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# Jenkins builds

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## About Jenkins and the source repository

Jenkins is used as a continual build environment that will automatically build the SoundSystem codebase.

The source repository is available from `svn://gitserver.tribbeck.com:13960/SoundSystem` for read only access. Write access can be granted – please contact Jason Tribbeck for details.

Three modules are currently created, each with two variants:

### SoundSystem

This is the main module that is the interface for the new Sound System.

### DummySoundInterface

This is a dummy sound interface that simply generates sound data to emulate recorded audio, and requests playback data.

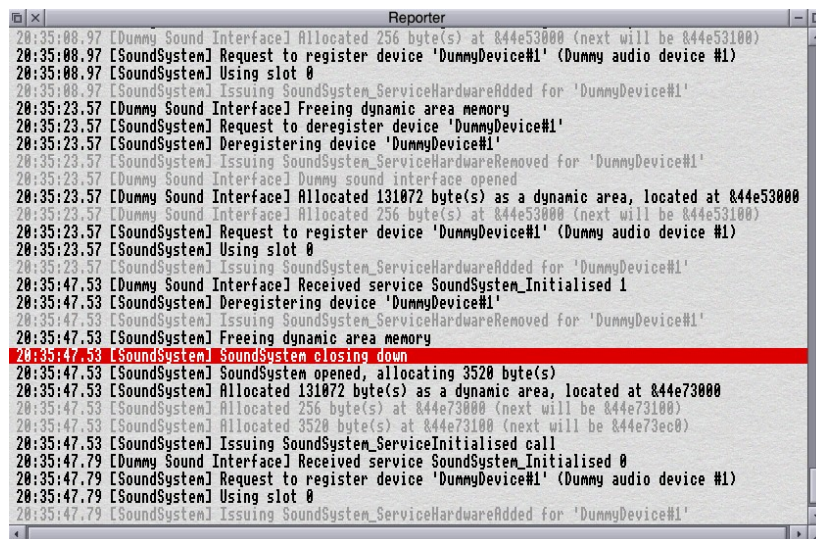
### RaspberryPiI2S

This is an interface for the Raspberry PI to use its I2S interface for both audio capture and playback

## Module variants

Each of the modules are generated with their given name, and also a version with "\_D" appended to it. This version has debug information that is output to !Reporter, which is a logging interface written by Martin Avison.

At the time of writing (early in development), the !Reporter output looks like this:



```
Reporter
20:35:08.97 [Dummy Sound Interface] Allocated 256 byte(s) at &44e53000 (next will be &44e53100)
20:35:08.97 [SoundSystem] Request to register device 'DummyDevice#1' (Dummy audio device #1)
20:35:08.97 [SoundSystem] Using slot 0
20:35:08.97 [SoundSystem] Issuing SoundSystem_ServiceHardwareAdded for 'DummyDevice#1'
20:35:23.57 [Dummy Sound Interface] Freeing dynamic area memory
20:35:23.57 [SoundSystem] Request to deregister device 'DummyDevice#1'
20:35:23.57 [SoundSystem] Deregistering device 'DummyDevice#1'
20:35:23.57 [SoundSystem] Issuing SoundSystem_ServiceHardwareRemoved for 'DummyDevice#1'
20:35:23.57 [Dummy Sound Interface] Dummy sound interface opened
20:35:23.57 [Dummy Sound Interface] Allocated 131072 byte(s) as a dynamic area, located at &44e53000
20:35:23.57 [Dummy Sound Interface] Allocated 256 byte(s) at &44e53000 (next will be &44e53100)
20:35:23.57 [SoundSystem] Request to register device 'DummyDevice#1' (Dummy audio device #1)
20:35:23.57 [SoundSystem] Using slot 0
20:35:23.57 [SoundSystem] Issuing SoundSystem_ServiceHardwareAdded for 'DummyDevice#1'
20:35:47.53 [Dummy Sound Interface] Received service SoundSystem_Initialised 1
20:35:47.53 [SoundSystem] Deregistering device 'DummyDevice#1'
20:35:47.53 [SoundSystem] Issuing SoundSystem_ServiceHardwareRemoved for 'DummyDevice#1'
20:35:47.53 [SoundSystem] Freeing dynamic area memory
20:35:47.53 [SoundSystem] SoundSystem closing down
20:35:47.53 [SoundSystem] SoundSystem opened, allocating 3520 byte(s)
20:35:47.53 [SoundSystem] Allocated 131072 byte(s) as a dynamic area, located at &44e73000
20:35:47.53 [SoundSystem] Allocated 256 byte(s) at &44e73000 (next will be &44e73100)
20:35:47.53 [SoundSystem] Allocated 3520 byte(s) at &44e73100 (next will be &44e73ec0)
20:35:47.53 [SoundSystem] Issuing SoundSystem_ServiceInitialised call
20:35:47.79 [Dummy Sound Interface] Received service SoundSystem_Initialised 0
20:35:47.79 [SoundSystem] Request to register device 'DummyDevice#1' (Dummy audio device #1)
20:35:47.79 [SoundSystem] Using slot 0
20:35:47.79 [SoundSystem] Issuing SoundSystem_ServiceHardwareAdded for 'DummyDevice#1'
```

This shows the interaction between the various modules during initialisation and finalisation of the modules.

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