

# GNULinux Audio-Server und -APIs

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# OSS vs ALSA

- portable?
- low latency
- history - why enemies
- Low-Level
- API
- \*BSD has own APIs

# ALSA

# OSS

- `open()` system call
- `close()` system call
- `read()` system call
- `write()` system call
- `ioctl()` system call
- `select()` and `poll()` system calls
- `mmap()` system call

# Who are they?

- ESD/arts/PulseAudio
- sittin' above Soundserver
- abstraction

# Pulse-API

## other stuff

### PortAudio

like PulseAudio

### gstreamer

framework for high-level  
now worries about codecs

### Jack

for professional purposes  
routing

## Links

<http://opensound.com/oss.html>

<http://alsa-project.org>

<http://jackaudio.org>

<http://pulseaudio.org/>

Introduction to ALSA/SDL [ger]

<http://www.andrehehling.de/wiki/Inhalt/ALSATutorial>

An introduction to Linux sound systems and APIs

<http://www.linux.com/archive/feature/113775>

ALSA-Example (pcm\_mini.c is the small one ;) )

<http://www.alsa-project.org/alsa-doc/alsa-lib/examples.html>

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