PulseAudio: Activity

• Project aim:
  - Desktop Sound System
  - Routing, Network Transparency, Desktop Integration

• Features:
  - Too many too count
  - A lot of extension modules
  - Multi-Platform, several Unixes, Win32
PulseAudio: Challenges

- Balkanization of Linux Audio
- Badly written Audio Programs
- Lots of code necessary
- ALSA Limitations
- Linux Limitations
- Atomic Operations
PulseAudio: Dependencies

- Libraries in use:
  - Speex
  - liboil
  - libsndfile

- Projects that depend on us:
  - Our tools
  - A lot of other software now ships PA backends
PulseAudio: Next Steps

- libsydney
- Desktop Integration
- Even better adoption
- More compatibility backends for other SW
- Timer-based Scheduling