Sweep: Activity

- Project aim:
  - Sweep is a sound editor
  - Main aim is ease of use

- Features:
  - UI responsiveness: dedicated UI thread, rendering at framerate
  - vinyl-like scrubbing: smoothing of DMA playback position and mouse motion

Sweep: Challenges

- JACK integration incomplete

- in-memory editing architecture

- currently there is no sane layer to handle both pull (JACK, CoreAudio) and push (OSS, ALSA, *BSD, Solaris) audio interfaces

Sweep: Dependencies

- Libraries in use:

    – libsndfile, libsamplerate

    – libvorbis, libspeex, libogg, libmad

    – GTK+/pango/glib, x11, tdb

    – LADSPA plugins

Sweep: Next Steps

- PulseAudio? General abstraction of audio interfaces. Must handle concurrent playback, recording of multiple files.

- libremix: nonlinear audio editing, filtering