The GNOME Audio Story

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Who am I?
twitter: @louiswu
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PulseAudio

GStreamer

Other misc.
How hard can audio be?
Read samples, play them out

Record samples, do stuff
Samples?
Start from the lowest layer
Advanced Linux Sound Architecture
Kernel infrastructure
Userspace library
Plugin system
“Restricted” subset

Talk to the hardware
PulseAudio
Sound server

Why do we need one?
Applications just wanna
play or capture
Mixing
Conversion
Volumes
Routing

Filters
Power

Hardware
Simple API

Async API
libcanberra
Event sound library
Phone ring
Button press
New message
GTK+ bindings

Easily attach an event to a widget
Sounds cached if possible
GStreamer
Swiss-army multimedia knife
Encode/decode

Containers
Audio and video

Disk, network, ...
Everything that Nirbheek spoke about yesterday
BUT WHAT DO I USE?
ALSA
Practically never
Pulse Audio
Working with samples

Fine-grained control
libcanberra
Event sounds

GSound in the future

'nuff said
GStreamer
Encoded audio
Custom pipeline
What's that?

Pro-audio use cases
Future work
Container support
Filters and effects
UI interactions

Low latency
Easier policy

Compressed audio
Questions?
Thank you!