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