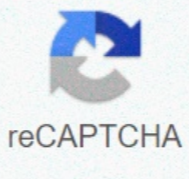




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# Tone generator android

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java.lang.Object Ã  Ã  Ã  android.media.ToneGenerator This class provides methods to reproduce the DTMF (ITU-T Recommendation D.23), call the supervisory tones (3GPP TS 22.001, CEPT ) and owned tones (3GPP TS 31.111). Depending on the status and call routing options, the tones are mixed to the audio downlink or output for the microphone or headset. This API is not to generate tones on the uplink audio path. Constants int volume of maximum MAX VOLUME, for use with sound generator (int, int) int minimum volume setting MIN VOLUME, for use with sound generator (int, int) int TONE\_CDMA ABBR\_ALERT CDMA ABBR\_ALERT tone: 1150Hz + 770Hz 400ms tone on int TONE\_CDMA ABBR\_INTERCEPT CDMA Intercept Acronym: 440Hz 250ms oN, 620Hz 250ms oN int TONE\_CDMA ABBR\_REORDER CDMA tone reordering Code: 480Hz + 620Hz 250ms oN, 250ms OFF repeated 8 times int tone TONE\_CDMA ALERT\_AUTOREDIAL\_LITE CDMA Alert automatic Redial: {1245Hz 62ms oN, 659Hz 62ms ON} 3 times, 1245 62ms ON int TONE\_CDMA ALERT\_CALL\_GUARD CDMA ALERT\_GUARD ringing tone: {1319Hz 125ms ON, 125ms OFF} 3 times int TONE\_CDMA ALERT\_INCALL\_LITE CDMA ALERT receive LITE tone: 62ms 587Hz, 784 62ms, 62ms 831Hz, 62ms 831Hz, 1109 62ms, 62ms 784Hz, 831Hz 62ms, 62ms 784Hz int TONE\_CDMA ALERT\_NETWORK\_LITE CDMA Network Alert tone Lite: ON 1109Hz 62ms, 62ms ON 784Hz, 740Hz 62ms 62ms ON ON 622Hz, 1109Hz 62ms ON int TONE\_CDM A ANSWER CDMA back tone: quiet tone - definition frequency 0, 0 ms ON, 0 ms OFF int TONE\_CDMA CALLDROP\_LITE CDMA CALLDROP\_LITE tone 125ms 1480Hz, 125ms 1397Hz, 125ms 784Hz int tone TONE\_CDMA CALL\_SIGNAL\_ISDN\_INTERGROUP ISDN call Intergroup signal {2091Hz 32ms ON, 2556 64ms ON} 8 times, 2091Hz 32 ms ON, 400 ms OFF, ON 32ms {2091Hz, 2556Hz 64ms ON} sometimes, 2091Hz 32ms ON, OFF 4s. int TONE\_CDMA CALL\_SIGNAL\_ISDN\_NORMAL ISDN standard signal ringing tone: {2091Hz 32ms ON, 2556 64ms ON} 20 times, in 2091 32ms ON, 2556 48MS ON, 4s OFF int TONE\_CDMA CALL\_SIGNAL\_ISDN\_PAT3 called ISDN\_PAT3 sign Tone: Silent TONE\_CDMA CALL\_SIGNAL\_ISDN\_PAT5 tone int tone ISDN\_Pat5: quiet tone int TONE\_CDMA CALL\_SIGNAL\_ISDN\_PAT6 ISDN\_Pat6 tone quieter tone int TONE\_CDMA CALL\_SIGNAL\_ISDN\_PAT7 ISDN\_Pat7 tone quieter tone int tone ISDN\_TONE\_CDMA CALL\_SIGNAL\_ISDN\_PING\_RING ping ring {2091Hz 32ms ON, 2556Hz 64ms ON} 5 times 2091Hz 20ms ON int tone TONE\_CDMA CALL\_SIGNAL\_ISDN\_SF\_PRI ISDN call SF\_PRI signal {2091Hz 32ms ON, 2556 64ms oN} 4 times 2091Hz 16ms oN, 200 ms OFF, {2091Hz 32ms oN, 2556Hz 64ms oN} 4 times, 2091Hz 16ms oN, 200ms OFF tone int TONE\_CDMA CONFIRM CDMA Confirmation: 350Hz + 440Hz 100ms oN, 100ms OFF repeated 3 times TONE\_CDMA DIAL\_TONE\_LITE int CDMA tone: continuous tone 425Hz int CDMA\_TONE\_CDMA EMERGENCY\_RINGBACK EMERGENCY called {941Hz 125ms ON, 10ms 4990ms OFF OFF} 3times, he repeated T int ... TONE\_CDMA HIGH\_L TONE\_CDMA HIGH\_L tone {3700Hz 25ms, 25ms 4000Hz} 40 times 4000ms OFF, Repeat .... int TONE\_CDMA HIGH\_PBX\_L CDMA HIGH\_PBX\_L {3700Hz 25ms, 25ms 4000Hz} 20 times, 2000 ms OFF, REPEAT .... int tone CDMA TONE\_CDMA HIGH\_PBX\_SLS HIGH\_SSL PBX {25ms 3700Hz, 4000Hz 25ms} 8 times OFF 200ms, 25ms {3700Hz, 4000Hz 25ms} 16 times, 200ms OFF, {3700Hz 25ms, 25ms 4000Hz} 8 times 1000 ms OFF, REPEAT ... int TONE\_CDMA HIGH\_PBX\_SS CDMA HIGH\_PBX tone SS: {3700Hz 25ms, 25ms 4000Hz} 8 times 200 ms OFF, 3700Hz 4000Hz {3700Hz 4000Hz 25ms 25ms} 8 times, 200ms OFF, {3700Hz 4000Hz 25ms 25ms} 8 times, 800ms OFF, REPEAT ... int TONE\_CDMA HIGH\_SLS CDMA HIGH\_SLS tone {3700Hz 25ms, 25ms 4000Hz} 10 times, 500 ms OFF, {3700Hz 25ms 4000Hz} 20 volte, 500 ms OFF, {3700Hz 25ms, 25ms 4000Hz} 10 volte, 3000ms OFF, REPEAT int TONE\_CDMA HIGH\_SS CDMA ALTA\_SS tono: {3700Hz 25ms, 25ms 4000Hz} 4000Hz} 16 volte, 400ms OFF, ripetere .... int tono TONE\_CDMA HIGH\_SSL CDMA ALTA SSL: {3700Hz 25ms, 25ms 4000Hz} 8 volte, 200ms OFF, {3700Hz 25ms, 25ms 4000Hz} ripetere 8 volte, 200ms OFF, {3700Hz 25ms, 4000Hz 25ms} ripetere 16 volte, 4000ms OFF, ripetere ... int TONE\_CDMA HIGH\_SS\_2 CDMA ALTA\_SS2 tono: {3700Hz 25ms, 25ms 4000Hz} 20 volte, 1000 ms OFF, {3700Hz 25ms, 25ms 4000Hz} 20 volte, 3000ms OFF, ripetere .... int TONE\_CDMA HIGH\_S\_X4 CDMA ALTA\_S tono X4: {3700Hz 25ms, 25ms 4000Hz} 10 volte, 500 ms OFF, {3700Hz 25ms, 25ms 4000Hz} 10 volte, 500 ms OFF, {3700Hz 25ms, 25ms 4000Hz} 10 volte, 2500ms OFF, REPEAT .... int tone TONE\_CDMA INTERCEPT CDMA Intercept: 440Hz 250ms ON, il tono lite 620Hz 250ms ON ... int TONE\_CDMA KEYPAD\_VOLUME\_KEY\_LITE CDMA tASTIERA tasto Volume: 941Hz + 1477Hz 120ms ON int TONE\_CDMA LOW\_L TONE\_CDMA LOW\_L tono : {1300Hz 25ms, 1450Hz 25ms} 40 volte, 4000ms OFF, Repeat .... int TONE\_CDMA LOW\_PBX\_L CDMA LOW\_PBX\_L: {1300Hz 25ms, 25ms 1450Hz} 20 volte, 20 00ms OFF, REPEAT .... int TONE\_CDMA LOW\_PBX\_SLS CDMA ALTA\_PBX\_SLS tono: {1300Hz 25ms, 25ms 1450Hz} 8 volte 200ms OFF, {1300Hz 25ms, 25ms 1450Hz} 16 volte, 200 ms OFF, {1300Hz 25ms, 25ms 1450Hz} 8 volte , 1000 ms OFF, REPEAT .... int TONE\_CDMA LOW\_PBX\_SS CDMA LOW\_PBX SS tono: {1300Hz 25ms, 25ms 1450Hz} 8 volte, 2000 ms OFF, REPEAT .... int TONE\_CDMA LOW\_PBX\_SSL CDMA tono basso PBX SSL: {1300Hz 25ms, 25ms 1450Hz} 8 volte 200ms OFF, {1300Hz 25ms, 25ms 1450Hz} 8 volte, 200ms OFF, {1300Hz 25ms, 25ms 1450Hz} 16 volte, 1000 ms OFF, REPEAT .... int TONE\_CDMA LOW\_PBX\_S\_X4 CDMA LOW\_PBX\_S\_X4 tono: {1300Hz 25ms 1450Hz 25ms} 8 volte, 200ms OFF, {1300Hz 25ms 1450Hz 25ms} 8 volte, 200ms OFF, {1300Hz 25ms 1450Hz 25ms} 8 volte, 800ms OFF, REPEAT ... int TONE\_CDMA LOW\_SLS CDMA LOW\_SLS tono: {1300Hz 25ms, 25ms 1450Hz} 10 volte, 500 ms OFF, {1300Hz 25ms, 25ms 1450Hz} 20 volte, 500 ms OFF, {1300Hz 25ms, 25ms 1450Hz} 10 temp, 3000ms OFF, REPEAT int TONE\_CDMA LOW\_SS CDMA LOW\_SS tono: {1300Hz 25ms, 25ms 1450Hz} ripetere 16 volte, 400ms OFF, ripetere .... int tono TONE\_CDMA LOW\_SSL CDMA LOW\_SSL: {1300Hz 25ms, 25ms 1450Hz} 8 volte, 200ms OFF, {1300Hz 25ms, 1450Hz 25ms} ripetere 8 volte, 200ms OFF, {1300Hz 25ms, 25ms 1450Hz} ripetere 16 volte, 4000ms OFF, ripetere ... int TONE\_CDMA LOW\_SS\_2 CDMA LOW\_SS2 tono: {1300Hz 25ms, 25ms 1450Hz} 20 volte, 1000ms OFF, {1300Hz 25ms, 1450Hz 25ms} 20 volte, 3000ms OFF, ripetere .... int TONE\_CDMA LOW\_S\_X4 CDMA LOW\_S tono X4: {2600Hz 25ms, 25ms 2900Hz} 10 volte, 500 ms OFF, {2600Hz 25ms, 25ms 2900Hz} 10 volte, 500 ms OFF, {2600Hz 25ms, 25ms 2900Hz} 10 volte, 2500ms OFF, REPEAT .... int TONE\_CDMA MED\_L TONE\_CDMA MED\_L tono: {2600Hz 25ms, 25ms 2900Hz} 40 volte 4000ms OFF, Ripetere .... int TONE\_CDMA MED\_PBX\_L CDMA MED\_PBX\_L: {2600Hz 25ms, 25ms 2900Hz} 20 volte, 2000 ms OFF, REPEAT .... int TONE\_CDMA MED\_PBX\_SLS CDMA ALTA\_PBX\_SLS tono: {2600Hz 25ms, 2900Hz 25m s} 8 volte 200ms OFF, {2600Hz 25ms, 2900Hz 25ms} 16 volte, 200 ms OFF, {2600Hz 25ms, 2900Hz 25ms} 8 volte, 1000 ms OFF, REPEAT .... int TONE\_CDMA MED\_PBX\_SS CDMA MED\_PBX SS tono: {2600Hz 25ms, 2900Hz 25ms} 8 volte, 2000 ms OFF, {2600Hz 2900Hz 25ms 25ms} 8 volte, 2000 ms OFF, REPEAT .... int TONE\_CDMA MED\_PBX\_SSL CDMA MED\_PBX S\_X4 CDMA MED\_PBX X\_S4 tono: {2600Hz 2900Hz 25ms 25ms} 8 volte, 200ms OFF, {2600Hz 2900Hz 25ms 25ms} 8 volte, 200ms OFF, {2600Hz 2900Hz 25ms 25ms} 8 volte, 800ms OFF, REPEAT ... int TONE\_CDMA MED\_SLS CDMA MED\_SLS tono: {2600Hz 25ms, 2900Hz 25ms} 10 volte, 500 ms OFF, {2600Hz 25ms, 2900Hz 25ms} 20 volte, 500 ms OFF, {2600Hz 25ms, 2900Hz 25ms} 10 volte, 3000ms OFF, int tone TONE\_CDMA MED\_SS CDMA MED\_SS: {2600Hz 25ms, 2900Hz 25ms} repeat 16 16 400ms OFF, ripetere .... int TONE\_CDMA MED\_SSL CDMA MED\_SSL tono: {2600Hz 25ms, 2900Hz 25ms} 8 volte, 200ms OFF, {2600Hz 25ms, 25ms 2900Hz} ripetere 8 volte, 200ms OFF, {2600Hz 25ms, 25ms 2900Hz} repeat 16 volte, 4000ms OFF, ripetere ... int TONE\_CDMA MED\_SS\_2 CDMA MED\_SS2 tono: {2600Hz 25ms, 25ms 2900Hz} 20 volte, 1000 ms OFF, {2600Hz 25ms, 25ms 2900Hz} 20 volte, 3000ms OFF, ripetere .... int TONE\_CDMA MED\_S\_X4 CDMA MED\_S tono X4: {2600Hz 25ms, 2900Hz 25ms} 10 volte, 500 ms OFF, {2600Hz 25ms, 25ms 2900Hz} 10 volte, 500 ms OFF, {2600Hz 25ms, 2900Hz 25ms} 10 volte, 2500ms OFF, REPEAT .... int TONE\_CDMA NETWORK\_BUSY CDMA rete tono di occupato: 480Hz + 620Hz 500ms ON, 500 ms OFF permanente int tono TONE\_CDMA NETWORK\_BUSY\_ONE\_SHOT CDMA NETWORK\_BUSY\_ONE\_SHOT: 425Hz 500ms ON, 500 ms OFF, tono int TONE\_CDMA NETWORK\_CALLWAITING CDMA rete ChInAtesa: 440Hz 300ms ON int TONE\_CDMA NETWORK\_USA\_RINGBACK CDMA USA Ringback: 440Hz + 480Hz 2s ON, 4000 OFF ... int TONE\_CDMA ONE\_MIN\_BEEP CDMA Uno Min Beep tono: 1150Hz + 770Hz 400ms ON int TONE\_CDMA PIP CDMA PIP tono: 480Hz 100ms ON, 100ms OFF ripetuta per 4 volte int tone TONE\_CDMA PRESSHOLDKEY\_LITE CDMA PRESSHOLDKEY\_LITE: 587Hz 375ms ON, 1175Hz 125ms ON int TONE\_CDMA REORDER CDMA riordino tono: 480Hz + 620Hz 250ms ON, 250 ms OFF ... int TONE\_CDMA SIGNAL\_OFF CDMA SIGNAL\_OFF - silenzioso tono int tone TONE\_CDMA SOFT\_ERROR\_LITE CDMA SOFT\_ERROR\_LITE : 1047Hz 125ms ON, 370Hz 125ms int TONE\_DTMF\_0 DTMF tono per tasto 0: 1336 Hz, 941Hz, continua int tono TONE\_DTMF\_1 DTMF per la chiave 1: 1209Hz, 697Hz, continua int tono TONE\_DTMF\_2 DTMF per la chiave 2: 1336 Hz, 697Hz, int continuo tono TONE\_DTMF\_3 DTMF per la chiave 3: 1477Hz, 697Hz, int continua toni DTMF\_TONE\_DTMF\_4 per la chiave 4: 1209Hz, 770Hz, continua int toni DTMF\_TONE\_DTMF\_5 per la chiave 5: 1336 Hz, 770Hz, cont inuous int tono TONE\_DTMF\_6 DTMF per la chiave 6: 1477Hz, 770Hz, continua int tono TONE\_DTMF\_7 DTMF per la chiave 7: 1209Hz, 852Hz, continua int tono TONE\_DTMF\_8 DTMF per la chiave 8: 1336 Hz, 852Hz, continua int tono TONE\_DTMF\_9 DTMF per la chiave 9: 1477Hz, 852Hz, continua int tono TONE\_DTMF\_A DTMF per la chiave a: 1633Hz, 697Hz, continua int tono TONE\_DTMF\_B DTMF per la chiave B: 1633Hz, 770Hz, continua int tono TONE\_DTMF\_C DTMF per la chiave C: 1633Hz, 852Hz, continua int tono TONE\_DTMF\_D DTMF per la chiave D: 1633Hz, 941Hz, continua int tono TONE\_DTMF\_P DTMF per la chiave #: 1477Hz, 941Hz, continua int tono TONE\_DTMF\_S DTMF per la chiave \*: 1209Hz, 941Hz, continua int tono TONE\_PROP\_ACK proprietaria, acknowledgement positiva: 1200Hz, 100ms ON, 100 ms OFF 2 scoppia int TONE\_PROP\_BEEP proprietaria, bhp generale: 400Hz + 1200Hz, 35ms ON int TONE\_PROP\_BEEP2 proprietaria tono, generale doppio segnale acustico: due volte 400Hz + 1200Hz, 35ms ON, 200 ms OFF, 35ms ON int TONE\_PROP\_NACK proprietaria tono, acknowledgement negativo: 300Hz + 400Hz + 500Hz, 400m S sul int TONE\_PROP\_PROMPT Proprietario tono, tono rapido: 400Hz + 1200Hz, 200ms ON int TONE\_SUP\_BUSY chiamata tono di vigilanza, occupato: CEPT: 425Hz, 500ms ON, 500 ms OFF ... int tono di vigilanza TONE\_SUP\_CALL\_WAITING di chiamata, chiamata in attesa: CEPT, GIAPPONE: 425Hz , 200ms oN, 600ms OFF, 200ms oN, 3s OFF ... il tono di vigilanza int TONE\_SUP\_CONFIRM chiamata (IS-95), tono di conferma: un tono di 350 Hz aggiunto ad un tono 440 Hz ripetuto per 3 volte in 100 ms on, 100 ms fuori tono di vigilanza ciclo int TONE\_SUP\_CONGESTION chiamata, congestione: congestione 425Hz, 200ms ON, 200 ms OFF ... int TONE\_SUP\_CONGESTION\_ABBREV chiamata tono di vigilanza (IS-95), abbreviato:: CEPT, GIAPPONE tono speciale limitata a 4 secondi int tono di vigilanza TONE\_SUP\_DIAL di chiamata, segnale di linea: CEPT: 425Hz, continua ANSI (IS-95): 350Hz + 440Hz, continua GIAPPONE: 400Hz, continua int tono di vigilanza TONE\_SUP\_ERROR chiamata, errore / info speciale: 950Hz + 400Hz + 1400Hz, 330ms ON, 1s OFF ... int TONE\_SUP\_INTERCEPT chiamata tono di (IS-95), the interception signal: alternation of 440 Hz and 620 tones Hz, each up for 250 ms int tone watch tone sup\_intercept abbrev call (IS-95), intercept abbreviated: the intercept signal limited to 4 seconds INT\_Tone\_sup\_pip call call Tone (IS-95), the PIP tone: four explosions of 480 Hz tone (0.1 s up, 0.1 s off), int tone\_sup\_radio\_ack call watch tone, radio path acknowledgement: cept, ansi: 425Hz, 200ms on Japan: 400Hz, 1s on, 2s off ... int tone watch tone sup\_radio\_notavail call, radio path not available: 425Hz, 200ms on, 200 off 3 bursts int tone\_sup\_ringtone call watch tone, ringtone arrangement: cept, japan: 425Hz, 1s on, 4s off ... public builder sound generator (int streamtype, volume int) class generator constructor specifying outflow type output and volume. Public methods Free vacuum release resources () associated with the sound generator object. Boolean Startton (Int ToneType, Int Doryms) This method starts playing a tone of the specified type for the specified duration. Boolean StarTon (Int ToneType) This method starts playing a specified type tone. StopTone void () This method interrupts the tone currently played. Protected methods Empty () finalize called before the object memory is recovered from the VM. [Expand] Inherited from the Object class CDMA Alert Methods I receive Lite Tone: 62ms 587Hz, 784 62ms, 62ms 831Hz, 784Hz 62ms, 1109 62ms, 62ms 784Hz, 831Hz a 6

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