

# Intel® Media Software Development Kit 2014

## Audio Library

### Release Notes

(Version 5.0.337.79303)

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## Overview

The **Intel® Media Software Development Kit (Intel Media SDK) Audio Library** is a dedicated library for audio codec software processing.

The Intel Media SDK Audio Library targets general application developers who want to integrate audio encoding and decoding into their applications.

## Features

Intel® Media SDK 2014 Audio Library has API version 1.8.

The following audio formats are supported:

### Decoding

- AAC, supported profiles:
  - Low Complexity (LC);
  - Long Term Prediction (LTP)
  - Parametric Stereo (PS)
  - Spectral Band Replication (SBR)/HE AAC v1
  - HE AAC v2 (SBR + PS)
- Mpeg audio, supported standards, profiles
  - MPEG-1 Audio Layer I, Layer II and Layer III (ISO\*/IEC\* 11172-3)
  - MPEG-2 Audio Layer I, Layer II and Layer III (ISO/IEC 13818-3)

### Encoding

- AAC supported profiles:
  - Low Complexity (LC)
  - Spectral Band Replication (SBR) /HE AAC v1
  - Output formats for AAC – ADTS, RAW, ADIF

- Stereo mode – LR, JOINT, MS

## System Requirements

### Hardware

- IA-32 or Intel® 64 architecture processors with support for Intel® Streaming SIMD Extensions 2 instructions.

### Software

- Microsoft\* Windows\* 7 or Microsoft Windows 8 or Microsoft Windows 8.1.
- Microsoft Visual C++\* 2005 with Service Pack 1, or later version of Microsoft Visual C++.
- Intel Media SDK 2014 for Clients.

## Package Contents

**Note:** The suffix <arch> indicates 32- or 64-bit Microsoft\* Windows\* (either "win32" or "x64").

|                             |   |
|-----------------------------|---|
| <install-folder>            | Intel® Media SDK Audio Library Release Notes (this file), End User License Agreement (EULA) "Intel Media SDK EULA.rtf", a license file <code>license_audio.txt</code> |
| <install-folder>\bin\<arch> | Intel® Media SDK Audio Dynamic Library:<br><br><code>libmfxaudiosw32.dll</code> for IA-32 architecture<br><code>libmfxaudiosw64.dll</code> for Intel® 64 architecture |
| <install-folder>\doc        | Intel® Media SDK Audio Library documentation:<br><br>• Intel® Media SDK Reference Manual for Audio Processing<br><code>mediasdkaudio-man.pdf</code>                   |

## Installation

- Extract files from the .ZIP file to the target hard drive.
- Add the full path to <install\_folder>\bin\<arch> to the PATH environment variable so that Intel® Media SDK Audio Dynamic Library can be found with standard DLL search mechanism.

## Known Limitations

The Intel® Media SDK Audio Library has the following known limitations:

- Loading Intel Media SDK Audio library  
`libmfxaudiosw32.dll/libmfxaudiosw64.dll` not through the Intel Media SDK Dispatcher is unsafe.
- Bitrate calculation routine in `MFXAudioENCODE_Init` may work incorrectly for some AAC High Efficiency (HE) profile streams. As a result `MFXAudioENCODE_Init` function returns an error.
- Bitrate values for AAC HE profile vary from 96 Kbit/s to 265 Kbit/s.
- The following profile and mode values are not supported:
  - `MFX_PROFILE_AAC_SSR`
  - `MFX_PROFILE_AAC_ALS`
  - `MFX_PROFILE_AAC_BSAC`
  - `MFX_AUDIO_MP3_LFE_FILTER_ON` always disabled
- AAC decoder may handle streams with multiple channels incorrectly.

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