

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

