EA6784 Etere Advanced Audio Codec Unlimited Licence

Etere Advanced Audio Codec Unlimited License is designed as a AAC encoder library for use across a diverse range of Android devices. The AAC format, particularly its HE-AAC and HE-AAC v2 versions, is recognized as one of the most efficient general perceptual audio codecs available today.

Etere logo

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Etere Advanced Audio Codec Unlimited Licence is a professional quality AAC encoder library. AAC is often regarded as the most efficient general perceptual audio codec.

This professional-quality AAC encoder library is known for its versatility in audio compression, delivering high-quality sound while maintaining efficient file sizes. It is widely adopted in streaming services, digital radio, and various digital platforms due to its effective balance between audio quality and compression efficiency.

The library supports a broad range of input sample rates, including 8000, 11025, 12000, 16000, 22050, 24000, 32000, 44100, 48000, 64000, 88200, and 96000 Hz. Additionally, the FDK library utilizes fixed-point math and is limited to 16-bit integer PCM input.

Etere Advanced Audio Codec Supports the following MPEG-2/4 AOTs:
■ Object Type ID 2| Audio Object Type AAC-LC| "AAC Profile" MPEG-2 Low-complexity (LC) combined with MPEG-4 Perceptual Noise Substitution (PNS)
■ Object Type ID 5| Audio Object Type HE-AAC| AAC LC + SBR (Spectral Band Replication)
■ Object Type ID 29| Audio Object Type HE-AAC v2| AAC LC + SBR + PS (Parametric Stereo)
■ Object Type ID 23|Audio Object Type AAC-LD| "Low Delay Profile" used for real-time communication
■ Object Type ID 39| Audio Object Type AAC-ELD| Enhanced Low Delay
■ Object Type ID 129| Audio Object Type MPEG-2 AAC LC
■ Object Type ID 132| Audio Object Type MPEG-2 HE-AAC (SBR)
■ Object Type ID 156| Audio Object Type MPEG-2 HE-AAC v2 (SBR+PS)

Bitrate Modes
■ AACENC_BITRATEMODE 0 | Mode: Constant Bitrate (CBR)| Stream Bitrate As specified by AACENC_BITRATE
■ AACENC_BITRATEMODE 1-5 | Mode: Variable Bitrate (VBR) | Calculated based on channel layout
■ AACENC_BITRATEMODE 6 | Mode: Fixed frame mode
■ AACENC_BITRATEMODE 7 | Mode: Superframe mode
■ AACENC_BITRATEMODE 8 | Mode: LD/ELD full bitreservoir for packet based transmission

The Bitrate Limit for Each Variable Bitrate Mode. HE and HEv2 Will Often End Up With Actual Bitrates Far Below These Limits
■ AACENC_BITRATEMODE (VBR Modes) 1 | Mode VBR | Mono 32 kbps | Stereo 20 kbps| AOTs LC, HE, HEv2
■ AACENC_BITRATEMODE (VBR Modes) 2 | Mode VBR | Mono 40 kbps | Stereo 32 Kbps | AOTs LC, HE, HEv2
■ AACENC_BITRATEMODE (VBR Modes) 3 | Mode VBR | Mono 56 kbps | Stereo 48 kbps | AOTs LC, HE, HEv2
■ AACENC_BITRATEMODE (VBR Modes) 4 | Mode VBR | Mono 72 kbps | Stereo 64 kbps | LC
■ AACENC_BITRATEMODE (VBR Modes) 5 | Mode VBR | Mono 112 kbps | Stereo 96 kbps| LC

Example Bitrate Calculations
■ Profile LC | (VBR Modes) 3 | Channel layout: L+R | Expected stream bitrate: 2 "stereo" channels at 48kbps = 96kbps
■ Profile LC | (VBR Modes) 3 | Channel layout: C, L+R | Expected stream bitrate: 1 "mono" center channel at 56 kbps and 2 "stereo" channels at 48kbps = 152kbps
■ Profile LC | (VBR Modes) 4 | Channel layout: C, L+R, LS+RS, LFE | 1 "mono" center channel and 1 mono LFE channel each at 72kbps, and 4 "stereo" channels (2 sets of 2) each at 64kbps = 400kbps

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