 13818-7 encoders (ADIF and ADTS formats supported)</li><li>• Mono, stereo and dual channel</li><li>• Sampling Frequency from 8 KHz to 96 KHz</li><li>• Bit-rate up to 576 Kbps</li><li>• Supports - TNS,MS and IS</li><li>• Output : 16 bit LPCM</li><li>• Constant and Variable Bit-rates</li><li>• Supports CRC protection checking</li><li>• Simple and C callable API set</li><li>• Fixed point C implementation</li><li>• Reentrant C code</li><li>• Optimized implementation ,can be ported to new platforms</li></ul>		
<b>Readiness</b>	ANSI C available		