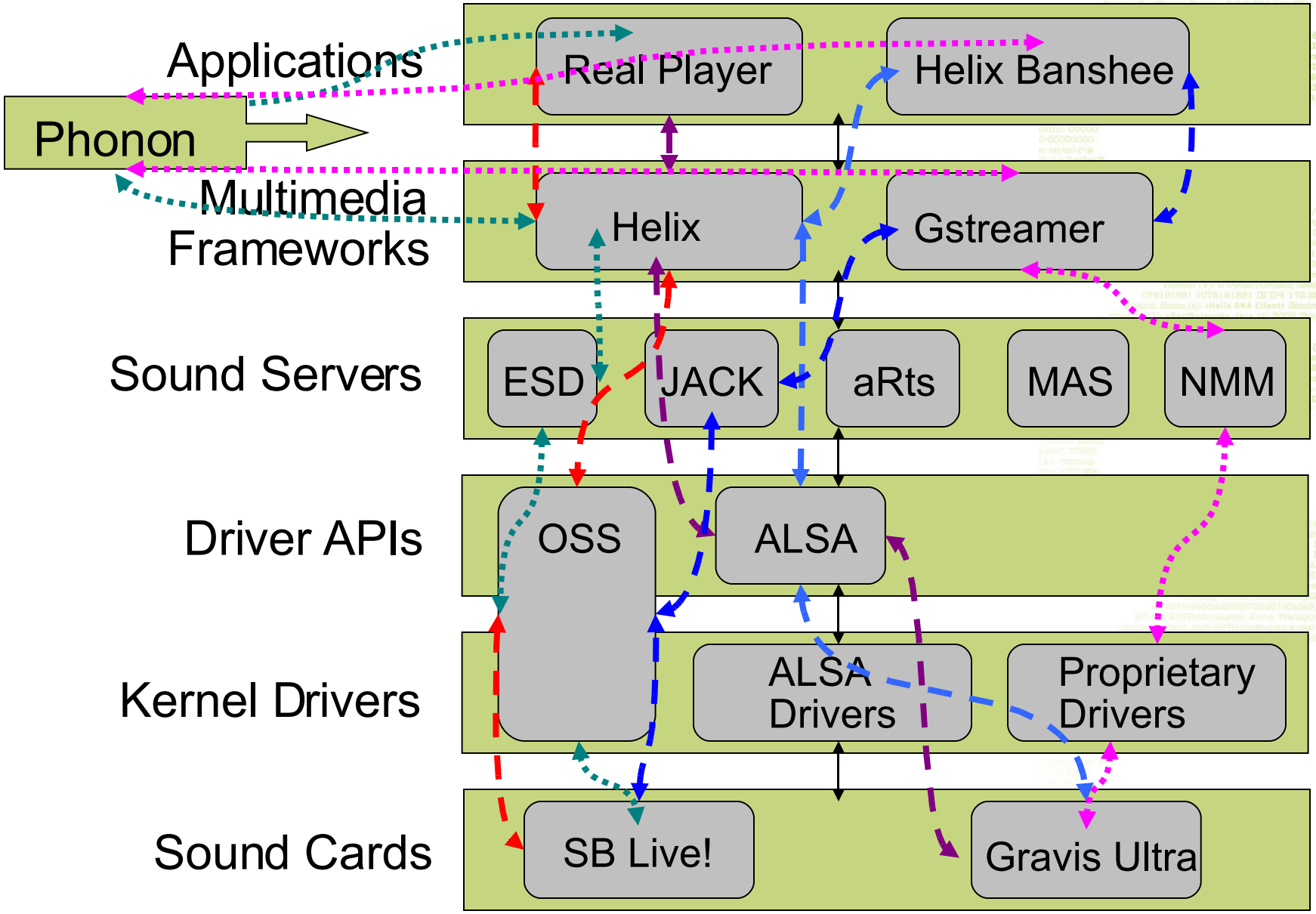
Linux, Multimedia, and the LSB

Donya Shirzad

Program Manager

Helix Player and RealPlayer for Linux

Audio Stack


Applications
Phonon
Multimedia Frameworks
Sound Servers
Driver APIs
Kernel Drivers
Sound Cards
Real Player
Helix Banshee
Helix
Gstreamer
ESD
JACK
aRts
MAS
NMM
OSS
ALSA
ALSA Drivers
Proprietary Drivers
SB Live!
Gravis Ultra

Requirements of an Audio System

RealPlayer

- Reliable A/V sync over long playback times
- Portability to other processors and operating systems
- Multiplexing input for interaction w/other media apps
- Advanced playback modes (DVD-like seeking)
- Access to (Legal) codecs
- Secure audio path for DRM content

Helix™
COMMUNITY

Requirements of an Audio System

Helix DNA Client

- Highly accurate packet times from soundcard

Helix™ COMMUNITY

Requirements of an Audio System

Other ISVs and Developers

- Networked audio (routing audio to another computer)
- Low-latency audio paths (for studio audio work/mixing/etc)
- Push versus pull audio models

Multimedia in LSB

LSB 3.2

- Standardize on low-level (sound server) API(s)
- Choose standards according to functionality, not popularity

LSB 4.0

- Standardize on higher-level multimedia frameworks

Questions?