

# PulseAudio In The Embedded World

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PulseAudio – what and why?



ALSA is a low-level API



Need something more app-friendly



More features



... PulseAudio



Sound server

Simple API

Async API





Per-app volumes

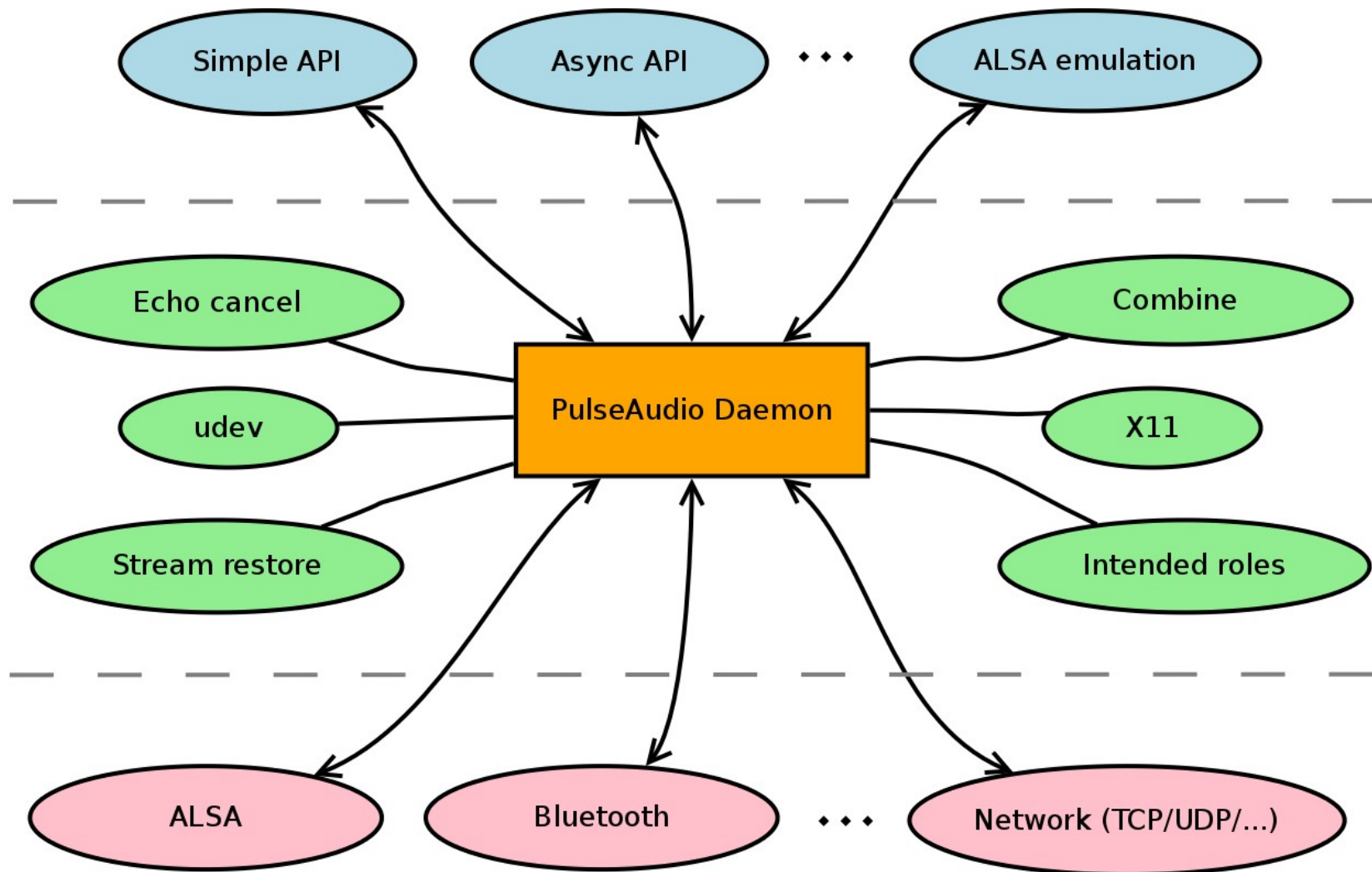
Flat volumes

Move streams while playing  
Metadata-based “intelligence”



Broad overview ...





So who's using it?



Nokia (N900)

Palm (Pre)

Intel (MeeGo)

Why are they using it?



# Timer-based scheduling



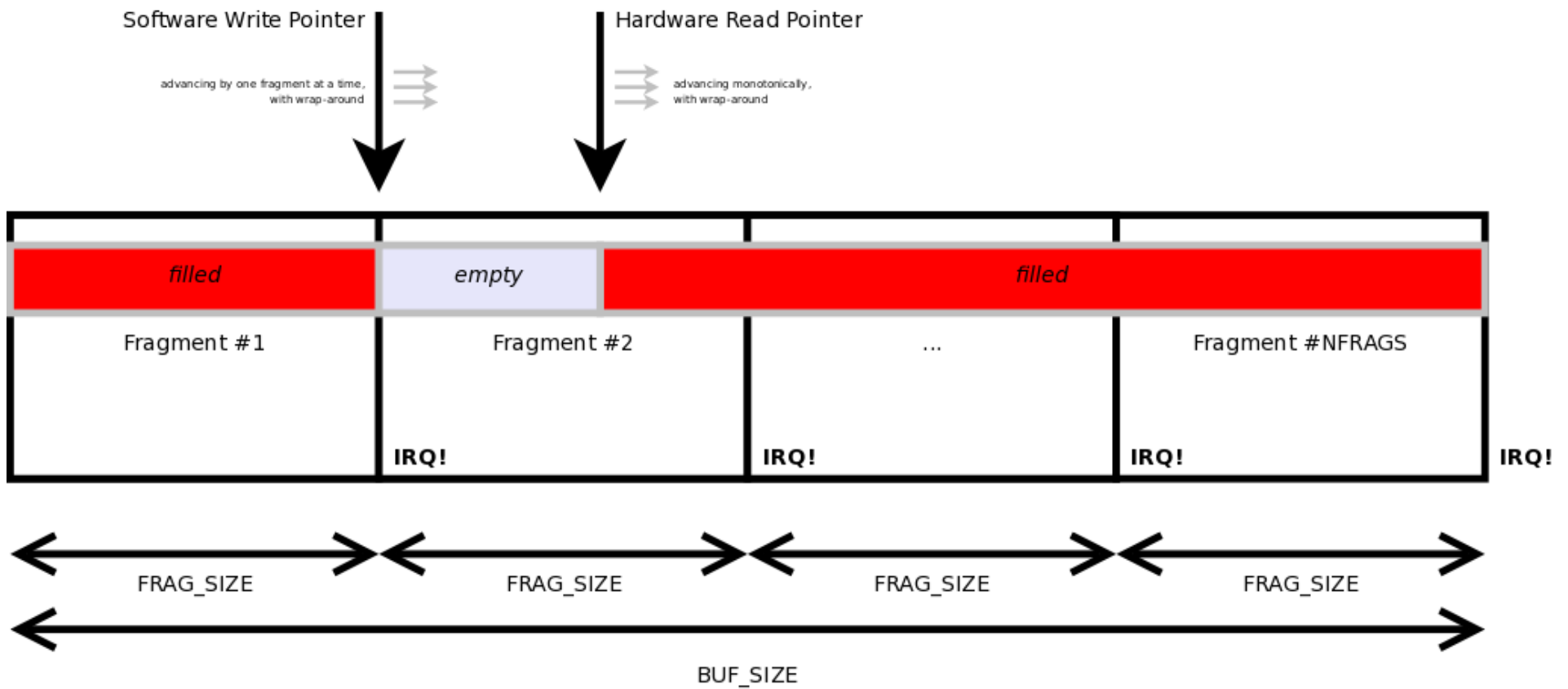


Image by Lennart Poettering

# Latency control

# Dynamic routing

Modular == extensible



Active upstream



Where next?



# Policy/use-case management

# Filters



# Compressed formats

# CPU and power optimisation

???

Profit!



Thank you for coming!

