

Mp3Eater

It is assumed that the user understands the mp3 standard(ISO 11172-3 layer 3)

General Description:

This is a single 'C' source code file, which intakes an Mp3 file and prints corresponding frame-by-frame info. The 'C' source code is suitable for compilation on UNIX/Linux.

Compiling it on windows is not guranteed, however you may try for it. The output of the program produces two files called 'd_info' and 'f_info' by default. 'd_info' is not of much use, it just contains 'main_data' present in the .mp3 file in hex.The file 'f_info' is the main output file, and it contains 'header' info, 'side_info' and corresponding 'main_data' for each frame in the source .mp3 file

After down loading 'mp3eater.c' :

On unix/linux prompt

```
unix> gcc mp3eater.c -o mp3eater
```

your binary file mp3eater is ready for use

```
unix> ./mp3eater <any_mp3file>.mp3
```

for example

```
unix> ./mp3eater ISO_dist10.mp3
```

It produces 'd_info' and 'f_info'.

Example 'f info' file

```
-----
--New Frame 1
-----
```

```
Frame Size = 3344 Bits
-----
```

```
--Header Info Starts-----
-----
```

```
Protection = 1 --No CRC Bits present--
```

```
Bitrate_index = 9 --128 kbps--
```

```
Sample_freq_index = 0 --Fs = 44.1 KHz--
```

```
Padding_bit = 1
```

```
Private Bit = 0
```

```
Mode = 0 --Stereo--
```

```
Mode Extension = 0
```

```
Copyright bit = 0
```

```
Original/copy bit = 0
```

```
Emphasis = 0
-----
```

```
--Header Info Ends-----
-----
```

```
--Frame Info Starts-----
-----
```

```
main_data_begin = @000
```

```
main_data_begin_x8 = 0
```

```
scfsi_0_0 = 0
```

```
scfsi_0_1 = 0
```

```
scfsi_0_2 = 0
```

```
scfsi_0_3 = 0
```

```
scfsi_1_0 = 0
```

```
scfsi_1_1 = 0
```

```
scfsi_1_2 = 0
```

```
scfsi_1_3 = 0
```

```
part2_3length_0_0 = 607
```

```
part2_3length_0_1 = 759
```

```
part2_3length_1_0 = 819
```

```
part2_3length_1_1 = 831
```

```
part2_3lengthh(all added together) = 3016
```

```
part2_3lengthh_div8(Bytes) = #377
```

```
big_values_0_0 = 70
```

```
big_values_0_1 = 84
```

```
big_values_1_0 = 288
```

```
big_values_1_1 = 288
```

```
global_gain_0_0 = 172
```

```
global_gain_0_1 = 168
```

```
global_gain_1_0 = 184
```

```
global_gain_1_1 = 185
```

```
scalefac_cpress_0_0 = 0
```

```
scalefac_cpress_0_1 = 0
```

```
scalefac_cpress_1_0 = 0
```

```
scalefac_cpress_1_1 = 0
```

```
window_sw_flag_0_0 = 1
```

```
window_sw_flag_0_1 = 1
```

```
window_sw_flag_1_0 = 1
```

```
window_sw_flag_1_1 = 1
```

```
block_type_0_0 = 1
```

```
block_type_0_1 = 1
```

```
block_type_1_0 = 2
```

```
block_type_1_1 = 2
```

```
mixed_block_flag_0_0 = 0
```

```
mixed_block_flag_0_1 = 0
```

```
mixed_block_flag_1_0 = 0
```

```
mixed_block_flag_1_1 = 0
```

```
table_sel_0_0_0 = 9
```

```
table_sel_0_0_1 = 12
```

```
table_sel_0_0_2 = 0
```

```
table_sel_0_1_0 = 15
```

```
table_sel_0_1_1 = 12
```

```
table_sel_0_1_2 = 0
```

```
able_sel_1_0_0 = 10
```

```
table_sel_1_0_1 = 13
```

```
table_sel_1_0_2 = 0
```

```
table_sel_1_1_0 = 10
```

```
table_sel_1_1_1 = 10
```

```
table_sel_1_1_2 = 0
```

```
subblock_gain_0_0_0 = 0      05 02 10 60 3F 16 CD 16 C4 C1 F0 D8 29 C5 52 E2
subblock_gain_0_0_1 = 0      D0 B4 0B 81 10 AA 2C 1A 4C 50 D2 40 2D 02 8B CE
subblock_gain_0_0_2 = 0      30 C2 71 E0 AA 42 B2 23 D0 89 CD 58 A8 C6 20 F9
subblock_gain_0_1_0 = 0      4B 1C B4 43 35 53 5F E7 7C E6 32 AB BF F4 F7 DC
subblock_gain_0_1_1 = 0      D6 31 2B D3 6F FD 34 FF FF FF FF FF FF FF FF
subblock_gain_0_1_2 = 0      FF FF FF FF FF FF FF FF FF FF FF FF FF
subblock_gain_1_0_0 = 0
subblock_gain_1_0_1 = 0
subblock_gain_1_0_2 = 0
subblock_gain_1_1_0 = 0
subblock_gain_1_1_1 = 0
subblock_gain_1_1_2 = 0
region0_count_0_0 = 7
region0_count_0_1 = 7
region0_count_1_0 = 8
region0_count_1_1 = 8
region1_count_0_0 = 36
region1_count_0_1 = 36
region1_count_1_0 = 36
region1_count_1_1 = 36
preflag_0_0 = 0
preflag_0_1 = 0
preflag_1_0 = 0
preflag_1_1 = 0
scalefac_scale_0_0 = 0
scalefac_scale_0_1 = 0
scalefac_scale_1_0 = 0
scalefac_scale_1_1 = 0
countltable_sel_0_0 = 1
countltable_sel_0_1 = 0
countltable_sel_1_0 = 1
countltable_sel_1_1 = 1
part2_len_0_0 = 0
part2_len_0_1 = 0
part2_len_1_0 = 0
part2_len_1_1 = 0
--Frame No. 1, dinbuff = 382
F5 05 10 20 41 8B 85 00 20 00 00 00 60 91 88 20
5F 01 20 10 00 00 00 00 00 38 4C 3F 5E 76 25 83
70 26 04 C0 98 1F 11 04 83 03 C7 35 B5 EB DC 61
62 C5 8E 52 93 4E 99 BD FE 67 6F 75 EB D7 BF 1F
C0 00 00 0F 0F 0F 0F 0F 81 FF E6 7F 77 EF E3 EF
0C 07 20 F4 06 AC 35 62 6E 42 CB 9A 8E 3D 1E 19
99 99 99 9F AF 5E FF B6 66 4B 27 9F BE C1 20 44
02 60 4C 09 81 30 26 04 C1 B8 37 11 C4 41 20 C1
67 5E F7 96 D7 99 99 99 99 AF BF CD EF 7F C6 16
39 7B DE F3 4A 75 D6 2C 58 08 02 00 87 07 C5 BF
EE 10 7C 1F 07 01 08 7D 70 F8 9C D7 34 D2 C6 92
88 60 9E 08 02 24 46 10 A1 E1 08 62 22 49 DC 8E
88 E1 1E C6 09 8C 18 C2 89 A8 35 83 A8 82 C2 E0
5F E4 73 01 C4 31 8C 0D C4 A0 AC 9A 4A 9C 4A 8A
90 9C B2 66 28 AD D2 31 38 95 6B 55 DD AB 75 A7
5A D2 EF 6A 9E D4 3B 32 FF E9 EF ED FF FF FF FF
FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
FF EC 6B 18 70 F8 F0 2B 10 89 23 06 06 81 B8 1B
```

--New Frame 2
