

Opus  
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# Chapter 1

## Opus

The Opus codec is designed for interactive speech and audio transmission over the Internet. It is designed by the IETF Codec Working Group and incorporates technology from Skype's SILK codec and Xiph.Org's CELT codec.

The Opus codec is designed to handle a wide range of interactive audio applications, including Voice over IP, videoconferencing, in-game chat, and even remote live music performances. It can scale from low bit-rate narrowband speech to very high quality stereo music. Its main features are:

- Sampling rates from 8 to 48 kHz
- Bit-rates from 6 kb/s to 510 kb/s
- Support for both constant bit-rate (CBR) and variable bit-rate (VBR)
- Audio bandwidth from narrowband to full-band
- Support for speech and music
- Support for mono and stereo
- Support for multichannel (up to 255 channels)
- Frame sizes from 2.5 ms to 60 ms
- Good loss robustness and packet loss concealment (PLC)
- Floating point and fixed-point implementation

Documentation sections:

- [Opus Encoder](#)
- [Opus Decoder](#)
- [Repacketizer](#)
- [Opus Multistream API](#)
- [Opus library information functions](#)
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## Chapter 2

# Module Index

### 2.1 Modules

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# Chapter 3

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### 3.1 File List

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# Chapter 4

## Module Documentation

### 4.1 Opus Encoder

This page describes the process and functions used to encode Opus.

#### Typedefs

- typedef struct [OpusEncoder](#) [OpusEncoder](#)  
*Opus encoder state.*

#### Functions

- int [opus\\_encoder\\_get\\_size](#) (int channels)  
*Gets the size of an `OpusEncoder` structure.*
- [OpusEncoder \\*](#) [opus\\_encoder\\_create](#) ([opus\\_int32](#) Fs, int channels, int application, int \*error)  
*Allocates and initializes an encoder state.*
- int [opus\\_encoder\\_init](#) ([OpusEncoder](#) \*st, [opus\\_int32](#) Fs, int channels, int application)  
*Initializes a previously allocated encoder state The memory pointed to by st must be at least the size returned by [opus\\_encoder\\_get\\_size](#)().*
- [opus\\_int32](#) [opus\\_encode](#) ([OpusEncoder](#) \*st, const [opus\\_int16](#) \*pcm, int frame\_size, unsigned char \*data, [opus\\_int32](#) max\_data\_bytes)  
*Encodes an Opus frame.*
- [opus\\_int32](#) [opus\\_encode\\_float](#) ([OpusEncoder](#) \*st, const float \*pcm, int frame\_size, unsigned char \*data, [opus\\_int32](#) max\_data\_bytes)  
*Encodes an Opus frame from floating point input.*
- void [opus\\_encoder\\_destroy](#) ([OpusEncoder](#) \*st)  
*Frees an `OpusEncoder` allocated by [opus\\_encoder\\_create](#)().*
- int [opus\\_encoder\\_ctl](#) ([OpusEncoder](#) \*st, int request,...)  
*Perform a CTL function on an Opus encoder.*

#### 4.1.1 Detailed Description

This page describes the process and functions used to encode Opus. Since Opus is a stateful codec, the encoding process starts with creating an encoder state. This can be done with:

```
int          error;
OpusEncoder *enc;
enc = opus_encoder_create(Fs, channels, application, &
    error);
```

From this point, `enc` can be used for encoding an audio stream. An encoder state **must not** be used for more than one stream at the same time. Similarly, the encoder state **must not** be re-initialized for each frame.

While `opus_encoder_create()` allocates memory for the state, it's also possible to initialize pre-allocated memory:

```
int          size;
int          error;
OpusEncoder *enc;
size = opus_encoder_get_size(channels);
enc = malloc(size);
error = opus_encoder_init(enc, Fs, channels, application);
```

where `opus_encoder_get_size()` returns the required size for the encoder state. Note that future versions of this code may change the size, so no assumptions should be made about it.

The encoder state is always continuous in memory and only a shallow copy is sufficient to copy it (e.g. `memcpy()`)

It is possible to change some of the encoder's settings using the `opus_encoder_ctl()` interface. All these settings already default to the recommended value, so they should only be changed when necessary. The most common settings one may want to change are:

```
opus_encoder_ctl(enc, OPUS_SET_BITRATE(
    bitrate));
opus_encoder_ctl(enc, OPUS_SET_COMPLEXITY(
    complexity));
opus_encoder_ctl(enc, OPUS_SET_SIGNAL(
    signal_type));
```

where

- `bitrate` is in bits per second (b/s)
- `complexity` is a value from 1 to 10, where 1 is the lowest complexity and 10 is the highest
- `signal_type` is either `OPUS_AUTO` (default), `OPUS_SIGNAL_VOICE`, or `OPUS_SIGNAL_MUSIC`

See [Encoder related CTLs](#) and [Generic CTLs](#) for a complete list of parameters that can be set or queried. Most parameters can be set or changed at any time during a stream.

To encode a frame, `opus_encode()` or `opus_encode_float()` must be called with exactly one frame (2.5, 5, 10, 20, 40 or 60 ms) of audio data:

```
len = opus_encode(enc, audio_frame, frame_size, packet,
    max_packet);
```

where

- `audio_frame` is the audio data in `opus_int16` (or float for `opus_encode_float()`)
- `frame_size` is the duration of the frame in samples (per channel)
- `packet` is the byte array to which the compressed data is written
- `max_packet` is the maximum number of bytes that can be written in the packet (4000 bytes is recommended). Do not use `max_packet` to control VBR target bitrate, instead use the `OPUS_SET_BITRATE` CTL.

`opus_encode()` and `opus_encode_float()` return the number of bytes actually written to the packet. The return value **can be negative**, which indicates that an error has occurred. If the return value is 1 byte, then the packet does not need to be transmitted (DTX).

Once the encoder state is no longer needed, it can be destroyed with

```
opus_encoder_destroy(enc);
```

If the encoder was created with `opus_encoder_init()` rather than `opus_encoder_create()`, then no action is required aside from potentially freeing the memory that was manually allocated for it (calling `free(enc)` for the example above)

## 4.1.2 Typedef Documentation

### 4.1.2.1 typedef struct OpusEncoder OpusEncoder

Opus encoder state.

This contains the complete state of an Opus encoder. It is position independent and can be freely copied.

See also

[opus\\_encoder\\_create](#), [opus\\_encoder\\_init](#)

## 4.1.3 Function Documentation

### 4.1.3.1 `opus_int32 opus_encode ( OpusEncoder * st, const opus_int16 * pcm, int frame_size, unsigned char * data, opus_int32 max_data_bytes )`

Encodes an Opus frame.

#### Parameters

in	<i>st</i>	OpusEncoder*: Encoder state
in	<i>pcm</i>	opus_int16*: Input signal (interleaved if 2 channels). length is <code>frame_size*channels*sizeof(opus_int16)</code>
in	<i>frame_size</i>	int: Number of samples per channel in the input signal. This must be an Opus frame size for the encoder's sampling rate. For example, at 48 kHz the permitted values are 120, 240, 480, 960, 1920, and 2880. Passing in a duration of less than 10 ms (480 samples at 48 kHz) will prevent the encoder from using the LPC or hybrid modes.
out	<i>data</i>	unsigned char*: Output payload. This must contain storage for at least <code>max_data_bytes</code> .
in	<i>max_data_bytes</i>	opus_int32: Size of the allocated memory for the output payload. This may be used to impose an upper limit on the instant bitrate, but should not be used as the only bitrate control. Use <a href="#">OPUS_SET_BITRATE</a> to control the bitrate.

**Returns**

The length of the encoded packet (in bytes) on success or a negative error code (see [Error codes](#)) on failure.

**4.1.3.2** `opus_int32 opus_encode_float ( OpusEncoder * st, const float * pcm, int frame_size, unsigned char * data, opus_int32 max_data_bytes )`

Encodes an Opus frame from floating point input.

**Parameters**

in	<i>st</i>	OpusEncoder*: Encoder state
in	<i>pcm</i>	float*: Input in float format (interleaved if 2 channels), with a normal range of +/- 1.0. Samples with a range beyond +/-1.0 are supported but will be clipped by decoders using the integer API and should only be used if it is known that the far end supports extended dynamic range. length is frame_size*channels*sizeof(float)
in	<i>frame_size</i>	int: Number of samples per channel in the input signal. This must be an Opus frame size for the encoder's sampling rate. For example, at 48 kHz the permitted values are 120, 240, 480, 960, 1920, and 2880. Passing in a duration of less than 10 ms (480 samples at 48 kHz) will prevent the encoder from using the LPC or hybrid modes.
out	<i>data</i>	unsigned char*: Output payload. This must contain storage for at least <i>max_data_bytes</i> .
in	<i>max_data_bytes</i>	opus_int32: Size of the allocated memory for the output payload. This may be used to impose an upper limit on the instant bitrate, but should not be used as the only bitrate control. Use <a href="#">OPUS_SET_BITRATE</a> to control the bitrate.

**Returns**

The length of the encoded packet (in bytes) on success or a negative error code (see [Error codes](#)) on failure.

**4.1.3.3** `OpusEncoder* opus_encoder_create ( opus_int32 Fs, int channels, int application, int * error )`

Allocates and initializes an encoder state.

There are three coding modes:

[OPUS\\_APPLICATION\\_VOIP](#) gives best quality at a given bitrate for voice signals. It enhances the input signal by high-pass filtering and emphasizing formants and harmonics. Optionally it includes in-band forward error correction to protect against packet loss. Use this mode for typical VoIP applications. Because of the enhancement, even at high bitrates the output may sound different from the input.

[OPUS\\_APPLICATION\\_AUDIO](#) gives best quality at a given bitrate for most non-voice signals like music. Use this mode for music and mixed (music/voice) content, broadcast, and applications requiring less than 15 ms of coding delay.

[OPUS\\_APPLICATION\\_RESTRICTED\\_LOWDELAY](#) configures low-delay mode that disables the speech-optimized mode in exchange for slightly reduced delay. This mode can only be set on a newly initialized or freshly reset encoder because it changes the codec delay.

This is useful when the caller knows that the speech-optimized modes will not be needed (use with caution).

**Parameters**

in	<i>Fs</i>	opus_int32: Sampling rate of input signal (Hz) This must be one of 8000, 12000, 16000, 24000, or 48000.
----	-----------	---

in	<i>channels</i>	int: Number of channels (1 or 2) in input signal
in	<i>application</i>	int: Coding mode ( <a href="#">OPUS_APPLICATION_VOIP</a> / <a href="#">OPUS_APPLICATION_AUDIO</a> / <a href="#">OPUS_APPLICATION_RESTRICTED_LOWDELAY</a> )
out	<i>error</i>	int*: <a href="#">Error codes</a>

**Note**

Regardless of the sampling rate and number channels selected, the Opus encoder can switch to a lower audio bandwidth or number of channels if the bitrate selected is too low. This also means that it is safe to always use 48 kHz stereo input and let the encoder optimize the encoding.

#### 4.1.3.4 int opus\_encoder\_ctl ( OpusEncoder \* st, int request, ... )

Perform a CTL function on an Opus encoder.

Generally the request and subsequent arguments are generated by a convenience macro.

**Parameters**

<i>st</i>	OpusEncoder*: Encoder state.
<i>request</i>	This and all remaining parameters should be replaced by one of the convenience macros in <a href="#">Generic CTLs</a> or <a href="#">Encoder related CTLs</a> .

**See also**

[Generic CTLs](#)  
[Encoder related CTLs](#)

#### 4.1.3.5 void opus\_encoder\_destroy ( OpusEncoder \* st )

Frees an OpusEncoder allocated by [opus\\_encoder\\_create\(\)](#).

**Parameters**

in	<i>st</i>	OpusEncoder*: State to be freed.
----	-----------	----------------------------------

#### 4.1.3.6 int opus\_encoder\_get\_size ( int channels )

Gets the size of an OpusEncoder structure.

**Parameters**

in	<i>channels</i>	int: Number of channels. This must be 1 or 2.
----	-----------------	---

**Returns**

The size in bytes.

#### 4.1.3.7 int opus\_encoder\_init ( OpusEncoder \* st, opus\_int32 Fs, int channels, int application )

Initializes a previously allocated encoder state. The memory pointed to by st must be at least the size returned by [opus\\_encoder\\_get\\_size\(\)](#).

This is intended for applications which use their own allocator instead of malloc.

#### See also

[opus\\_encoder\\_create\(\)](#), [opus\\_encoder\\_get\\_size\(\)](#) To reset a previously initialized state, use the [OPUS\\_RESET\\_STATE](#) CTL.

#### Parameters

in	<i>st</i>	OpusEncoder*: Encoder state
in	<i>Fs</i>	opus_int32: Sampling rate of input signal (Hz) This must be one of 8000, 12000, 16000, 24000, or 48000.
in	<i>channels</i>	int: Number of channels (1 or 2) in input signal
in	<i>application</i>	int: Coding mode (OPUS_APPLICATION_VOIP/OPUS_APPLICATION_AUDIO/OPUS_APPLICATION_RESTRICTED_LOWDELAY)

#### Return values

<a href="#">OPUS_OK</a>	Success or <a href="#">Error codes</a>
-------------------------	--

## 4.2 Opus Decoder

This page describes the process and functions used to decode Opus.

### Typedefs

- typedef struct [OpusDecoder](#) [OpusDecoder](#)  
*Opus decoder state.*

### Functions

- int [opus\\_decoder\\_get\\_size](#) (int channels)  
*Gets the size of an `OpusDecoder` structure.*
- [OpusDecoder](#) \* [opus\\_decoder\\_create](#) ([opus\\_int32](#) Fs, int channels, int \*error)  
*Allocates and initializes a decoder state.*
- int [opus\\_decoder\\_init](#) ([OpusDecoder](#) \*st, [opus\\_int32](#) Fs, int channels)  
*Initializes a previously allocated decoder state.*
- int [opus\\_decode](#) ([OpusDecoder](#) \*st, const unsigned char \*data, [opus\\_int32](#) len, [opus\\_int16](#) \*pcm, int frame\_size, int decode\_fec)  
*Decode an Opus packet.*
- int [opus\\_decode\\_float](#) ([OpusDecoder](#) \*st, const unsigned char \*data, [opus\\_int32](#) len, float \*pcm, int frame\_size, int decode\_fec)  
*Decode an Opus packet with floating point output.*
- int [opus\\_decoder\\_ctl](#) ([OpusDecoder](#) \*st, int request,...)  
*Perform a CTL function on an Opus decoder.*
- void [opus\\_decoder\\_destroy](#) ([OpusDecoder](#) \*st)  
*Frees an `OpusDecoder` allocated by `opus_decoder_create()`.*
- int [opus\\_packet\\_parse](#) (const unsigned char \*data, [opus\\_int32](#) len, unsigned char \*out\_toc, const unsigned char \*frames[48], short size[48], int \*payload\_offset)  
*Parse an opus packet into one or more frames.*
- int [opus\\_packet\\_get\\_bandwidth](#) (const unsigned char \*data)  
*Gets the bandwidth of an Opus packet.*
- int [opus\\_packet\\_get\\_samples\\_per\\_frame](#) (const unsigned char \*data, [opus\\_int32](#) Fs)  
*Gets the number of samples per frame from an Opus packet.*
- int [opus\\_packet\\_get\\_nb\\_channels](#) (const unsigned char \*data)  
*Gets the number of channels from an Opus packet.*
- int [opus\\_packet\\_get\\_nb\\_frames](#) (const unsigned char packet[], [opus\\_int32](#) len)  
*Gets the number of frames in an Opus packet.*
- int [opus\\_packet\\_get\\_nb\\_samples](#) (const unsigned char packet[], [opus\\_int32](#) len, [opus\\_int32](#) Fs)  
*Gets the number of samples of an Opus packet.*
- int [opus\\_decoder\\_get\\_nb\\_samples](#) (const [OpusDecoder](#) \*dec, const unsigned char packet[], [opus\\_int32](#) len)  
*Gets the number of samples of an Opus packet.*

### 4.2.1 Detailed Description

This page describes the process and functions used to decode Opus. The decoding process also starts with creating a decoder state. This can be done with:

```
int          error;
OpusDecoder *dec;
dec = opus_decoder_create(Fs, channels, &error);
```

where

- Fs is the sampling rate and must be 8000, 12000, 16000, 24000, or 48000
- channels is the number of channels (1 or 2)
- error will hold the error code in case of failure (or `OPUS_OK` on success)
- the return value is a newly created decoder state to be used for decoding

While `opus_decoder_create()` allocates memory for the state, it's also possible to initialize pre-allocated memory:

```
int          size;
int          error;
OpusDecoder *dec;
size = opus_decoder_get_size(channels);
dec = malloc(size);
error = opus_decoder_init(dec, Fs, channels);
```

where `opus_decoder_get_size()` returns the required size for the decoder state. Note that future versions of this code may change the size, so no assumptions should be made about it.

The decoder state is always continuous in memory and only a shallow copy is sufficient to copy it (e.g. `memcpy()`)

To decode a frame, `opus_decode()` or `opus_decode_float()` must be called with a packet of compressed audio data:

```
frame_size = opus_decode(dec, packet, len, decoded, max_size, 0)
;
```

where

- packet is the byte array containing the compressed data
- len is the exact number of bytes contained in the packet
- decoded is the decoded audio data in `opus_int16` (or float for `opus_decode_float()`)
- max\_size is the max duration of the frame in samples (per channel) that can fit into the `decoded_frame` array

`opus_decode()` and `opus_decode_float()` return the number of samples (per channel) decoded from the packet. If that value is negative, then an error has occurred. This can occur if the packet is corrupted or if the audio buffer is too small to hold the decoded audio.

Opus is a stateful codec with overlapping blocks and as a result Opus packets are not coded independently of each other. Packets must be passed into the decoder serially and in the correct order for a correct decode. Lost packets can be replaced with loss concealment by calling the decoder with a null pointer and zero length for the missing packet.

A single codec state may only be accessed from a single thread at a time and any required locking must be performed by the caller. Separate streams must be decoded with separate decoder states and can be decoded in parallel unless the library was compiled with `NONTHREADSAFE_PSEUDOSTACK` defined.

## 4.2.2 Typedef Documentation

### 4.2.2.1 typedef struct OpusDecoder OpusDecoder

Opus decoder state.

This contains the complete state of an Opus decoder. It is position independent and can be freely copied.

See also

[opus\\_decoder\\_create](#), [opus\\_decoder\\_init](#)

## 4.2.3 Function Documentation

4.2.3.1 `int opus_decode ( OpusDecoder * st, const unsigned char * data, opus_int32 len, opus_int16 * pcm, int frame_size, int decode_fec )`

Decode an Opus packet.

### Parameters

in	<i>st</i>	OpusDecoder*: Decoder state
in	<i>data</i>	char*: Input payload. Use a NULL pointer to indicate packet loss
in	<i>len</i>	opus_int32: Number of bytes in payload*
out	<i>pcm</i>	opus_int16*: Output signal (interleaved if 2 channels). length is frame_size*channels*sizeof(opus_int16)
in	<i>frame_size</i>	Number of samples per channel of available space in <i>pcm</i> . If this is less than the maximum packet duration (120ms; 5760 for 48kHz), this function will not be capable of decoding some packets. In the case of PLC ( <i>data</i> ==NULL) or FEC ( <i>decode_fec</i> =1), then <i>frame_size</i> needs to be exactly the duration of audio that is missing, otherwise the decoder will not be in the optimal state to decode the next incoming packet. For the PLC and FEC cases, <i>frame_size</i> <b>must</b> be a multiple of 2.5 ms.
in	<i>decode_fec</i>	int: Flag (0 or 1) to request that any in-band forward error correction data be decoded. If no such data is available, the frame is decoded as if it were lost.

### Returns

Number of decoded samples or [Error codes](#)

4.2.3.2 `int opus_decode_float ( OpusDecoder * st, const unsigned char * data, opus_int32 len, float * pcm, int frame_size, int decode_fec )`

Decode an Opus packet with floating point output.

### Parameters

in	<i>st</i>	OpusDecoder*: Decoder state
in	<i>data</i>	char*: Input payload. Use a NULL pointer to indicate packet loss
in	<i>len</i>	opus_int32: Number of bytes in payload
out	<i>pcm</i>	float*: Output signal (interleaved if 2 channels). length is frame_size*channels*sizeof(float)

in	<i>frame_size</i>	Number of samples per channel of available space in <i>pcm</i> . If this is less than the maximum packet duration (120ms; 5760 for 48kHz), this function will not be capable of decoding some packets. In the case of PLC ( <i>data</i> ==NULL) or FEC ( <i>decode_fec</i> =1), then <i>frame_size</i> needs to be exactly the duration of audio that is missing, otherwise the decoder will not be in the optimal state to decode the next incoming packet. For the PLC and FEC cases, <i>frame_size</i> <b>must</b> be a multiple of 2.5 ms.
in	<i>decode_fec</i>	int: Flag (0 or 1) to request that any in-band forward error correction data be decoded. If no such data is available the frame is decoded as if it were lost.

### Returns

Number of decoded samples or [Error codes](#)

#### 4.2.3.3 OpusDecoder\* opus\_decoder\_create ( opus\_int32 Fs, int channels, int \* error )

Allocates and initializes a decoder state.

### Parameters

in	<i>Fs</i>	opus_int32: Sample rate to decode at (Hz). This must be one of 8000, 12000, 16000, 24000, or 48000.
in	<i>channels</i>	int: Number of channels (1 or 2) to decode
out	<i>error</i>	int*: <a href="#">OPUS_OK</a> Success or <a href="#">Error codes</a>

Internally Opus stores data at 48000 Hz, so that should be the default value for *Fs*. However, the decoder can efficiently decode to buffers at 8, 12, 16, and 24 kHz so if for some reason the caller cannot use data at the full sample rate, or knows the compressed data doesn't use the full frequency range, it can request decoding at a reduced rate. Likewise, the decoder is capable of filling in either mono or interleaved stereo pcm buffers, at the caller's request.

#### 4.2.3.4 int opus\_decoder\_ctl ( OpusDecoder \* st, int request, ... )

Perform a CTL function on an Opus decoder.

Generally the request and subsequent arguments are generated by a convenience macro.

### Parameters

<i>st</i>	OpusDecoder*: Decoder state.
<i>request</i>	This and all remaining parameters should be replaced by one of the convenience macros in <a href="#">Generic CTLs</a> or <a href="#">Decoder related CTLs</a> .

### See also

[Generic CTLs](#)  
[Decoder related CTLs](#)

#### 4.2.3.5 void opus\_decoder\_destroy ( OpusDecoder \* st )

Frees an OpusDecoder allocated by [opus\\_decoder\\_create\(\)](#).

## Parameters

in	<i>st</i>	OpusDecoder*: State to be freed.
----	-----------	----------------------------------

## 4.2.3.6 int opus\_decoder\_get\_nb\_samples ( const OpusDecoder \* dec, const unsigned char packet[], opus\_int32 len )

Gets the number of samples of an Opus packet.

## Parameters

in	<i>dec</i>	OpusDecoder*: Decoder state
in	<i>packet</i>	char*: Opus packet
in	<i>len</i>	opus_int32: Length of packet

## Returns

Number of samples

## Return values

<i>OPUS_INVALID_PACKET</i>	The compressed data passed is corrupted or of an unsupported type
----------------------------	---

## 4.2.3.7 int opus\_decoder\_get\_size ( int channels )

Gets the size of an OpusDecoder structure.

## Parameters

in	<i>channels</i>	int: Number of channels. This must be 1 or 2.
----	-----------------	---

## Returns

The size in bytes.

## 4.2.3.8 int opus\_decoder\_init ( OpusDecoder \* st, opus\_int32 Fs, int channels )

Initializes a previously allocated decoder state.

The state must be at least the size returned by [opus\\_decoder\\_get\\_size\(\)](#). This is intended for applications which use their own allocator instead of malloc.

## See also

[opus\\_decoder\\_create](#), [opus\\_decoder\\_get\\_size](#) To reset a previously initialized state, use the [OPUS\\_RESET\\_STATE](#) CTL.

## Parameters

in	<i>st</i>	OpusDecoder*: Decoder state.
in	<i>Fs</i>	opus_int32: Sampling rate to decode to (Hz). This must be one of 8000, 12000, 16000, 24000, or 48000.
in	<i>channels</i>	int: Number of channels (1 or 2) to decode

## Return values

<a href="#">OPUS_OK</a>	Success or <a href="#">Error codes</a>
-------------------------	--

## 4.2.3.9 int opus\_packet\_get\_bandwidth ( const unsigned char \* data )

Gets the bandwidth of an Opus packet.

## Parameters

in	<i>data</i>	char*: Opus packet
----	-------------	--------------------

## Return values

<i>OPUS_BANDWIDTH_NARROWBAND</i>	Narrowband (4kHz bandpass)
<i>OPUS_BANDWIDTH_MEDIUMBAND</i>	Mediumband (6kHz bandpass)
<i>OPUS_BANDWIDTH_WIDEBAND</i>	Wideband (8kHz bandpass)
<i>OPUS_BANDWIDTH_SUPERWIDEBAND</i>	Superwideband (12kHz bandpass)
<i>OPUS_BANDWIDTH_FULLBAND</i>	Fullband (20kHz bandpass)
<i>OPUS_INVALID_PACKET</i>	The compressed data passed is corrupted or of an unsupported type

## 4.2.3.10 int opus\_packet\_get\_nb\_channels ( const unsigned char \* data )

Gets the number of channels from an Opus packet.

## Parameters

in	<i>data</i>	char*: Opus packet
----	-------------	--------------------

## Returns

Number of channels

## Return values

<i>OPUS_INVALID_PACKET</i>	The compressed data passed is corrupted or of an unsupported type
----------------------------	---

## 4.2.3.11 int opus\_packet\_get\_nb\_frames ( const unsigned char packet[], opus\_int32 len )

Gets the number of frames in an Opus packet.

## Parameters

in	<i>packet</i>	char*: Opus packet
in	<i>len</i>	opus_int32: Length of packet

**Returns**

Number of frames

**Return values**

<code>OPUS_INVALID_PACKET</code>	The compressed data passed is corrupted or of an unsupported type
----------------------------------	---

4.2.3.12 `int opus_packet_get_nb_samples ( const unsigned char packet[], opus_int32 len, opus_int32 Fs )`

Gets the number of samples of an Opus packet.

**Parameters**

in	<i>packet</i>	char*: Opus packet
in	<i>len</i>	opus_int32: Length of packet
in	<i>Fs</i>	opus_int32: Sampling rate in Hz. This must be a multiple of 400, or inaccurate results will be returned.

**Returns**

Number of samples

**Return values**

<code>OPUS_INVALID_PACKET</code>	The compressed data passed is corrupted or of an unsupported type
----------------------------------	---

4.2.3.13 `int opus_packet_get_samples_per_frame ( const unsigned char * data, opus_int32 Fs )`

Gets the number of samples per frame from an Opus packet.

**Parameters**

in	<i>data</i>	char*: Opus packet. This must contain at least one byte of data.
in	<i>Fs</i>	opus_int32: Sampling rate in Hz. This must be a multiple of 400, or inaccurate results will be returned.

**Returns**

Number of samples per frame.

4.2.3.14 `int opus_packet_parse ( const unsigned char * data, opus_int32 len, unsigned char * out_toc, const unsigned char * frames[48], short size[48], int * payload_offset )`

Parse an opus packet into one or more frames.

Opus\_decode will perform this operation internally so most applications do not need to use this function. This function does not copy the frames, the returned pointers are pointers into the input packet.

**Parameters**

in	<i>data</i>	char*: Opus packet to be parsed
in	<i>len</i>	opus_int32: size of data
out	<i>out_toc</i>	char*: TOC pointer
out	<i>frames</i>	char*[48] encapsulated frames
out	<i>size</i>	short[48] sizes of the encapsulated frames
out	<i>payload_offset</i>	int*: returns the position of the payload within the packet (in bytes)

**Returns**

number of frames

## 4.3 Repackitizer

The repackitizer can be used to merge multiple Opus packets into a single packet or alternatively to split Opus packets that have previously been merged.

### Typedefs

- typedef struct `OpusRepackitizer` `OpusRepackitizer`

### Functions

- int `opus_repackitizer_get_size` (void)  
*Gets the size of an `OpusRepackitizer` structure.*
- `OpusRepackitizer * opus_repackitizer_init` (`OpusRepackitizer *rp`)  
*(Re)initializes a previously allocated repackitizer state.*
- `OpusRepackitizer * opus_repackitizer_create` (void)  
*Allocates memory and initializes the new repackitizer with `opus_repackitizer_init()`.*
- void `opus_repackitizer_destroy` (`OpusRepackitizer *rp`)  
*Frees an `OpusRepackitizer` allocated by `opus_repackitizer_create()`.*
- int `opus_repackitizer_cat` (`OpusRepackitizer *rp`, const unsigned char \*data, `opus_int32` len)  
*Add a packet to the current repackitizer state.*
- `opus_int32 opus_repackitizer_out_range` (`OpusRepackitizer *rp`, int begin, int end, unsigned char \*data, `opus_int32` maxlen)  
*Construct a new packet from data previously submitted to the repackitizer state via `opus_repackitizer_cat()`.*
- int `opus_repackitizer_get_nb_frames` (`OpusRepackitizer *rp`)  
*Return the total number of frames contained in packet data submitted to the repackitizer state so far via `opus_repackitizer_cat()` since the last call to `opus_repackitizer_init()` or `opus_repackitizer_create()`.*
- `opus_int32 opus_repackitizer_out` (`OpusRepackitizer *rp`, unsigned char \*data, `opus_int32` maxlen)  
*Construct a new packet from data previously submitted to the repackitizer state via `opus_repackitizer_cat()`.*

### 4.3.1 Detailed Description

The repackitizer can be used to merge multiple Opus packets into a single packet or alternatively to split Opus packets that have previously been merged. Splitting valid Opus packets is always guaranteed to succeed, whereas merging valid packets only succeeds if all frames have the same mode, bandwidth, and frame size, and when the total duration of the merged packet is no more than 120 ms. The repackitizer currently only operates on elementary Opus streams. It will not manipulate multistream packets successfully, except in the degenerate case where they consist of data from a single stream.

The repackitizing process starts with creating a repackitizer state, either by calling `opus_repackitizer_create()` or by allocating the memory yourself, e.g.,

```
OpusRepackitizer *rp;
rp = (OpusRepackitizer*)malloc(opus_repackitizer_get_size
());
if (rp != NULL)
    opus_repackitizer_init(rp);
```

Then the application should submit packets with `opus_repackitizer_cat()`, extract new packets with `opus_repackitizer_out()` or `opus_repackitizer_out_range()`, and then reset the state for the next set of input packets via `opus_repackitizer_init()`.

For example, to split a sequence of packets into individual frames:

```

unsigned char *data;
int len;
while (get_next_packet(&data, &len))
{
    unsigned char out[1276];
    opus_int32 out_len;
    int nb_frames;
    int err;
    int i;
    err = opus_repacketizer_cat(rp, data, len);
    if (err != OPUS_OK)
    {
        release_packet(data);
        return err;
    }
    nb_frames = opus_repacketizer_get_nb_frames(rp);
    for (i = 0; i < nb_frames; i++)
    {
        out_len = opus_repacketizer_out_range(rp, i,
        i+1, out, sizeof(out));
        if (out_len < 0)
        {
            release_packet(data);
            return (int)out_len;
        }
        output_next_packet(out, out_len);
    }
    opus_repacketizer_init(rp);
    release_packet(data);
}

```

Alternatively, to combine a sequence of frames into packets that each contain up to TARGET\_DURATION\_MS milliseconds of data:

```

// The maximum number of packets with duration TARGET_DURATION_MS occurs
// when the frame size is 2.5 ms, for a total of (TARGET_DURATION_MS*2/5)
// packets.
unsigned char *data[(TARGET_DURATION_MS*2/5)+1];
opus_int32 len[(TARGET_DURATION_MS*2/5)+1];
int nb_packets;
unsigned char out[1277*(TARGET_DURATION_MS*2/2)];
opus_int32 out_len;
int prev_toc;
nb_packets = 0;
while (get_next_packet(data+nb_packets, len+nb_packets))
{
    int nb_frames;
    int err;
    nb_frames = opus_packet_get_nb_frames(data[
    nb_packets], len[nb_packets]);
    if (nb_frames < 1)
    {
        release_packets(data, nb_packets+1);
        return nb_frames;
    }
    nb_frames += opus_repacketizer_get_nb_frames(rp);
    // If adding the next packet would exceed our target, or it has an
    // incompatible TOC sequence, output the packets we already have before
    // submitting it.
    // N.B., The nb_packets > 0 check ensures we've submitted at least one
    // packet since the last call to opus_repacketizer_init(). Otherwise a
    // single packet longer than TARGET_DURATION_MS would cause us to try to
    // output an (invalid) empty packet. It also ensures that prev_toc has
    // been set to a valid value. Additionally, len[nb_packets] > 0 is
    // guaranteed by the call to opus_packet_get_nb_frames() above, so the
    // reference to data[nb_packets][0] should be valid.
    if (nb_packets > 0 && (
        (prev_toc & 0xFC) != (data[nb_packets][0] & 0xFC) ||
        opus_packet_get_samples_per_frame(
        data[nb_packets], 48000)*nb_frames >
        TARGET_DURATION_MS*48))
    {
        out_len = opus_repacketizer_out(rp, out, sizeof(
        out));
        if (out_len < 0)
        {
            release_packets(data, nb_packets+1);

```

```

        return (int)out_len;
    }
    output_next_packet(out, out_len);
    opus_repackitizer_init(rp);
    release_packets(data, nb_packets);
    data[0] = data[nb_packets];
    len[0] = len[nb_packets];
    nb_packets = 0;
}
err = opus_repackitizer_cat(rp, data[nb_packets],
len[nb_packets]);
if (err != OPUS_OK)
{
    release_packets(data, nb_packets+1);
    return err;
}
prev_toc = data[nb_packets][0];
nb_packets++;
}
// Output the final, partial packet.
if (nb_packets > 0)
{
    out_len = opus_repackitizer_out(rp, out, sizeof(out)
);
    release_packets(data, nb_packets);
    if (out_len < 0)
        return (int)out_len;
    output_next_packet(out, out_len);
}
}

```

An alternate way of merging packets is to simply call `opus_repackitizer_cat()` unconditionally until it fails. At that point, the merged packet can be obtained with `opus_repackitizer_out()` and the input packet for which `opus_repackitizer_cat()` needs to be re-added to a newly reinitialized repackitizer state.

## 4.3.2 Typedef Documentation

### 4.3.2.1 typedef struct OpusRepackitizer OpusRepackitizer

## 4.3.3 Function Documentation

### 4.3.3.1 int opus\_repackitizer\_cat ( OpusRepackitizer \* rp, const unsigned char \* data, opus\_int32 len )

Add a packet to the current repackitizer state.

This packet must match the configuration of any packets already submitted for repackitization since the last call to `opus_repackitizer_init()`. This means that it must have the same coding mode, audio bandwidth, frame size, and channel count. This can be checked in advance by examining the top 6 bits of the first byte of the packet, and ensuring they match the top 6 bits of the first byte of any previously submitted packet. The total duration of audio in the repackitizer state also must not exceed 120 ms, the maximum duration of a single packet, after adding this packet.

The contents of the current repackitizer state can be extracted into new packets using `opus_repackitizer_out()` or `opus_repackitizer_out_range()`.

In order to add a packet with a different configuration or to add more audio beyond 120 ms, you must clear the repackitizer state by calling `opus_repackitizer_init()`. If a packet is too large to add to the current repackitizer state, no part of it is added, even if it contains multiple frames, some of which might fit. If you wish to be able to add parts of such packets, you should first use another repackitizer to split the packet into pieces and add them individually.

See also

- [opus\\_repackitizer\\_out\\_range](#)
- [opus\\_repackitizer\\_out](#)
- [opus\\_repackitizer\\_init](#)

## Parameters

	<i>rp</i>	OpusRepackitizer*: The repacketizer state to which to add the packet.
in	<i>data</i>	const unsigned char*: The packet data. The application must ensure this pointer remains valid until the next call to <a href="#">opus_repackitizer_init()</a> or <a href="#">opus_repackitizer_destroy()</a> .
	<i>len</i>	opus_int32: The number of bytes in the packet data.

## Returns

An error code indicating whether or not the operation succeeded.

## Return values

<a href="#">OPUS_OK</a>	The packet's contents have been added to the repacketizer state.
<a href="#">OPUS_INVALID_PACKET</a>	The packet did not have a valid TOC sequence, the packet's TOC sequence was not compatible with previously submitted packets (because the coding mode, audio bandwidth, frame size, or channel count did not match), or adding this packet would increase the total amount of audio stored in the repacketizer state to more than 120 ms.

## 4.3.3.2 OpusRepackitizer\* opus\_repackitizer\_create ( void )

Allocates memory and initializes the new repacketizer with [opus\\_repackitizer\\_init\(\)](#).

## 4.3.3.3 void opus\_repackitizer\_destroy ( OpusRepackitizer \* rp )

Frees an OpusRepackitizer allocated by [opus\\_repackitizer\\_create\(\)](#).

## Parameters

in	<i>rp</i>	OpusRepackitizer*: State to be freed.
----	-----------	---------------------------------------

## 4.3.3.4 int opus\_repackitizer\_get\_nb\_frames ( OpusRepackitizer \* rp )

Return the total number of frames contained in packet data submitted to the repacketizer state so far via [opus\\_repackitizer\\_cat\(\)](#) since the last call to [opus\\_repackitizer\\_init\(\)](#) or [opus\\_repackitizer\\_create\(\)](#).

This defines the valid range of packets that can be extracted with [opus\\_repackitizer\\_out\\_range\(\)](#) or [opus\\_repackitizer\\_out\(\)](#).

## Parameters

<i>rp</i>	OpusRepackitizer*: The repacketizer state containing the frames.
-----------	--

## Returns

The total number of frames contained in the packet data submitted to the repacketizer state.

## 4.3.3.5 int opus\_repackitizer\_get\_size ( void )

Gets the size of an OpusRepackitizer structure.

**Returns**

The size in bytes.

**4.3.3.6 OpusRepacketer\* opus\_repacketer\_init ( OpusRepacketer \* rp )**

(Re)initializes a previously allocated repacketer state.

The state must be at least the size returned by [opus\\_repacketer\\_get\\_size\(\)](#). This can be used for applications which use their own allocator instead of `malloc()`. It must also be called to reset the queue of packets waiting to be repacketized, which is necessary if the maximum packet duration of 120 ms is reached or if you wish to submit packets with a different Opus configuration (coding mode, audio bandwidth, frame size, or channel count). Failure to do so will prevent a new packet from being added with [opus\\_repacketer\\_cat\(\)](#).

**See also**

[opus\\_repacketer\\_create](#)  
[opus\\_repacketer\\_get\\_size](#)  
[opus\\_repacketer\\_cat](#)

**Parameters**

<i>rp</i>	OpusRepacketer*: The repacketer state to (re)initialize.
-----------	--

**Returns**

A pointer to the same repacketer state that was passed in.

**4.3.3.7 opus\_int32 opus\_repacketer\_out ( OpusRepacketer \* rp, unsigned char \* data, opus\_int32 maxlen )**

Construct a new packet from data previously submitted to the repacketer state via [opus\\_repacketer\\_cat\(\)](#).

This is a convenience routine that returns all the data submitted so far in a single packet. It is equivalent to calling

```
opus_repacketer_out_range(rp, 0,
    opus_repacketer_get_nb_frames(rp),
    data, maxlen)
```

**Parameters**

	<i>rp</i>	OpusRepacketer*: The repacketer state from which to construct the new packet.
out	<i>data</i>	const unsigned char*: The buffer in which to store the output packet.
	<i>maxlen</i>	opus_int32: The maximum number of bytes to store in the output buffer. In order to guarantee success, this should be at least $1277 * \text{opus\_repacketer\_get\_nb\_frames}(rp)$ . However, $1 * \text{opus\_repacketer\_get\_nb\_frames}(rp)$ plus the size of all packet data submitted to the repacketer since the last call to <a href="#">opus_repacketer_init()</a> or <a href="#">opus_repacketer_create()</a> is also sufficient, and possibly much smaller.

**Returns**

The total size of the output packet on success, or an error code on failure.

**Return values**

<a href="#">OPUS_BUFFER_TOO_SMALL</a>	<i>maxlen</i> was insufficient to contain the complete output packet.
---------------------------------------	---

#### 4.3.3.8 `opus_int32 opus_repacketizer_out_range ( OpusRepacketizer * rp, int begin, int end, unsigned char * data, opus_int32 maxlen )`

Construct a new packet from data previously submitted to the repacketizer state via [opus\\_repacketizer\\_cat\(\)](#).

**Parameters**

	<i>rp</i>	OpusRepacketizer*: The repacketizer state from which to construct the new packet.
	<i>begin</i>	int: The index of the first frame in the current repacketizer state to include in the output.
	<i>end</i>	int: One past the index of the last frame in the current repacketizer state to include in the output.
out	<i>data</i>	const unsigned char*: The buffer in which to store the output packet.
	<i>maxlen</i>	opus_int32: The maximum number of bytes to store in the output buffer. In order to guarantee success, this should be at least 1276 for a single frame, or for multiple frames, 1277*(end-begin). However, 1*(end-begin) plus the size of all packet data submitted to the repacketizer since the last call to <a href="#">opus_repacketizer_init()</a> or <a href="#">opus_repacketizer_create()</a> is also sufficient, and possibly much smaller.

**Returns**

The total size of the output packet on success, or an error code on failure.

**Return values**

<a href="#">OPUS_BAD_ARG</a>	[ <i>begin</i> , <i>end</i> ) was an invalid range of frames ( <i>begin</i> < 0, <i>begin</i> >= <i>end</i> , or <i>end</i> > <a href="#">opus_repacketizer_get_nb_frames()</a> ).
<a href="#">OPUS_BUFFER_TOO_SMALL</a>	<i>maxlen</i> was insufficient to contain the complete output packet.

## 4.4 Error codes

### Macros

- #define `OPUS_OK`  
*No error.*
- #define `OPUS_BAD_ARG`  
*One or more invalid/out of range arguments.*
- #define `OPUS_BUFFER_TOO_SMALL`  
*The mode struct passed is invalid.*
- #define `OPUS_INTERNAL_ERROR`  
*An internal error was detected.*
- #define `OPUS_INVALID_PACKET`  
*The compressed data passed is corrupted.*
- #define `OPUS_UNIMPLEMENTED`  
*Invalid/unsupported request number.*
- #define `OPUS_INVALID_STATE`  
*An encoder or decoder structure is invalid or already freed.*
- #define `OPUS_ALLOC_FAIL`  
*Memory allocation has failed.*

#### 4.4.1 Detailed Description

#### 4.4.2 Macro Definition Documentation

##### 4.4.2.1 #define `OPUS_ALLOC_FAIL`

Memory allocation has failed.

##### 4.4.2.2 #define `OPUS_BAD_ARG`

One or more invalid/out of range arguments.

##### 4.4.2.3 #define `OPUS_BUFFER_TOO_SMALL`

The mode struct passed is invalid.

##### 4.4.2.4 #define `OPUS_INTERNAL_ERROR`

An internal error was detected.

##### 4.4.2.5 #define `OPUS_INVALID_PACKET`

The compressed data passed is corrupted.

#### 4.4.2.6 #define OPUS\_INVALID\_STATE

An encoder or decoder structure is invalid or already freed.

#### 4.4.2.7 #define OPUS\_OK

No error.

#### 4.4.2.8 #define OPUS\_UNIMPLEMENTED

Invalid/unsupported request number.

## 4.5 Pre-defined values for CTL interface

### Macros

- `#define OPUS_AUTO`  
*Auto/default setting.*
- `#define OPUS_BITRATE_MAX`  
*Maximum bitrate.*
- `#define OPUS_APPLICATION_VOIP`  
*Best for most VoIP/videoconference applications where listening quality and intelligibility matter most.*
- `#define OPUS_APPLICATION_AUDIO`  
*Best for broadcast/high-fidelity application where the decoded audio should be as close as possible to the input.*
- `#define OPUS_APPLICATION_RESTRICTED_LOWDELAY`  
*Only use when lowest-achievable latency is what matters most.*
- `#define OPUS_SIGNAL_VOICE 3001`  
*Signal being encoded is voice.*
- `#define OPUS_SIGNAL_MUSIC 3002`  
*Signal being encoded is music.*
- `#define OPUS_BANDWIDTH_NARROWBAND`  
*4 kHz bandpass*
- `#define OPUS_BANDWIDTH_MEDIUMBAND`  
*6 kHz bandpass*
- `#define OPUS_BANDWIDTH_WIDEBAND`  
*8 kHz bandpass*
- `#define OPUS_BANDWIDTH_SUPERWIDEBAND`  
*12 kHz bandpass*
- `#define OPUS_BANDWIDTH_FULLBAND`  
*20 kHz bandpass*

### 4.5.1 Detailed Description

#### See also

[Generic CTLs](#), [Encoder related CTLs](#)

### 4.5.2 Macro Definition Documentation

#### 4.5.2.1 `#define OPUS_APPLICATION_AUDIO`

Best for broadcast/high-fidelity application where the decoded audio should be as close as possible to the input.

#### 4.5.2.2 `#define OPUS_APPLICATION_RESTRICTED_LOWDELAY`

Only use when lowest-achievable latency is what matters most.

Voice-optimized modes cannot be used.

#### 4.5.2.3 `#define OPUS_APPLICATION_VOIP`

Best for most VoIP/videoconference applications where listening quality and intelligibility matter most.

#### 4.5.2.4 `#define OPUS_AUTO`

Auto/default setting.

#### 4.5.2.5 `#define OPUS_BANDWIDTH_FULLBAND`

20 kHz bandpass

#### 4.5.2.6 `#define OPUS_BANDWIDTH_MEDIUMBAND`

6 kHz bandpass

#### 4.5.2.7 `#define OPUS_BANDWIDTH_NARROWBAND`

4 kHz bandpass

#### 4.5.2.8 `#define OPUS_BANDWIDTH_SUPERWIDEBAND`

12 kHz bandpass

#### 4.5.2.9 `#define OPUS_BANDWIDTH_WIDEBAND`

8 kHz bandpass

#### 4.5.2.10 `#define OPUS_BITRATE_MAX`

Maximum bitrate.

#### 4.5.2.11 `#define OPUS_SIGNAL_MUSIC 3002`

Signal being encoded is music.

#### 4.5.2.12 `#define OPUS_SIGNAL_VOICE 3001`

Signal being encoded is voice.

## 4.6 Encoder related CTLs

These are convenience macros for use with the `opus_encode_ctl` interface.

### Macros

- `#define OPUS_SET_COMPLEXITY(x)`  
*Configures the encoder's computational complexity.*
- `#define OPUS_GET_COMPLEXITY(x)`  
*Gets the encoder's complexity configuration.*
- `#define OPUS_SET_BITRATE(x)`  
*Configures the bitrate in the encoder.*
- `#define OPUS_GET_BITRATE(x)`  
*Gets the encoder's bitrate configuration.*
- `#define OPUS_SET_VBR(x)`  
*Enables or disables variable bitrate (VBR) in the encoder.*
- `#define OPUS_GET_VBR(x)`  
*Determine if variable bitrate (VBR) is enabled in the encoder.*
- `#define OPUS_SET_VBR_CONSTRAINT(x)`  
*Enables or disables constrained VBR in the encoder.*
- `#define OPUS_GET_VBR_CONSTRAINT(x)`  
*Determine if constrained VBR is enabled in the encoder.*
- `#define OPUS_SET_FORCE_CHANNELS(x)`  
*Configures mono/stereo forcing in the encoder.*
- `#define OPUS_GET_FORCE_CHANNELS(x)`  
*Gets the encoder's forced channel configuration.*
- `#define OPUS_SET_MAX_BANDWIDTH(x)`  
*Configures the maximum bandpass that the encoder will select automatically.*
- `#define OPUS_GET_MAX_BANDWIDTH(x)`  
*Gets the encoder's configured maximum allowed bandpass.*
- `#define OPUS_SET_BANDWIDTH(x)`  
*Sets the encoder's bandpass to a specific value.*
- `#define OPUS_SET_SIGNAL(x)`  
*Configures the type of signal being encoded.*
- `#define OPUS_GET_SIGNAL(x)`  
*Gets the encoder's configured signal type.*
- `#define OPUS_SET_APPLICATION(x)`  
*Configures the encoder's intended application.*
- `#define OPUS_GET_APPLICATION(x)`  
*Gets the encoder's configured application.*
- `#define OPUS_GET_SAMPLE_RATE(x)`  
*Gets the sampling rate the encoder or decoder was initialized with.*
- `#define OPUS_GET_LOOKAHEAD(x)`  
*Gets the total samples of delay added by the entire codec.*
- `#define OPUS_SET_INBAND_FEC(x)`  
*Configures the encoder's use of inband forward error correction (FEC).*
- `#define OPUS_GET_INBAND_FEC(x)`

- Gets encoder's configured use of inband forward error correction.*

  - #define [OPUS\\_SET\\_PACKET\\_LOSS\\_PERC\(x\)](#)

*Configures the encoder's expected packet loss percentage.*
  - #define [OPUS\\_GET\\_PACKET\\_LOSS\\_PERC\(x\)](#)

*Gets the encoder's configured packet loss percentage.*
  - #define [OPUS\\_SET\\_DTX\(x\)](#)

*Configures the encoder's use of discontinuous transmission (DTX).*
  - #define [OPUS\\_GET\\_DTX\(x\)](#)

*Gets encoder's configured use of discontinuous transmission.*
  - #define [OPUS\\_SET\\_LSB\\_DEPTH\(x\)](#)

*Configures the depth of signal being encoded.*
  - #define [OPUS\\_GET\\_LSB\\_DEPTH\(x\)](#)

*Gets the encoder's configured signal depth.*
  - #define [OPUS\\_GET\\_LAST\\_PACKET\\_DURATION\(x\)](#)

*Gets the duration (in samples) of the last packet successfully decoded or concealed.*

### 4.6.1 Detailed Description

These are convenience macros for use with the `opus_encode_ctl` interface. They are used to generate the appropriate series of arguments for that call, passing the correct type, size and so on as expected for each particular request.

Some usage examples:

```
int ret;
ret = opus_encoder_ctl(enc_ctx, OPUS_SET_BANDWIDTH
(OPUS_AUTO));
if (ret != OPUS_OK) return ret;

opus_int32 rate;
opus_encoder_ctl(enc_ctx, OPUS_GET_BANDWIDTH
(&rate));

opus_encoder_ctl(enc_ctx, OPUS_RESET_STATE)
;
```

See also

[Generic CTLs, Opus Encoder](#)

### 4.6.2 Macro Definition Documentation

#### 4.6.2.1 #define OPUS\_GET\_APPLICATION( x )

Gets the encoder's configured application.

See also

[OPUS\\_SET\\_APPLICATION](#)

## Parameters

out	x	opus_int32 *: Returns one of the following values: <a href="#">OPUS_APPLICATION_VOIP</a> Process signal for improved speech intelligibility. <a href="#">OPUS_APPLICATION_AUDIO</a> Favor faithfulness to the original input. <a href="#">OPUS_APPLICATION_RESTRICTED_LOWDELAY</a> Configure the minimum possible coding delay by disabling certain modes of operation.
-----	---	--

## 4.6.2.2 #define OPUS\_GET\_BITRATE( x )

Gets the encoder's bitrate configuration.

## See also

[OPUS\\_SET\\_BITRATE](#)

## Parameters

out	x	opus_int32 *: Returns the bitrate in bits per second. The default is determined based on the number of channels and the input sampling rate.
-----	---	--

## 4.6.2.3 #define OPUS\_GET\_COMPLEXITY( x )

Gets the encoder's complexity configuration.

## See also

[OPUS\\_SET\\_COMPLEXITY](#)

## Parameters

out	x	opus_int32 *: Returns a value in the range 0-10, inclusive.
-----	---	---

## 4.6.2.4 #define OPUS\_GET\_DTX( x )

Gets encoder's configured use of discontinuous transmission.

## See also

[OPUS\\_SET\\_DTX](#)

## Parameters

out	x	opus_int32 *: Returns one of the following values: <b>0</b> DTX disabled (default). <b>1</b> DTX enabled.
-----	---	---

#### 4.6.2.5 #define OPUS\_GET\_FORCE\_CHANNELS( x )

Gets the encoder's forced channel configuration.

See also

[OPUS\\_SET\\_FORCE\\_CHANNELS](#)

##### Parameters

out	x	opus_int32 *: <ul style="list-style-type: none"> <li><b>OPUS_AUTO</b> Not forced (default)</li> <li><b>1</b> Forced mono</li> <li><b>2</b> Forced stereo</li> </ul>
-----	---	---

#### 4.6.2.6 #define OPUS\_GET\_INBAND\_FEC( x )

Gets encoder's configured use of inband forward error correction.

See also

[OPUS\\_SET\\_INBAND\\_FEC](#)

##### Parameters

out	x	opus_int32 *: Returns one of the following values: <ul style="list-style-type: none"> <li><b>0</b> Inband FEC disabled (default).</li> <li><b>1</b> Inband FEC enabled.</li> </ul>
-----	---	--

#### 4.6.2.7 #define OPUS\_GET\_LAST\_PACKET\_DURATION( x )

Gets the duration (in samples) of the last packet successfully decoded or concealed.

##### Parameters

out	x	opus_int32 *: Number of samples (at current sampling rate).
-----	---	---

#### 4.6.2.8 #define OPUS\_GET\_LOOKAHEAD( x )

Gets the total samples of delay added by the entire codec.

This can be queried by the encoder and then the provided number of samples can be skipped on from the start of the decoder's output to provide time aligned input and output. From the perspective of a decoding application the real data begins this many samples late.

The decoder contribution to this delay is identical for all decoders, but the encoder portion of the delay may vary from implementation to implementation, version to version, or even depend on the encoder's initial configuration. Applications

needing delay compensation should call this CTL rather than hard-coding a value.

#### Parameters

out	x	opus_int32 *: Number of lookahead samples
-----	---	---

#### 4.6.2.9 #define OPUS\_GET\_LSB\_DEPTH( x )

Gets the encoder's configured signal depth.

See also

[OPUS\\_SET\\_LSB\\_DEPTH](#)

#### Parameters

out	x	opus_int32 *: Input precision in bits, between 8 and 24 (default: 24).
-----	---	--

#### 4.6.2.10 #define OPUS\_GET\_MAX\_BANDWIDTH( x )

Gets the encoder's configured maximum allowed bandpass.

See also

[OPUS\\_SET\\_MAX\\_BANDWIDTH](#)

#### Parameters

out	x	opus_int32 *: Allowed values: <a href="#">OPUS_BANDWIDTH_NARROWBAND</a> 4 kHz passband <a href="#">OPUS_BANDWIDTH_MEDIUMBAND</a> 6 kHz passband <a href="#">OPUS_BANDWIDTH_WIDEBAND</a> 8 kHz passband <a href="#">OPUS_BANDWIDTH_SUPERWIDEBAND</a> 12 kHz passband <a href="#">OPUS_BANDWIDTH_FULLBAND</a> 20 kHz passband (default)
-----	---	--

#### 4.6.2.11 #define OPUS\_GET\_PACKET\_LOSS\_PERC( x )

Gets the encoder's configured packet loss percentage.

See also

[OPUS\\_SET\\_PACKET\\_LOSS\\_PERC](#)

#### Parameters

out	x	opus_int32 *: Returns the configured loss percentage in the range 0-100, inclusive (default: 0).
-----	---	--

#### 4.6.2.12 #define OPUS\_GET\_SAMPLE\_RATE( x )

Gets the sampling rate the encoder or decoder was initialized with.

This simply returns the  $F_s$  value passed to [opus\\_encoder\\_init\(\)](#) or [opus\\_decoder\\_init\(\)](#).

##### Parameters

out	x	opus_int32 *: Sampling rate of encoder or decoder.
-----	---	--

#### 4.6.2.13 #define OPUS\_GET\_SIGNAL( x )

Gets the encoder's configured signal type.

##### See also

[OPUS\\_SET\\_SIGNAL](#)

##### Parameters

out	x	opus_int32 *: Returns one of the following values: <a href="#">OPUS_AUTO</a> (default) <a href="#">OPUS_SIGNAL_VOICE</a> Bias thresholds towards choosing LPC or Hybrid modes. <a href="#">OPUS_SIGNAL_MUSIC</a> Bias thresholds towards choosing MDCT modes.
-----	---	--

#### 4.6.2.14 #define OPUS\_GET\_VBR( x )

Determine if variable bitrate (VBR) is enabled in the encoder.

##### See also

[OPUS\\_SET\\_VBR](#)

[OPUS\\_GET\\_VBR\\_CONSTRAINT](#)

##### Parameters

out	x	opus_int32 *: Returns one of the following values: <b>0</b> Hard CBR. <b>1</b> VBR (default). The exact type of VBR may be retrieved via <a href="#">OPUS_GET_VBR_CONSTRAINT</a> .
-----	---	--

#### 4.6.2.15 #define OPUS\_GET\_VBR\_CONSTRAINT( x )

Determine if constrained VBR is enabled in the encoder.

## See also

[OPUS\\_SET\\_VBR\\_CONSTRAINT](#)  
[OPUS\\_GET\\_VBR](#)

## Parameters

out	x	opus_int32 *: Returns one of the following values: <b>0</b> Unconstrained VBR. <b>1</b> Constrained VBR (default).
-----	---	--

## 4.6.2.16 #define OPUS\_SET\_APPLICATION( x )

Configures the encoder's intended application.

The initial value is a mandatory argument to the encoder\_create function.

## See also

[OPUS\\_GET\\_APPLICATION](#)

## Parameters

in	x	opus_int32: Returns one of the following values: <a href="#">OPUS_APPLICATION_VOIP</a> Process signal for improved speech intelligibility. <a href="#">OPUS_APPLICATION_AUDIO</a> Favor faithfulness to the original input. <a href="#">OPUS_APPLICATION_RESTRICTED_LOWDELAY</a> Configure the minimum possible coding delay by disabling certain modes of operation.
----	---	--

## 4.6.2.17 #define OPUS\_SET\_BANDWIDTH( x )

Sets the encoder's bandpass to a specific value.

This prevents the encoder from automatically selecting the bandpass based on the available bitrate. If an application knows the bandpass of the input audio it is providing, it should normally use [OPUS\\_SET\\_MAX\\_BANDWIDTH](#) instead, which still gives the encoder the freedom to reduce the bandpass when the bitrate becomes too low, for better overall quality.

## See also

[OPUS\\_GET\\_BANDWIDTH](#)

## Parameters

in	x	opus_int32: Allowed values: <a href="#">OPUS_AUTO</a> (default) <a href="#">OPUS_BANDWIDTH_NARROWBAND</a> 4 kHz passband <a href="#">OPUS_BANDWIDTH_MEDIUMBAND</a> 6 kHz passband <a href="#">OPUS_BANDWIDTH_WIDEBAND</a> 8 kHz passband <a href="#">OPUS_BANDWIDTH_SUPERWIDEBAND</a> 12 kHz passband <a href="#">OPUS_BANDWIDTH_FULLBAND</a> 20 kHz passband
----	---	---

4.6.2.18 `#define OPUS_SET_BITRATE( x )`

Configures the bitrate in the encoder.

Rates from 500 to 512000 bits per second are meaningful, as well as the special values [OPUS\\_AUTO](#) and [OPUS\\_BITRATE\\_MAX](#). The value [OPUS\\_BITRATE\\_MAX](#) can be used to cause the codec to use as much rate as it can, which is useful for controlling the rate by adjusting the output buffer size.

See also

[OPUS\\_GET\\_BITRATE](#)

## Parameters

in	x	opus_int32: Bitrate in bits per second. The default is determined based on the number of channels and the input sampling rate.
----	---	--

4.6.2.19 `#define OPUS_SET_COMPLEXITY( x )`

Configures the encoder's computational complexity.

The supported range is 0-10 inclusive with 10 representing the highest complexity.

See also

[OPUS\\_GET\\_COMPLEXITY](#)

## Parameters

in	x	opus_int32: Allowed values: 0-10, inclusive.
----	---	--

4.6.2.20 `#define OPUS_SET_DTX( x )`

Configures the encoder's use of discontinuous transmission (DTX).

Note

This is only applicable to the LPC layer

See also

[OPUS\\_GET\\_DTX](#)

Parameters

in	x	opus_int32: Allowed values: <b>0</b> Disable DTX (default). <b>1</b> Enabled DTX.
----	---	---

#### 4.6.2.21 #define OPUS\_SET\_FORCE\_CHANNELS( x )

Configures mono/stereo forcing in the encoder.

This can force the encoder to produce packets encoded as either mono or stereo, regardless of the format of the input audio. This is useful when the caller knows that the input signal is currently a mono source embedded in a stereo stream.

See also

[OPUS\\_GET\\_FORCE\\_CHANNELS](#)

Parameters

in	x	opus_int32: Allowed values: <b>OPUS_AUTO</b> Not forced (default) <b>1</b> Forced mono <b>2</b> Forced stereo
----	---	--

#### 4.6.2.22 #define OPUS\_SET\_INBAND\_FEC( x )

Configures the encoder's use of inband forward error correction (FEC).

Note

This is only applicable to the LPC layer

See also

[OPUS\\_GET\\_INBAND\\_FEC](#)

Parameters

in	x	opus_int32: Allowed values: <b>0</b> Disable inband FEC (default). <b>1</b> Enable inband FEC.
----	---	--

#### 4.6.2.23 #define OPUS\_SET\_LSB\_DEPTH( x )

Configures the depth of signal being encoded.

This is a hint which helps the encoder identify silence and near-silence.

See also

[OPUS\\_GET\\_LSB\\_DEPTH](#)

##### Parameters

in	x	opus_int32: Input precision in bits, between 8 and 24 (default: 24).
----	---	--

#### 4.6.2.24 #define OPUS\_SET\_MAX\_BANDWIDTH( x )

Configures the maximum bandpass that the encoder will select automatically.

Applications should normally use this instead of [OPUS\\_SET\\_BANDWIDTH](#) (leaving that set to the default, [OPUS\\_AUTO](#)). This allows the application to set an upper bound based on the type of input it is providing, but still gives the encoder the freedom to reduce the bandpass when the bitrate becomes too low, for better overall quality.

See also

[OPUS\\_GET\\_MAX\\_BANDWIDTH](#)

##### Parameters

in	x	opus_int32: Allowed values: <b>OPUS_BANDWIDTH_NARROWBAND</b> 4 kHz passband <b>OPUS_BANDWIDTH_MEDIUMBAND</b> 6 kHz passband <b>OPUS_BANDWIDTH_WIDEBAND</b> 8 kHz passband <b>OPUS_BANDWIDTH_SUPERWIDEBAND</b> 12 kHz passband <b>OPUS_BANDWIDTH_FULLBAND</b> 20 kHz passband (default)
----	---	---

#### 4.6.2.25 #define OPUS\_SET\_PACKET\_LOSS\_PERC( x )

Configures the encoder's expected packet loss percentage.

Higher values will trigger progressively more loss resistant behavior in the encoder at the expense of quality at a given bitrate in the lossless case, but greater quality under loss.

See also

[OPUS\\_GET\\_PACKET\\_LOSS\\_PERC](#)

##### Parameters

in	x	opus_int32: Loss percentage in the range 0-100, inclusive (default: 0).
----	---	---

4.6.2.26 `#define OPUS_SET_SIGNAL( x )`

Configures the type of signal being encoded.

This is a hint which helps the encoder's mode selection.

See also

[OPUS\\_GET\\_SIGNAL](#)

## Parameters

in	x	opus_int32: Allowed values: <a href="#">OPUS_AUTO</a> (default) <a href="#">OPUS_SIGNAL_VOICE</a> Bias thresholds towards choosing LPC or Hybrid modes. <a href="#">OPUS_SIGNAL_MUSIC</a> Bias thresholds towards choosing MDCT modes.
----	---	---

4.6.2.27 `#define OPUS_SET_VBR( x )`

Enables or disables variable bitrate (VBR) in the encoder.

The configured bitrate may not be met exactly because frames must be an integer number of bytes in length.

Warning

Only the MDCT mode of Opus can provide hard CBR behavior.

See also

[OPUS\\_GET\\_VBR](#)

[OPUS\\_SET\\_VBR\\_CONSTRAINT](#)

## Parameters

in	x	opus_int32: Allowed values: <b>0</b> Hard CBR. For LPC/hybrid modes at very low bit-rate, this can cause noticeable quality degradation. <b>1</b> VBR (default). The exact type of VBR is controlled by <a href="#">OPUS_SET_VBR_CONSTRAINT</a> .
----	---	---

4.6.2.28 `#define OPUS_SET_VBR_CONSTRAINT( x )`

Enables or disables constrained VBR in the encoder.

This setting is ignored when the encoder is in CBR mode.

**Warning**

Only the MDCT mode of Opus currently heeds the constraint. Speech mode ignores it completely, hybrid mode may fail to obey it if the LPC layer uses more bitrate than the constraint would have permitted.

**See also**

[OPUS\\_GET\\_VBR\\_CONSTRAINT](#)  
[OPUS\\_SET\\_VBR](#)

**Parameters**

in	x	opus_int32: Allowed values: <b>0</b> Unconstrained VBR. <b>1</b> Constrained VBR (default). This creates a maximum of one frame of buffering delay assuming a transport with a serialization speed of the nominal bitrate.
----	---	--

## 4.7 Generic CTLs

These macros are used with the `opus_decoder_ctl` and `opus_encoder_ctl` calls to generate a particular request.

### Macros

- `#define OPUS_RESET_STATE`  
*Resets the codec state to be equivalent to a freshly initialized state.*
- `#define OPUS_GET_FINAL_RANGE(x)`  
*Gets the final state of the codec's entropy coder.*
- `#define OPUS_GET_PITCH(x)`  
*Gets the pitch of the last decoded frame, if available.*
- `#define OPUS_GET_BANDWIDTH(x)`  
*Gets the encoder's configured bandpass or the decoder's last bandpass.*

### 4.7.1 Detailed Description

These macros are used with the `opus_decoder_ctl` and `opus_encoder_ctl` calls to generate a particular request. When called on an `OpusDecoder` they apply to that particular decoder instance. When called on an `OpusEncoder` they apply to the corresponding setting on that encoder instance, if present.

Some usage examples:

```
int ret;
opus_int32 pitch;
ret = opus_decoder_ctl(dec_ctx, OPUS_GET_PITCH
(&pitch));
if (ret == OPUS_OK) return ret;

opus_encoder_ctl(enc_ctx, OPUS_RESET_STATE)
;
opus_decoder_ctl(dec_ctx, OPUS_RESET_STATE)
;

opus_int32 enc_bw, dec_bw;
opus_encoder_ctl(enc_ctx, OPUS_GET_BANDWIDTH
(&enc_bw));
opus_decoder_ctl(dec_ctx, OPUS_GET_BANDWIDTH
(&dec_bw));
if (enc_bw != dec_bw) {
    printf("packet bandwidth mismatch!\n");
}
```

### See also

[Opus Encoder](#), [opus\\_decoder\\_ctl](#), [opus\\_encoder\\_ctl](#), [Decoder related CTLs](#), [Encoder related CTLs](#)

### 4.7.2 Macro Definition Documentation

#### 4.7.2.1 `#define OPUS_GET_BANDWIDTH( x )`

Gets the encoder's configured bandpass or the decoder's last bandpass.

See also

[OPUS\\_SET\\_BANDWIDTH](#)

#### Parameters

out	x	opus_int32 *: Returns one of the following values: <a href="#">OPUS_AUTO</a> (default) <a href="#">OPUS_BANDWIDTH_NARROWBAND</a> 4 kHz passband <a href="#">OPUS_BANDWIDTH_MEDIUMBAND</a> 6 kHz passband <a href="#">OPUS_BANDWIDTH_WIDEBAND</a> 8 kHz passband <a href="#">OPUS_BANDWIDTH_SUPERWIDEBAND</a> 12 kHz passband <a href="#">OPUS_BANDWIDTH_FULLBAND</a> 20 kHz passband
-----	---	--

#### 4.7.2.2 #define OPUS\_GET\_FINAL\_RANGE( x )

Gets the final state of the codec's entropy coder.

This is used for testing purposes, The encoder and decoder state should be identical after coding a payload (assuming no data corruption or software bugs)

#### Parameters

out	x	opus_uint32 *: Entropy coder state
-----	---	------------------------------------

#### 4.7.2.3 #define OPUS\_GET\_PITCH( x )

Gets the pitch of the last decoded frame, if available.

This can be used for any post-processing algorithm requiring the use of pitch, e.g. time stretching/shortening. If the last frame was not voiced, or if the pitch was not coded in the frame, then zero is returned.

This CTL is only implemented for decoder instances.

#### Parameters

out	x	opus_int32 *: pitch period at 48 kHz (or 0 if not available)
-----	---	--

#### 4.7.2.4 #define OPUS\_RESET\_STATE

Resets the codec state to be equivalent to a freshly initialized state.

This should be called when switching streams in order to prevent the back to back decoding from giving different results from one at a time decoding.

## 4.8 Decoder related CTLs

### Macros

- `#define OPUS_SET_GAIN(x)`  
*Configures decoder gain adjustment.*
- `#define OPUS_GET_GAIN(x)`  
*Gets the decoder's configured gain adjustment.*

### 4.8.1 Detailed Description

#### See also

[Generic CTLs](#), [Encoder related CTLs](#), [Opus Decoder](#)

### 4.8.2 Macro Definition Documentation

#### 4.8.2.1 `#define OPUS_GET_GAIN( x )`

Gets the decoder's configured gain adjustment.

#### See also

[OPUS\\_SET\\_GAIN](#)

#### Parameters

out	x	opus_int32 *: Amount to scale PCM signal by in Q8 dB units.
-----	---	---

#### 4.8.2.2 `#define OPUS_SET_GAIN( x )`

Configures decoder gain adjustment.

Scales the decoded output by a factor specified in Q8 dB units. This has a maximum range of -32768 to 32767 inclusive, and returns `OPUS_BAD_ARG` otherwise. The default is zero indicating no adjustment. This setting survives decoder reset.

$gain = pow(10, x/(20.0*256))$

#### Parameters

in	x	opus_int32: Amount to scale PCM signal by in Q8 dB units.
----	---	---

## 4.9 Opus library information functions

### Functions

- const char \* [opus\\_strerror](#) (int error)  
*Converts an opus error code into a human readable string.*
- const char \* [opus\\_get\\_version\\_string](#) (void)  
*Gets the libopus version string.*

### 4.9.1 Detailed Description

### 4.9.2 Function Documentation

#### 4.9.2.1 const char\* opus\_get\_version\_string ( void )

Gets the libopus version string.

#### Returns

Version string

#### 4.9.2.2 const char\* opus\_strerror ( int error )

Converts an opus error code into a human readable string.

#### Parameters

in	<i>error</i>	int: Error number
----	--------------	-------------------

#### Returns

Error string

## 4.10 Multistream specific encoder and decoder CTLs

These are convenience macros that are specific to the [opus\\_multistream\\_encoder\\_ctl\(\)](#) and [opus\\_multistream\\_decoder\\_ctl\(\)](#) interface.

### Macros

- `#define OPUS_MULTISTREAM_GET_ENCODER_STATE(x, y)`  
*Gets the encoder state for an individual stream of a multistream encoder.*
- `#define OPUS_MULTISTREAM_GET_DECODER_STATE(x, y)`  
*Gets the decoder state for an individual stream of a multistream decoder.*

### 4.10.1 Detailed Description

These are convenience macros that are specific to the [opus\\_multistream\\_encoder\\_ctl\(\)](#) and [opus\\_multistream\\_decoder\\_ctl\(\)](#) interface. The CTLs from [Generic CTLs](#), [Encoder related CTLs](#), and [Decoder related CTLs](#) may be applied to a multistream encoder or decoder as well. In addition, you may retrieve the encoder or decoder state for an specific stream via [OPUS\\_MULTISTREAM\\_GET\\_ENCODER\\_STATE](#) or [OPUS\\_MULTISTREAM\\_GET\\_DECODER\\_STATE](#) and apply CTLs to it individually.

### 4.10.2 Macro Definition Documentation

#### 4.10.2.1 `#define OPUS_MULTISTREAM_GET_DECODER_STATE( x, y )`

Gets the decoder state for an individual stream of a multistream decoder.

#### Parameters

in	x	opus_int32: The index of the stream whose decoder you wish to retrieve. This must be non-negative and less than the <code>streams</code> parameter used to initialize the decoder.
out	y	OpusDecoder**: Returns a pointer to the given decoder state.

#### Return values

<code>OPUS_BAD_ARG</code>	The index of the requested stream was out of range.
---------------------------	---

#### 4.10.2.2 `#define OPUS_MULTISTREAM_GET_ENCODER_STATE( x, y )`

Gets the encoder state for an individual stream of a multistream encoder.

#### Parameters

in	x	opus_int32: The index of the stream whose encoder you wish to retrieve. This must be non-negative and less than the <code>streams</code> parameter used to initialize the encoder.
out	y	OpusEncoder**: Returns a pointer to the given encoder state.

## Return values

<i>OPUS_BAD_ARG</i>	The index of the requested stream was out of range.
---------------------	---

## 4.11 Opus Multistream API

The multistream API allows individual Opus streams to be combined into a single packet, enabling support for up to 255 channels.

### Typedefs

- typedef struct [OpusMSEncoder](#) [OpusMSEncoder](#)  
*Opus multistream encoder state.*
- typedef struct [OpusMSDecoder](#) [OpusMSDecoder](#)  
*Opus multistream decoder state.*

### Multistream encoder functions

- [opus\\_int32 opus\\_multistream\\_encoder\\_get\\_size](#) (int streams, int coupled\_streams)  
*Gets the size of an OpusMSEncoder structure.*
- [OpusMSEncoder \\* opus\\_multistream\\_encoder\\_create](#) ([opus\\_int32](#) Fs, int channels, int streams, int coupled\_streams, const unsigned char \*mapping, int application, int \*error)  
*Allocates and initializes a multistream encoder state.*
- int [opus\\_multistream\\_encoder\\_init](#) ([OpusMSEncoder](#) \*st, [opus\\_int32](#) Fs, int channels, int streams, int coupled\_streams, const unsigned char \*mapping, int application)  
*Initialize a previously allocated multistream encoder state.*
- int [opus\\_multistream\\_encode](#) ([OpusMSEncoder](#) \*st, const [opus\\_int16](#) \*pcm, int frame\_size, unsigned char \*data, [opus\\_int32](#) max\_data\_bytes)  
*Encodes a multistream Opus frame.*
- int [opus\\_multistream\\_encode\\_float](#) ([OpusMSEncoder](#) \*st, const float \*pcm, int frame\_size, unsigned char \*data, [opus\\_int32](#) max\_data\_bytes)  
*Encodes a multistream Opus frame from floating point input.*
- void [opus\\_multistream\\_encoder\\_destroy](#) ([OpusMSEncoder](#) \*st)  
*Frees an OpusMSEncoder allocated by opus\_multistream\_encoder\_create().*
- int [opus\\_multistream\\_encoder\\_ctl](#) ([OpusMSEncoder](#) \*st, int request,...)  
*Perform a CTL function on a multistream Opus encoder.*

### Multistream decoder functions

- [opus\\_int32 opus\\_multistream\\_decoder\\_get\\_size](#) (int streams, int coupled\_streams)  
*Gets the size of an OpusMSDecoder structure.*
- [OpusMSDecoder \\* opus\\_multistream\\_decoder\\_create](#) ([opus\\_int32](#) Fs, int channels, int streams, int coupled\_streams, const unsigned char \*mapping, int \*error)  
*Allocates and initializes a multistream decoder state.*
- int [opus\\_multistream\\_decoder\\_init](#) ([OpusMSDecoder](#) \*st, [opus\\_int32](#) Fs, int channels, int streams, int coupled\_streams, const unsigned char \*mapping)  
*Initialize a previously allocated decoder state object.*
- int [opus\\_multistream\\_decode](#) ([OpusMSDecoder](#) \*st, const unsigned char \*data, [opus\\_int32](#) len, [opus\\_int16](#) \*pcm, int frame\_size, int decode\_fec)  
*Decode a multistream Opus packet.*
- int [opus\\_multistream\\_decode\\_float](#) ([OpusMSDecoder](#) \*st, const unsigned char \*data, [opus\\_int32](#) len, float \*pcm, int frame\_size, int decode\_fec)

*Decode a multistream Opus packet with floating point output.*

- int `opus_multistream_decoder_ctl` (`OpusMSDecoder *st`, int request,...)

*Perform a CTL function on a multistream Opus decoder.*

- void `opus_multistream_decoder_destroy` (`OpusMSDecoder *st`)

*Frees an `OpusMSDecoder` allocated by `opus_multistream_decoder_create()`.*

### 4.11.1 Detailed Description

The multistream API allows individual Opus streams to be combined into a single packet, enabling support for up to 255 channels. Unlike an elementary Opus stream, the encoder and decoder must negotiate the channel configuration before the decoder can successfully interpret the data in the packets produced by the encoder. Some basic information, such as packet duration, can be computed without any special negotiation.

The format for multistream Opus packets is defined in the [Ogg encapsulation specification](#) and is based on the self-delimited Opus framing described in Appendix B of [RFC 6716](#). Normal Opus packets are just a degenerate case of multistream Opus packets, and can be encoded or decoded with the multistream API by setting `streams` to 1 when initializing the encoder or decoder.

Multistream Opus streams can contain up to 255 elementary Opus streams. These may be either "uncoupled" or "coupled", indicating that the decoder is configured to decode them to either 1 or 2 channels, respectively. The streams are ordered so that all coupled streams appear at the beginning.

A `mapping` table defines which decoded channel `i` should be used for each input/output (I/O) channel `j`. This table is typically provided as an unsigned char array. Let `i = mapping[j]` be the index for I/O channel `j`. If `i < 2*coupled_streams`, then I/O channel `j` is encoded as the left channel of stream  $(i/2)$  if `i` is even, or as the right channel of stream  $(i/2)$  if `i` is odd. Otherwise, I/O channel `j` is encoded as mono in stream  $(i - coupled\_streams)$ , unless it has the special value 255, in which case it is omitted from the encoding entirely (the decoder will reproduce it as silence). Each value `i` must either be the special value 255 or be less than `streams + coupled_streams`.

The output channels specified by the encoder should use the [Vorbis channel ordering](#). A decoder may wish to apply an additional permutation to the mapping the encoder used to achieve a different output channel order (e.g. for outputting in WAV order).

Each multistream packet contains an Opus packet for each stream, and all of the Opus packets in a single multistream packet must have the same duration. Therefore the duration of a multistream packet can be extracted from the TOC sequence of the first stream, which is located at the beginning of the packet, just like an elementary Opus stream:

```
int nb_samples;
int nb_frames;
nb_frames = opus_packet_get_nb_frames(data, len);
if (nb_frames < 1)
    return nb_frames;
nb_samples = opus_packet_get_samples_per_frame
    (data, 48000) * nb_frames;
```

The general encoding and decoding process proceeds exactly the same as in the normal [Opus Encoder](#) and [Opus Decoder](#) APIs. See their documentation for an overview of how to use the corresponding multistream functions.

### 4.11.2 Typedef Documentation

#### 4.11.2.1 typedef struct OpusMSDecoder OpusMSDecoder

Opus multistream decoder state.

This contains the complete state of a multistream Opus decoder. It is position independent and can be freely copied.

See also

[opus\\_multistream\\_decoder\\_create](#)  
[opus\\_multistream\\_decoder\\_init](#)

#### 4.11.2.2 typedef struct OpusMSEncoder OpusMSEncoder

Opus multistream encoder state.

This contains the complete state of a multistream Opus encoder. It is position independent and can be freely copied.

See also

[opus\\_multistream\\_encoder\\_create](#)  
[opus\\_multistream\\_encoder\\_init](#)

### 4.11.3 Function Documentation

4.11.3.1 `int opus_multistream_decode ( OpusMSDecoder * st, const unsigned char * data, opus_int32 len, opus_int16 * pcm, int frame_size, int decode_fec )`

Decode a multistream Opus packet.

Parameters

	<i>st</i>	OpusMSDecoder*: Multistream decoder state.
in	<i>data</i>	const unsigned char*: Input payload. Use a NULL pointer to indicate packet loss.
	<i>len</i>	opus_int32: Number of bytes in payload.
out	<i>pcm</i>	opus_int16*: Output signal, with interleaved samples. This must contain room for <i>frame_size</i> * <i>channels</i> samples.
	<i>frame_size</i>	int: The number of samples per channel of available space in <i>pcm</i> . If this is less than the maximum packet duration (120 ms; 5760 for 48kHz), this function will not be capable of decoding some packets. In the case of PLC ( <i>data</i> ==NULL) or FEC ( <i>decode_fec</i> =1), then <i>frame_size</i> needs to be exactly the duration of audio that is missing, otherwise the decoder will not be in the optimal state to decode the next incoming packet. For the PLC and FEC cases, <i>frame_size</i> <b>must</b> be a multiple of 2.5 ms.
	<i>decode_fec</i>	int: Flag (0 or 1) to request that any in-band forward error correction data be decoded. If no such data is available, the frame is decoded as if it were lost.

Returns

Number of samples decoded on success or a negative error code (see [Error codes](#)) on failure.

4.11.3.2 `int opus_multistream_decode_float ( OpusMSDecoder * st, const unsigned char * data, opus_int32 len, float * pcm, int frame_size, int decode_fec )`

Decode a multistream Opus packet with floating point output.

## Parameters

	<i>st</i>	OpusMSDecoder*: Multistream decoder state.
in	<i>data</i>	const unsigned char*: Input payload. Use a NULL pointer to indicate packet loss.
	<i>len</i>	opus_int32: Number of bytes in payload.
out	<i>pcm</i>	opus_int16*: Output signal, with interleaved samples. This must contain room for <i>frame_size</i> * <i>channels</i> samples.
	<i>frame_size</i>	int: The number of samples per channel of available space in <i>pcm</i> . If this is less than the maximum packet duration (120 ms; 5760 for 48kHz), this function will not be capable of decoding some packets. In the case of PLC ( <i>data</i> ==NULL) or FEC ( <i>decode_fec</i> =1), then <i>frame_size</i> needs to be exactly the duration of audio that is missing, otherwise the decoder will not be in the optimal state to decode the next incoming packet. For the PLC and FEC cases, <i>frame_size</i> <b>must</b> be a multiple of 2.5 ms.
	<i>decode_fec</i>	int: Flag (0 or 1) to request that any in-band forward error correction data be decoded. If no such data is available, the frame is decoded as if it were lost.

## Returns

Number of samples decoded on success or a negative error code (see [Error codes](#)) on failure.

#### 4.11.3.3 OpusMSDecoder\* opus\_multistream\_decoder\_create ( opus\_int32 *Fs*, int *channels*, int *streams*, int *coupled\_streams*, const unsigned char \* *mapping*, int \* *error* )

Allocates and initializes a multistream decoder state.

Call [opus\\_multistream\\_decoder\\_destroy\(\)](#) to release this object when finished.

## Parameters

	<i>Fs</i>	opus_int32: Sampling rate to decode at (in Hz). This must be one of 8000, 12000, 16000, 24000, or 48000.
	<i>channels</i>	int: Number of channels to output. This must be at most 255. It may be different from the number of coded channels ( <i>streams</i> + <i>coupled_streams</i> ).
	<i>streams</i>	int: The total number of streams coded in the input. This must be no more than 255.
	<i>coupled_streams</i>	int: Number of streams to decode as coupled (2 channel) streams. This must be no larger than the total number of streams. Additionally, The total number of coded channels ( <i>streams</i> + <i>coupled_streams</i> ) must be no more than 255.
in	<i>mapping</i>	const unsigned char[ <i>channels</i> ]: Mapping from coded channels to output channels, as described in <a href="#">Opus Multistream API</a> .
out	<i>error</i>	int *: Returns <a href="#">OPUS_OK</a> on success, or an error code (see <a href="#">Error codes</a> ) on failure.

#### 4.11.3.4 int opus\_multistream\_decoder\_ctl ( OpusMSDecoder \* *st*, int *request*, ... )

Perform a CTL function on a multistream Opus decoder.

Generally the request and subsequent arguments are generated by a convenience macro.

## Parameters

<i>st</i>	OpusMSDecoder*: Multistream decoder state.
<i>request</i>	This and all remaining parameters should be replaced by one of the convenience macros in <a href="#">Generic CTLs</a> , <a href="#">Decoder related CTLs</a> , or <a href="#">Multistream specific encoder and decoder CTLs</a> .

## See also

[Generic CTLs](#)  
[Decoder related CTLs](#)  
[Multistream specific encoder and decoder CTLs](#)

## 4.11.3.5 void opus\_multistream\_decoder\_destroy ( OpusMSDecoder \* st )

Frees an OpusMSDecoder allocated by [opus\\_multistream\\_decoder\\_create\(\)](#).

## Parameters

<i>st</i>	OpusMSDecoder: Multistream decoder state to be freed.
-----------	---

## 4.11.3.6 opus\_int32 opus\_multistream\_decoder\_get\_size ( int streams, int coupled\_streams )

Gets the size of an OpusMSDecoder structure.

## Parameters

<i>streams</i>	int: The total number of streams coded in the input. This must be no more than 255.
<i>coupled_streams</i>	int: Number streams to decode as coupled (2 channel) streams. This must be no larger than the total number of streams. Additionally, The total number of coded channels ( <i>streams</i> + <i>coupled_streams</i> ) must be no more than 255.

## Returns

The size in bytes on success, or a negative error code (see [Error codes](#)) on error.

## 4.11.3.7 int opus\_multistream\_decoder\_init ( OpusMSDecoder \* st, opus\_int32 Fs, int channels, int streams, int coupled\_streams, const unsigned char \* mapping )

Initialize a previously allocated decoder state object.

The memory pointed to by *st* must be at least the size returned by [opus\\_multistream\\_encoder\\_get\\_size\(\)](#). This is intended for applications which use their own allocator instead of malloc. To reset a previously initialized state, use the [OPUS\\_RESET\\_STATE](#) CTL.

## See also

[opus\\_multistream\\_decoder\\_create](#)  
[opus\\_multistream\\_decoder\\_get\\_size](#)

## Parameters

	<i>st</i>	OpusMSEncoder*: Multistream encoder state to initialize.
	<i>Fs</i>	opus_int32: Sampling rate to decode at (in Hz). This must be one of 8000, 12000, 16000, 24000, or 48000.
	<i>channels</i>	int: Number of channels to output. This must be at most 255. It may be different from the number of coded channels ( <i>streams</i> + <i>coupled_streams</i> ).
	<i>streams</i>	int: The total number of streams coded in the input. This must be no more than 255.
	<i>coupled_streams</i>	int: Number of streams to decode as coupled (2 channel) streams. This must be no larger than the total number of streams. Additionally, The total number of coded channels ( <i>streams</i> + <i>coupled_streams</i> ) must be no more than 255.
in	<i>mapping</i>	const unsigned char[channels]: Mapping from coded channels to output channels, as described in <a href="#">Opus Multistream API</a> .

## Returns

OPUS\_OK on success, or an error code (see [Error codes](#)) on failure.

4.11.3.8 int opus\_multistream\_encode ( OpusMSEncoder \* *st*, const opus\_int16 \* *pcm*, int *frame\_size*, unsigned char \* *data*, opus\_int32 *max\_data\_bytes* )

Encodes a multistream Opus frame.

## Parameters

	<i>st</i>	OpusMSEncoder*: Multistream encoder state.
in	<i>pcm</i>	const opus_int16*: The input signal as interleaved samples. This must contain <i>frame_size</i> * <i>channels</i> samples.
	<i>frame_size</i>	int: Number of samples per channel in the input signal. This must be an Opus frame size for the encoder's sampling rate. For example, at 48 kHz the permitted values are 120, 240, 480, 960, 1920, and 2880. Passing in a duration of less than 10 ms (480 samples at 48 kHz) will prevent the encoder from using the LPC or hybrid modes.
out	<i>data</i>	unsigned char*: Output payload. This must contain storage for at least <i>max_data_bytes</i> .
in	<i>max_data_bytes</i>	opus_int32: Size of the allocated memory for the output payload. This may be used to impose an upper limit on the instant bitrate, but should not be used as the only bitrate control. Use <a href="#">OPUS_SET_BITRATE</a> to control the bitrate.

## Returns

The length of the encoded packet (in bytes) on success or a negative error code (see [Error codes](#)) on failure.

4.11.3.9 int opus\_multistream\_encode\_float ( OpusMSEncoder \* *st*, const float \* *pcm*, int *frame\_size*, unsigned char \* *data*, opus\_int32 *max\_data\_bytes* )

Encodes a multistream Opus frame from floating point input.

## Parameters

	<i>st</i>	OpusMSEncoder*: Multistream encoder state.
in	<i>pcm</i>	const float*: The input signal as interleaved samples with a normal range of +/-1.0. Samples with a range beyond +/-1.0 are supported but will be clipped by decoders using the integer API and should only be used if it is known that the far end supports extended dynamic range. This must contain <code>frame_size*channels</code> samples.
	<i>frame_size</i>	int: Number of samples per channel in the input signal. This must be an Opus frame size for the encoder's sampling rate. For example, at 48 kHz the permitted values are 120, 240, 480, 960, 1920, and 2880. Passing in a duration of less than 10 ms (480 samples at 48 kHz) will prevent the encoder from using the LPC or hybrid modes.
out	<i>data</i>	unsigned char*: Output payload. This must contain storage for at least <code>max_data_bytes</code> .
in	<i>max_data_bytes</i>	opus_int32: Size of the allocated memory for the output payload. This may be used to impose an upper limit on the instant bitrate, but should not be used as the only bitrate control. Use <a href="#">OPUS_SET_BITRATE</a> to control the bitrate.

## Returns

The length of the encoded packet (in bytes) on success or a negative error code (see [Error codes](#)) on failure.

#### 4.11.3.10 OpusMSEncoder\* opus\_multistream\_encoder\_create ( opus\_int32 Fs, int channels, int streams, int coupled\_streams, const unsigned char \* mapping, int application, int \* error )

Allocates and initializes a multistream encoder state.

Call [opus\\_multistream\\_encoder\\_destroy\(\)](#) to release this object when finished.

## Parameters

	<i>Fs</i>	opus_int32: Sampling rate of the input signal (in Hz). This must be one of 8000, 12000, 16000, 24000, or 48000.
	<i>channels</i>	int: Number of channels in the input signal. This must be at most 255. It may be greater than the number of coded channels ( <code>streams + coupled_streams</code> ).
	<i>streams</i>	int: The total number of streams to encode from the input. This must be no more than the number of channels.
	<i>coupled_streams</i>	int: Number of coupled (2 channel) streams to encode. This must be no larger than the total number of streams. Additionally, The total number of encoded channels ( <code>streams + coupled_streams</code> ) must be no more than the number of input channels.
in	<i>mapping</i>	const unsigned char[channels]: Mapping from encoded channels to input channels, as described in <a href="#">Opus Multistream API</a> . As an extra constraint, the multistream encoder does not allow encoding coupled streams for which one channel is unused since this is never a good idea.
	<i>application</i>	int: The target encoder application. This must be one of the following: <a href="#">OPUS_APPLICATION_VOIP</a> Process signal for improved speech intelligibility. <a href="#">OPUS_APPLICATION_AUDIO</a> Favor faithfulness to the original input. <a href="#">OPUS_APPLICATION_RESTRICTED_LOWDELAY</a> Configure the minimum possible coding delay by disabling certain modes of operation.
out	<i>error</i>	int *: Returns <a href="#">OPUS_OK</a> on success, or an error code (see <a href="#">Error codes</a> ) on failure.

#### 4.11.3.11 `int opus_multistream_encoder_ctl ( OpusMSEncoder * st, int request, ... )`

Perform a CTL function on a multistream Opus encoder.

Generally the request and subsequent arguments are generated by a convenience macro.

##### Parameters

<i>st</i>	OpusMSEncoder*: Multistream encoder state.
<i>request</i>	This and all remaining parameters should be replaced by one of the convenience macros in <a href="#">Generic CTLs</a> , <a href="#">Encoder related CTLs</a> , or <a href="#">Multistream specific encoder and decoder CTLs</a> .

##### See also

[Generic CTLs](#)

[Encoder related CTLs](#)

[Multistream specific encoder and decoder CTLs](#)

#### 4.11.3.12 `void opus_multistream_encoder_destroy ( OpusMSEncoder * st )`

Frees an OpusMSEncoder allocated by [opus\\_multistream\\_encoder\\_create\(\)](#).

##### Parameters

<i>st</i>	OpusMSEncoder*: Multistream encoder state to be freed.
-----------	--

#### 4.11.3.13 `opus_int32 opus_multistream_encoder_get_size ( int streams, int coupled_streams )`

Gets the size of an OpusMSEncoder structure.

##### Parameters

<i>streams</i>	int: The total number of streams to encode from the input. This must be no more than 255.
<i>coupled_streams</i>	int: Number of coupled (2 channel) streams to encode. This must be no larger than the total number of streams. Additionally, The total number of encoded channels ( <i>streams</i> + <i>coupled_streams</i> ) must be no more than 255.

##### Returns

The size in bytes on success, or a negative error code (see [Error codes](#)) on error.

#### 4.11.3.14 `int opus_multistream_encoder_init ( OpusMSEncoder * st, opus_int32 Fs, int channels, int streams, int coupled_streams, const unsigned char * mapping, int application )`

Initialize a previously allocated multistream encoder state.

The memory pointed to by *st* must be at least the size returned by [opus\\_multistream\\_encoder\\_get\\_size\(\)](#). This is intended for applications which use their own allocator instead of malloc. To reset a previously initialized state, use the [OPUS\\_RESET\\_STATE](#) CTL.

## See also

[opus\\_multistream\\_encoder\\_create](#)  
[opus\\_multistream\\_encoder\\_get\\_size](#)

## Parameters

	<i>st</i>	OpusMSEncoder*: Multistream encoder state to initialize.
	<i>Fs</i>	opus_int32: Sampling rate of the input signal (in Hz). This must be one of 8000, 12000, 16000, 24000, or 48000.
	<i>channels</i>	int: Number of channels in the input signal. This must be at most 255. It may be greater than the number of coded channels ( <code>streams + coupled_streams</code> ).
	<i>streams</i>	int: The total number of streams to encode from the input. This must be no more than the number of channels.
	<i>coupled_streams</i>	int: Number of coupled (2 channel) streams to encode. This must be no larger than the total number of streams. Additionally, The total number of encoded channels ( <code>streams + coupled_streams</code> ) must be no more than the number of input channels.
in	<i>mapping</i>	const unsigned char[channels]: Mapping from encoded channels to input channels, as described in <a href="#">Opus Multistream API</a> . As an extra constraint, the multistream encoder does not allow encoding coupled streams for which one channel is unused since this is never a good idea.
	<i>application</i>	int: The target encoder application. This must be one of the following: <b>OPUS_APPLICATION_VOIP</b> Process signal for improved speech intelligibility. <b>OPUS_APPLICATION_AUDIO</b> Favor faithfulness to the original input. <b>OPUS_APPLICATION_RESTRICTED_LOWDELAY</b> Configure the minimum possible coding delay by disabling certain modes of operation.

## Returns

[OPUS\\_OK](#) on success, or an error code (see [Error codes](#)) on failure.

## 4.12 Opus Custom

Opus Custom is an optional part of the Opus specification and reference implementation which uses a distinct API from the regular API and supports frame sizes that are not normally supported. Use of Opus Custom is discouraged for all but very special applications for which a frame size different from 2.5, 5, 10, or 20 ms is needed (for either complexity or latency reasons) and where interoperability is less important.

### Typedefs

- typedef struct [OpusCustomEncoder](#) [OpusCustomEncoder](#)  
*Contains the state of an encoder.*
- typedef struct [OpusCustomDecoder](#) [OpusCustomDecoder](#)  
*State of the decoder.*
- typedef struct [OpusCustomMode](#) [OpusCustomMode](#)  
*The mode contains all the information necessary to create an encoder.*

### Functions

- [OpusCustomMode](#) \* [opus\\_custom\\_mode\\_create](#) ([opus\\_int32](#) Fs, int frame\_size, int \*error)  
*Creates a new mode struct.*
- void [opus\\_custom\\_mode\\_destroy](#) ([OpusCustomMode](#) \*mode)  
*Destroys a mode struct.*
- int [opus\\_custom\\_encoder\\_get\\_size](#) (const [OpusCustomMode](#) \*mode, int channels)  
*Gets the size of an OpusCustomEncoder structure.*
- [OpusCustomEncoder](#) \* [opus\\_custom\\_encoder\\_create](#) (const [OpusCustomMode](#) \*mode, int channels, int \*error)  
*Creates a new encoder state.*
- int [opus\\_custom\\_encoder\\_init](#) ([OpusCustomEncoder](#) \*st, const [OpusCustomMode](#) \*mode, int channels)  
*Initializes a previously allocated encoder state The memory pointed to by st must be the size returned by opus\_custom\_encoder\_get\_size.*
- void [opus\\_custom\\_encoder\\_destroy](#) ([OpusCustomEncoder](#) \*st)  
*Destroys a an encoder state.*
- int [opus\\_custom\\_encode\\_float](#) ([OpusCustomEncoder](#) \*st, const float \*pcm, int frame\_size, unsigned char \*compressed, int maxCompressedBytes)  
*Encodes a frame of audio.*
- int [opus\\_custom\\_encode](#) ([OpusCustomEncoder](#) \*st, const [opus\\_int16](#) \*pcm, int frame\_size, unsigned char \*compressed, int maxCompressedBytes)  
*Encodes a frame of audio.*
- int [opus\\_custom\\_encoder\\_ctl](#) ([OpusCustomEncoder](#) \*OPUS\_RESTRICT st, int request,...)  
*Perform a CTL function on an Opus custom encoder.*
- int [opus\\_custom\\_decoder\\_get\\_size](#) (const [OpusCustomMode](#) \*mode, int channels)  
*Gets the size of an OpusCustomDecoder structure.*
- [OpusCustomDecoder](#) \* [opus\\_custom\\_decoder\\_create](#) (const [OpusCustomMode](#) \*mode, int channels, int \*error)  
*Creates a new decoder state.*
- int [opus\\_custom\\_decoder\\_init](#) ([OpusCustomDecoder](#) \*st, const [OpusCustomMode](#) \*mode, int channels)  
*Initializes a previously allocated decoder state The memory pointed to by st must be the size returned by opus\_custom\_decoder\_get\_size.*

- void [opus\\_custom\\_decoder\\_destroy](#) ([OpusCustomDecoder](#) \*st)  
*Destroys a an decoder state.*
- int [opus\\_custom\\_decode\\_float](#) ([OpusCustomDecoder](#) \*st, const unsigned char \*data, int len, float \*pcm, int frame\_size)  
*Decode an opus custom frame with floating point output.*
- int [opus\\_custom\\_decode](#) ([OpusCustomDecoder](#) \*st, const unsigned char \*data, int len, [opus\\_int16](#) \*pcm, int frame\_size)  
*Decode an opus custom frame.*
- int [opus\\_custom\\_decoder\\_ctl](#) ([OpusCustomDecoder](#) \*OPUS\_RESTRICT st, int request,...)  
*Perform a CTL function on an Opus custom decoder.*

### 4.12.1 Detailed Description

Opus Custom is an optional part of the Opus specification and reference implementation which uses a distinct API from the regular API and supports frame sizes that are not normally supported. Use of Opus Custom is discouraged for all but very special applications for which a frame size different from 2.5, 5, 10, or 20 ms is needed (for either complexity or latency reasons) and where interoperability is less important. In addition to the interoperability limitations the use of Opus custom disables a substantial chunk of the codec and generally lowers the quality available at a given bitrate. Normally when an application needs a different frame size from the codec it should buffer to match the sizes but this adds a small amount of delay which may be important in some very low latency applications. Some transports (especially constant rate RF transports) may also work best with frames of particular durations.

Libopus only supports custom modes if they are enabled at compile time.

The Opus Custom API is similar to the regular API but the [opus\\_encoder\\_create](#) and [opus\\_decoder\\_create](#) calls take an additional mode parameter which is a structure produced by a call to [opus\\_custom\\_mode\\_create](#). Both the encoder and decoder must create a mode using the same sample rate (fs) and frame size (frame\_size) so these parameters must either be signaled out of band or fixed in a particular implementation.

Similar to regular Opus the custom modes support on the fly frame size switching, but the sizes available depend on the particular frame size in use. For some initial frame sizes on a single on the fly size is available.

### 4.12.2 Typedef Documentation

#### 4.12.2.1 typedef struct [OpusCustomDecoder](#) [OpusCustomDecoder](#)

State of the decoder.

One decoder state is needed for each stream. It is initialized once at the beginning of the stream. Do *not* re-initialize the state for every frame. Decoder state

#### 4.12.2.2 typedef struct [OpusCustomEncoder](#) [OpusCustomEncoder](#)

Contains the state of an encoder.

One encoder state is needed for each stream. It is initialized once at the beginning of the stream. Do *not* re-initialize the state for every frame. Encoder state

#### 4.12.2.3 typedef struct [OpusCustomMode](#) [OpusCustomMode](#)

The mode contains all the information necessary to create an encoder.

Both the encoder and decoder need to be initialized with exactly the same mode, otherwise the output will be corrupted.  
Mode configuration

### 4.12.3 Function Documentation

4.12.3.1 `int opus_custom_decode ( OpusCustomDecoder * st, const unsigned char * data, int len, opus_int16 * pcm, int frame_size )`

Decode an opus custom frame.

#### Parameters

in	<i>st</i>	OpusCustomDecoder*: Decoder state
in	<i>data</i>	char*: Input payload. Use a NULL pointer to indicate packet loss
in	<i>len</i>	int: Number of bytes in payload
out	<i>pcm</i>	opus_int16*: Output signal (interleaved if 2 channels). length is frame_size*channels*sizeof(opus_int16)
in	<i>frame_size</i>	Number of samples per channel of available space in *pcm.

#### Returns

Number of decoded samples or [Error codes](#)

4.12.3.2 `int opus_custom_decode_float ( OpusCustomDecoder * st, const unsigned char * data, int len, float * pcm, int frame_size )`

Decode an opus custom frame with floating point output.

#### Parameters

in	<i>st</i>	OpusCustomDecoder*: Decoder state
in	<i>data</i>	char*: Input payload. Use a NULL pointer to indicate packet loss
in	<i>len</i>	int: Number of bytes in payload
out	<i>pcm</i>	float*: Output signal (interleaved if 2 channels). length is frame_size*channels*sizeof(float)
in	<i>frame_size</i>	Number of samples per channel of available space in *pcm.

#### Returns

Number of decoded samples or [Error codes](#)

4.12.3.3 `OpusCustomDecoder* opus_custom_decoder_create ( const OpusCustomMode * mode, int channels, int * error )`

Creates a new decoder state.

Each stream needs its own decoder state (can't be shared across simultaneous streams).

## Parameters

in	<i>mode</i>	OpusCustomMode: Contains all the information about the characteristics of the stream (must be the same characteristics as used for the encoder)
in	<i>channels</i>	int: Number of channels
out	<i>error</i>	int*: Returns an error code

## Returns

Newly created decoder state.

## 4.12.3.4 int opus\_custom\_decoder\_ctl ( OpusCustomDecoder \*OPUS\_RESTRICT st, int request, ... )

Perform a CTL function on an Opus custom decoder.

Generally the request and subsequent arguments are generated by a convenience macro.

## See also

[Generic CTLs](#)

## 4.12.3.5 void opus\_custom\_decoder\_destroy ( OpusCustomDecoder \* st )

Destroys a an decoder state.

## Parameters

in	<i>st</i>	OpusCustomDecoder*: State to be freed.
----	-----------	--

## 4.12.3.6 int opus\_custom\_decoder\_get\_size ( const OpusCustomMode \* mode, int channels )

Gets the size of an OpusCustomDecoder structure.

## Parameters

in	<i>mode</i>	OpusCustomMode *: Mode configuration
in	<i>channels</i>	int: Number of channels

## Returns

size

## 4.12.3.7 int opus\_custom\_decoder\_init ( OpusCustomDecoder \* st, const OpusCustomMode \* mode, int channels )

Initializes a previously allocated decoder state The memory pointed to by st must be the size returned by opus\_custom\_decoder\_get\_size.

This is intended for applications which use their own allocator instead of malloc.

## See also

[opus\\_custom\\_decoder\\_create\(\)](#), [opus\\_custom\\_decoder\\_get\\_size\(\)](#) To reset a previously initialized state use the `OPUS_RESET_STATE` CTL.

## Parameters

in	<i>st</i>	OpusCustomDecoder*: Decoder state
in	<i>mode</i>	OpusCustomMode *: Contains all the information about the characteristics of the stream (must be the same characteristics as used for the encoder)
in	<i>channels</i>	int: Number of channels

## Returns

OPUS\_OK Success or [Error codes](#)

4.12.3.8 int opus\_custom\_encode ( OpusCustomEncoder \* st, const opus\_int16 \* pcm, int frame\_size, unsigned char \* compressed, int maxCompressedBytes )

Encodes a frame of audio.

## Parameters

in	<i>st</i>	OpusCustomEncoder*: Encoder state
in	<i>pcm</i>	opus_int16*: PCM audio in signed 16-bit format (native endian). There must be exactly frame_size samples per channel.
in	<i>frame_size</i>	int: Number of samples per frame of input signal
out	<i>compressed</i>	char *: The compressed data is written here. This may not alias pcm and must be at least maxCompressedBytes long.
in	<i>max-Compressed-Bytes</i>	int: Maximum number of bytes to use for compressing the frame (can change from one frame to another)

## Returns

Number of bytes written to "compressed". If negative, an error has occurred (see error codes). It is IMPORTANT that the length returned be somehow transmitted to the decoder. Otherwise, no decoding is possible.

4.12.3.9 int opus\_custom\_encode\_float ( OpusCustomEncoder \* st, const float \* pcm, int frame\_size, unsigned char \* compressed, int maxCompressedBytes )

Encodes a frame of audio.

## Parameters

in	<i>st</i>	OpusCustomEncoder*: Encoder state
in	<i>pcm</i>	float*: PCM audio in float format, with a normal range of +/-1.0. Samples with a range beyond +/-1.0 are supported but will be clipped by decoders using the integer API and should only be used if it is known that the far end supports extended dynamic range. There must be exactly frame_size samples per channel.
in	<i>frame_size</i>	int: Number of samples per frame of input signal
out	<i>compressed</i>	char *: The compressed data is written here. This may not alias pcm and must be at least maxCompressedBytes long.

in	<i>max-Compressed-Bytes</i>	int: Maximum number of bytes to use for compressing the frame (can change from one frame to another)
----	-----------------------------	--

**Returns**

Number of bytes written to "compressed". If negative, an error has occurred (see error codes). It is IMPORTANT that the length returned be somehow transmitted to the decoder. Otherwise, no decoding is possible.

4.12.3.10 **OpusCustomEncoder\*** `opus_custom_encoder_create ( const OpusCustomMode * mode, int channels, int * error )`

Creates a new encoder state.

Each stream needs its own encoder state (can't be shared across simultaneous streams).

**Parameters**

in	<i>mode</i>	OpusCustomMode*: Contains all the information about the characteristics of the stream (must be the same characteristics as used for the decoder)
in	<i>channels</i>	int: Number of channels
out	<i>error</i>	int*: Returns an error code

**Returns**

Newly created encoder state.

4.12.3.11 `int opus_custom_encoder_ctl ( OpusCustomEncoder *OPUS_RESTRICT st, int request, ... )`

Perform a CTL function on an Opus custom encoder.

Generally the request and subsequent arguments are generated by a convenience macro.

**See also**

[Encoder related CTLs](#)

4.12.3.12 `void opus_custom_encoder_destroy ( OpusCustomEncoder * st )`

Destroys a an encoder state.

**Parameters**

in	<i>st</i>	OpusCustomEncoder*: State to be freed.
----	-----------	--

4.12.3.13 `int opus_custom_encoder_get_size ( const OpusCustomMode * mode, int channels )`

Gets the size of an OpusCustomEncoder structure.

## Parameters

in	<i>mode</i>	OpusCustomMode *: Mode configuration
in	<i>channels</i>	int: Number of channels

## Returns

size

#### 4.12.3.14 int opus\_custom\_encoder\_init ( OpusCustomEncoder \* st, const OpusCustomMode \* mode, int channels )

Initializes a previously allocated encoder state The memory pointed to by st must be the size returned by opus\_custom\_encoder\_get\_size.

This is intended for applications which use their own allocator instead of malloc.

## See also

[opus\\_custom\\_encoder\\_create\(\)](#), [opus\\_custom\\_encoder\\_get\\_size\(\)](#) To reset a previously initialized state use the `OPUS_RESET_STATE` CTL.

## Parameters

in	<i>st</i>	OpusCustomEncoder*: Encoder state
in	<i>mode</i>	OpusCustomMode *: Contains all the information about the characteristics of the stream (must be the same characteristics as used for the decoder)
in	<i>channels</i>	int: Number of channels

## Returns

OPUS\_OK Success or [Error codes](#)

#### 4.12.3.15 OpusCustomMode\* opus\_custom\_mode\_create ( opus\_int32 Fs, int frame\_size, int \* error )

Creates a new mode struct.

This will be passed to an encoder or decoder. The mode MUST NOT BE DESTROYED until the encoders and decoders that use it are destroyed as well.

## Parameters

in	<i>Fs</i>	int: Sampling rate (8000 to 96000 Hz)
in	<i>frame_size</i>	int: Number of samples (per channel) to encode in each packet (64 - 1024, prime factorization must contain zero or more 2s, 3s, or 5s and no other primes)
out	<i>error</i>	int*: Returned error code (if NULL, no error will be returned)

## Returns

A newly created mode

4.12.3.16 void opus\_custom\_mode\_destroy ( OpusCustomMode \* mode )

Destroys a mode struct.

Only call this after all encoders and decoders using this mode are destroyed as well.

Parameters

in	<i>mode</i>	OpusCustomMode*: Mode to be freed.
----	-------------	------------------------------------



# Chapter 5

## File Documentation

### 5.1 opus.h File Reference

Opus reference implementation API.

```
#include "opus_types.h"  
#include "opus_defines.h"
```

#### Typedefs

- typedef struct [OpusEncoder](#) [OpusEncoder](#)  
*Opus encoder state.*
- typedef struct [OpusDecoder](#) [OpusDecoder](#)  
*Opus decoder state.*
- typedef struct [OpusRepacketizer](#) [OpusRepacketizer](#)

#### Functions

- int [opus\\_encoder\\_get\\_size](#) (int channels)  
*Gets the size of an [OpusEncoder](#) structure.*
- [OpusEncoder](#) \* [opus\\_encoder\\_create](#) ([opus\\_int32](#) Fs, int channels, int application, int \*error)  
*Allocates and initializes an encoder state.*
- int [opus\\_encoder\\_init](#) ([OpusEncoder](#) \*st, [opus\\_int32](#) Fs, int channels, int application)  
*Initializes a previously allocated encoder state The memory pointed to by st must be at least the size returned by [opus\\_encoder\\_get\\_size](#)().*
- [opus\\_int32](#) [opus\\_encode](#) ([OpusEncoder](#) \*st, const [opus\\_int16](#) \*pcm, int frame\_size, unsigned char \*data, [opus\\_int32](#) max\_data\_bytes)  
*Encodes an Opus frame.*
- [opus\\_int32](#) [opus\\_encode\\_float](#) ([OpusEncoder](#) \*st, const float \*pcm, int frame\_size, unsigned char \*data, [opus\\_int32](#) max\_data\_bytes)  
*Encodes an Opus frame from floating point input.*
- void [opus\\_encoder\\_destroy](#) ([OpusEncoder](#) \*st)  
*Frees an [OpusEncoder](#) allocated by [opus\\_encoder\\_create](#)().*
- int [opus\\_encoder\\_ctl](#) ([OpusEncoder](#) \*st, int request,...)

- Perform a CTL function on an Opus encoder.*

  - int `opus_decoder_get_size` (int channels)

*Gets the size of an `OpusDecoder` structure.*
- `OpusDecoder * opus_decoder_create` (`opus_int32` Fs, int channels, int \*error)

*Allocates and initializes a decoder state.*
- int `opus_decoder_init` (`OpusDecoder *st`, `opus_int32` Fs, int channels)

*Initializes a previously allocated decoder state.*
- int `opus_decode` (`OpusDecoder *st`, const unsigned char \*data, `opus_int32` len, `opus_int16` \*pcm, int frame\_size, int decode\_fec)

*Decode an Opus packet.*
- int `opus_decode_float` (`OpusDecoder *st`, const unsigned char \*data, `opus_int32` len, float \*pcm, int frame\_size, int decode\_fec)

*Decode an Opus packet with floating point output.*
- int `opus_decoder_ctl` (`OpusDecoder *st`, int request,...)

*Perform a CTL function on an Opus decoder.*
- void `opus_decoder_destroy` (`OpusDecoder *st`)

*Frees an `OpusDecoder` allocated by `opus_decoder_create()`.*
- int `opus_packet_parse` (const unsigned char \*data, `opus_int32` len, unsigned char \*out\_toc, const unsigned char \*frames[48], short size[48], int \*payload\_offset)

*Parse an opus packet into one or more frames.*
- int `opus_packet_get_bandwidth` (const unsigned char \*data)

*Gets the bandwidth of an Opus packet.*
- int `opus_packet_get_samples_per_frame` (const unsigned char \*data, `opus_int32` Fs)

*Gets the number of samples per frame from an Opus packet.*
- int `opus_packet_get_nb_channels` (const unsigned char \*data)

*Gets the number of channels from an Opus packet.*
- int `opus_packet_get_nb_frames` (const unsigned char packet[], `opus_int32` len)

*Gets the number of frames in an Opus packet.*
- int `opus_packet_get_nb_samples` (const unsigned char packet[], `opus_int32` len, `opus_int32` Fs)

*Gets the number of samples of an Opus packet.*
- int `opus_decoder_get_nb_samples` (const `OpusDecoder *dec`, const unsigned char packet[], `opus_int32` len)

*Gets the number of samples of an Opus packet.*
- int `opus_repacketizer_get_size` (void)

*Gets the size of an `OpusRepacketizer` structure.*
- `OpusRepacketizer * opus_repacketizer_init` (`OpusRepacketizer *rp`)

*(Re)initializes a previously allocated repacketizer state.*
- `OpusRepacketizer * opus_repacketizer_create` (void)

*Allocates memory and initializes the new repacketizer with `opus_repacketizer_init()`.*
- void `opus_repacketizer_destroy` (`OpusRepacketizer *rp`)

*Frees an `OpusRepacketizer` allocated by `opus_repacketizer_create()`.*
- int `opus_repacketizer_cat` (`OpusRepacketizer *rp`, const unsigned char \*data, `opus_int32` len)

*Add a packet to the current repacketizer state.*
- `opus_int32 opus_repacketizer_out_range` (`OpusRepacketizer *rp`, int begin, int end, unsigned char \*data, `opus_int32` maxlen)

*Construct a new packet from data previously submitted to the repacketizer state via `opus_repacketizer_cat()`.*
- int `opus_repacketizer_get_nb_frames` (`OpusRepacketizer *rp`)

*Return the total number of frames contained in packet data submitted to the repacketizer state so far via `opus_repacketizer_cat()` since the last call to `opus_repacketizer_init()` or `opus_repacketizer_create()`.*
- `opus_int32 opus_repacketizer_out` (`OpusRepacketizer *rp`, unsigned char \*data, `opus_int32` maxlen)

*Construct a new packet from data previously submitted to the repacketizer state via `opus_repacketizer_cat()`.*

### 5.1.1 Detailed Description

Opus reference implementation API.

## 5.2 opus\_custom.h File Reference

Opus-Custom reference implementation API.

```
#include "opus_defines.h"
```

### Macros

- `#define OPUS_CUSTOM_EXPORT`
- `#define OPUS_CUSTOM_EXPORT_STATIC`

### Typedefs

- typedef struct [OpusCustomEncoder](#) [OpusCustomEncoder](#)  
*Contains the state of an encoder.*
- typedef struct [OpusCustomDecoder](#) [OpusCustomDecoder](#)  
*State of the decoder.*
- typedef struct [OpusCustomMode](#) [OpusCustomMode](#)  
*The mode contains all the information necessary to create an encoder.*

### Functions

- [OpusCustomMode \\* opus\\_custom\\_mode\\_create](#) ([opus\\_int32](#) Fs, int frame\_size, int \*error)  
*Creates a new mode struct.*
- void [opus\\_custom\\_mode\\_destroy](#) ([OpusCustomMode](#) \*mode)  
*Destroys a mode struct.*
- int [opus\\_custom\\_encoder\\_get\\_size](#) (const [OpusCustomMode](#) \*mode, int channels)  
*Gets the size of an OpusCustomEncoder structure.*
- [OpusCustomEncoder \\* opus\\_custom\\_encoder\\_create](#) (const [OpusCustomMode](#) \*mode, int channels, int \*error)  
*Creates a new encoder state.*
- int [opus\\_custom\\_encoder\\_init](#) ([OpusCustomEncoder](#) \*st, const [OpusCustomMode](#) \*mode, int channels)  
*Initializes a previously allocated encoder state The memory pointed to by st must be the size returned by opus\_custom\_encoder\_get\_size.*
- void [opus\\_custom\\_encoder\\_destroy](#) ([OpusCustomEncoder](#) \*st)  
*Destroys a an encoder state.*
- int [opus\\_custom\\_encode\\_float](#) ([OpusCustomEncoder](#) \*st, const float \*pcm, int frame\_size, unsigned char \*compressed, int maxCompressedBytes)  
*Encodes a frame of audio.*
- int [opus\\_custom\\_encode](#) ([OpusCustomEncoder](#) \*st, const [opus\\_int16](#) \*pcm, int frame\_size, unsigned char \*compressed, int maxCompressedBytes)  
*Encodes a frame of audio.*

- int [opus\\_custom\\_encoder\\_ctl](#) ([OpusCustomEncoder](#) \*OPUS\_RESTRICT st, int request,...)  
*Perform a CTL function on an Opus custom encoder.*
- int [opus\\_custom\\_decoder\\_get\\_size](#) (const [OpusCustomMode](#) \*mode, int channels)  
*Gets the size of an OpusCustomDecoder structure.*
- [OpusCustomDecoder](#) \* [opus\\_custom\\_decoder\\_create](#) (const [OpusCustomMode](#) \*mode, int channels, int \*error)  
*Creates a new decoder state.*
- int [opus\\_custom\\_decoder\\_init](#) ([OpusCustomDecoder](#) \*st, const [OpusCustomMode](#) \*mode, int channels)  
*Initializes a previously allocated decoder state The memory pointed to by st must be the size returned by opus\_custom\_decoder\_get\_size.*
- void [opus\\_custom\\_decoder\\_destroy](#) ([OpusCustomDecoder](#) \*st)  
*Destroys a an decoder state.*
- int [opus\\_custom\\_decode\\_float](#) ([OpusCustomDecoder](#) \*st, const unsigned char \*data, int len, float \*pcm, int frame\_size)  
*Decode an opus custom frame with floating point output.*
- int [opus\\_custom\\_decode](#) ([OpusCustomDecoder](#) \*st, const unsigned char \*data, int len, [opus\\_int16](#) \*pcm, int frame\_size)  
*Decode an opus custom frame.*
- int [opus\\_custom\\_decoder\\_ctl](#) ([OpusCustomDecoder](#) \*OPUS\_RESTRICT st, int request,...)  
*Perform a CTL function on an Opus custom decoder.*

## 5.2.1 Detailed Description

Opus-Custom reference implementation API.

## 5.2.2 Macro Definition Documentation

5.2.2.1 `#define OPUS_CUSTOM_EXPORT`

5.2.2.2 `#define OPUS_CUSTOM_EXPORT_STATIC`

## 5.3 opus\_defines.h File Reference

Opus reference implementation constants.

```
#include "opus_types.h"
```

### Macros

- `#define OPUS_OK`  
*No error.*
- `#define OPUS_BAD_ARG`  
*One or more invalid/out of range arguments.*
- `#define OPUS_BUFFER_TOO_SMALL`  
*The mode struct passed is invalid.*
- `#define OPUS_INTERNAL_ERROR`

- *An internal error was detected.*
- #define `OPUS_INVALID_PACKET`
  - *The compressed data passed is corrupted.*
- #define `OPUS_UNIMPLEMENTED`
  - *Invalid/unsupported request number.*
- #define `OPUS_INVALID_STATE`
  - *An encoder or decoder structure is invalid or already freed.*
- #define `OPUS_ALLOC_FAIL`
  - *Memory allocation has failed.*
- #define `OPUS_AUTO`
  - *Auto/default setting.*
- #define `OPUS_BITRATE_MAX`
  - *Maximum bitrate.*
- #define `OPUS_APPLICATION_VOIP`
  - *Best for most VoIP/videoconference applications where listening quality and intelligibility matter most.*
- #define `OPUS_APPLICATION_AUDIO`
  - *Best for broadcast/high-fidelity application where the decoded audio should be as close as possible to the input.*
- #define `OPUS_APPLICATION_RESTRICTED_LOWDELAY`
  - *Only use when lowest-achievable latency is what matters most.*
- #define `OPUS_SIGNAL_VOICE` 3001
  - *Signal being encoded is voice.*
- #define `OPUS_SIGNAL_MUSIC` 3002
  - *Signal being encoded is music.*
- #define `OPUS_BANDWIDTH_NARROWBAND`
  - *4 kHz bandpass*
- #define `OPUS_BANDWIDTH_MEDIUMBAND`
  - *6 kHz bandpass*
- #define `OPUS_BANDWIDTH_WIDEBAND`
  - *8 kHz bandpass*
- #define `OPUS_BANDWIDTH_SUPERWIDEBAND`
  - *12 kHz bandpass*
- #define `OPUS_BANDWIDTH_FULLBAND`
  - *20 kHz bandpass*
- #define `OPUS_SET_COMPLEXITY(x)`
  - *Configures the encoder's computational complexity.*
- #define `OPUS_GET_COMPLEXITY(x)`
  - *Gets the encoder's complexity configuration.*
- #define `OPUS_SET_BITRATE(x)`
  - *Configures the bitrate in the encoder.*
- #define `OPUS_GET_BITRATE(x)`
  - *Gets the encoder's bitrate configuration.*
- #define `OPUS_SET_VBR(x)`
  - *Enables or disables variable bitrate (VBR) in the encoder.*
- #define `OPUS_GET_VBR(x)`
  - *Determine if variable bitrate (VBR) is enabled in the encoder.*
- #define `OPUS_SET_VBR_CONSTRAINT(x)`
  - *Enables or disables constrained VBR in the encoder.*

- #define `OPUS_GET_VBR_CONSTRAINT(x)`  
*Determine if constrained VBR is enabled in the encoder.*
- #define `OPUS_SET_FORCE_CHANNELS(x)`  
*Configures mono/stereo forcing in the encoder.*
- #define `OPUS_GET_FORCE_CHANNELS(x)`  
*Gets the encoder's forced channel configuration.*
- #define `OPUS_SET_MAX_BANDWIDTH(x)`  
*Configures the maximum bandpass that the encoder will select automatically.*
- #define `OPUS_GET_MAX_BANDWIDTH(x)`  
*Gets the encoder's configured maximum allowed bandpass.*
- #define `OPUS_SET_BANDWIDTH(x)`  
*Sets the encoder's bandpass to a specific value.*
- #define `OPUS_SET_SIGNAL(x)`  
*Configures the type of signal being encoded.*
- #define `OPUS_GET_SIGNAL(x)`  
*Gets the encoder's configured signal type.*
- #define `OPUS_SET_APPLICATION(x)`  
*Configures the encoder's intended application.*
- #define `OPUS_GET_APPLICATION(x)`  
*Gets the encoder's configured application.*
- #define `OPUS_GET_SAMPLE_RATE(x)`  
*Gets the sampling rate the encoder or decoder was initialized with.*
- #define `OPUS_GET_LOOKAHEAD(x)`  
*Gets the total samples of delay added by the entire codec.*
- #define `OPUS_SET_INBAND_FEC(x)`  
*Configures the encoder's use of inband forward error correction (FEC).*
- #define `OPUS_GET_INBAND_FEC(x)`  
*Gets encoder's configured use of inband forward error correction.*
- #define `OPUS_SET_PACKET_LOSS_PERC(x)`  
*Configures the encoder's expected packet loss percentage.*
- #define `OPUS_GET_PACKET_LOSS_PERC(x)`  
*Gets the encoder's configured packet loss percentage.*
- #define `OPUS_SET_DTX(x)`  
*Configures the encoder's use of discontinuous transmission (DTX).*
- #define `OPUS_GET_DTX(x)`  
*Gets encoder's configured use of discontinuous transmission.*
- #define `OPUS_SET_LSB_DEPTH(x)`  
*Configures the depth of signal being encoded.*
- #define `OPUS_GET_LSB_DEPTH(x)`  
*Gets the encoder's configured signal depth.*
- #define `OPUS_GET_LAST_PACKET_DURATION(x)`  
*Gets the duration (in samples) of the last packet successfully decoded or concealed.*
- #define `OPUS_RESET_STATE`  
*Resets the codec state to be equivalent to a freshly initialized state.*
- #define `OPUS_GET_FINAL_RANGE(x)`  
*Gets the final state of the codec's entropy coder.*
- #define `OPUS_GET_PITCH(x)`

- *Gets the pitch of the last decoded frame, if available.*
- #define [OPUS\\_GET\\_BANDWIDTH\(x\)](#)  
*Gets the encoder's configured bandpass or the decoder's last bandpass.*
- #define [OPUS\\_SET\\_GAIN\(x\)](#)  
*Configures decoder gain adjustment.*
- #define [OPUS\\_GET\\_GAIN\(x\)](#)  
*Gets the decoder's configured gain adjustment.*

## Functions

- const char \* [opus\\_strerror](#) (int error)  
*Converts an opus error code into a human readable string.*
- const char \* [opus\\_get\\_version\\_string](#) (void)  
*Gets the libopus version string.*

### 5.3.1 Detailed Description

Opus reference implementation constants.

## 5.4 opus\_multistream.h File Reference

Opus reference implementation multistream API.

```
#include "opus.h"
```

## Macros

- #define [OPUS\\_MULTISTREAM\\_GET\\_ENCODER\\_STATE\(x, y\)](#)  
*Gets the encoder state for an individual stream of a multistream encoder.*
- #define [OPUS\\_MULTISTREAM\\_GET\\_DECODER\\_STATE\(x, y\)](#)  
*Gets the decoder state for an individual stream of a multistream decoder.*

## Typedefs

- typedef struct [OpusMSEncoder](#) [OpusMSEncoder](#)  
*Opus multistream encoder state.*
- typedef struct [OpusMSDecoder](#) [OpusMSDecoder](#)  
*Opus multistream decoder state.*

## Functions

### Multistream encoder functions

- [opus\\_int32 opus\\_multistream\\_encoder\\_get\\_size](#) (int streams, int coupled\_streams)  
*Gets the size of an OpusMSEncoder structure.*

- `OpusMSEncoder * opus_multistream_encoder_create` (`opus_int32` Fs, `int` channels, `int` streams, `int` coupled\_streams, `const unsigned char *mapping`, `int` application, `int *error`)  
*Allocates and initializes a multistream encoder state.*
- `int opus_multistream_encoder_init` (`OpusMSEncoder *st`, `opus_int32` Fs, `int` channels, `int` streams, `int` coupled\_streams, `const unsigned char *mapping`, `int` application)  
*Initialize a previously allocated multistream encoder state.*
- `int opus_multistream_encode` (`OpusMSEncoder *st`, `const opus_int16 *pcm`, `int` frame\_size, `unsigned char *data`, `opus_int32` max\_data\_bytes)  
*Encodes a multistream Opus frame.*
- `int opus_multistream_encode_float` (`OpusMSEncoder *st`, `const float *pcm`, `int` frame\_size, `unsigned char *data`, `opus_int32` max\_data\_bytes)  
*Encodes a multistream Opus frame from floating point input.*
- `void opus_multistream_encoder_destroy` (`OpusMSEncoder *st`)  
*Frees an OpusMSEncoder allocated by opus\_multistream\_encoder\_create().*
- `int opus_multistream_encoder_ctl` (`OpusMSEncoder *st`, `int` request,...)  
*Perform a CTL function on a multistream Opus encoder.*

### Multistream decoder functions

- `opus_int32 opus_multistream_decoder_get_size` (`int` streams, `int` coupled\_streams)  
*Gets the size of an OpusMSDecoder structure.*
- `OpusMSDecoder * opus_multistream_decoder_create` (`opus_int32` Fs, `int` channels, `int` streams, `int` coupled\_streams, `const unsigned char *mapping`, `int *error`)  
*Allocates and initializes a multistream decoder state.*
- `int opus_multistream_decoder_init` (`OpusMSDecoder *st`, `opus_int32` Fs, `int` channels, `int` streams, `int` coupled\_streams, `const unsigned char *mapping`)  
*Initialize a previously allocated decoder state object.*
- `int opus_multistream_decode` (`OpusMSDecoder *st`, `const unsigned char *data`, `opus_int32` len, `opus_int16 *pcm`, `int` frame\_size, `int` decode\_fec)  
*Decode a multistream Opus packet.*
- `int opus_multistream_decode_float` (`OpusMSDecoder *st`, `const unsigned char *data`, `opus_int32` len, `float *pcm`, `int` frame\_size, `int` decode\_fec)  
*Decode a multistream Opus packet with floating point output.*
- `int opus_multistream_decoder_ctl` (`OpusMSDecoder *st`, `int` request,...)  
*Perform a CTL function on a multistream Opus decoder.*
- `void opus_multistream_decoder_destroy` (`OpusMSDecoder *st`)  
*Frees an OpusMSDecoder allocated by opus\_multistream\_decoder\_create().*

### 5.4.1 Detailed Description

Opus reference implementation multistream API.

## 5.5 opus\_types.h File Reference

Opus reference implementation types.

### Macros

- `#define opus_int` `int` /\* used for counters etc; at least 16 bits \*/
- `#define opus_int64` `long long`
- `#define opus_int8` `signed char`

- #define `opus_uint` unsigned int /\* used for counters etc; at least 16 bits \*/
- #define `opus_uint64` unsigned long long
- #define `opus_uint8` unsigned char

## Typedefs

- typedef short `opus_int16`
- typedef unsigned short `opus_uint16`
- typedef int `opus_int32`
- typedef unsigned int `opus_uint32`

### 5.5.1 Detailed Description

Opus reference implementation types.

### 5.5.2 Macro Definition Documentation

5.5.2.1 #define `opus_int` int /\* used for counters etc; at least 16 bits \*/

5.5.2.2 #define `opus_int64` long long

5.5.2.3 #define `opus_int8` signed char

5.5.2.4 #define `opus_uint` unsigned int /\* used for counters etc; at least 16 bits \*/

5.5.2.5 #define `opus_uint64` unsigned long long

5.5.2.6 #define `opus_uint8` unsigned char

### 5.5.3 Typedef Documentation

5.5.3.1 typedef short `opus_int16`

5.5.3.2 typedef int `opus_int32`

5.5.3.3 typedef unsigned short `opus_uint16`

5.5.3.4 typedef unsigned int `opus_uint32`

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