
Jenkins builds

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.

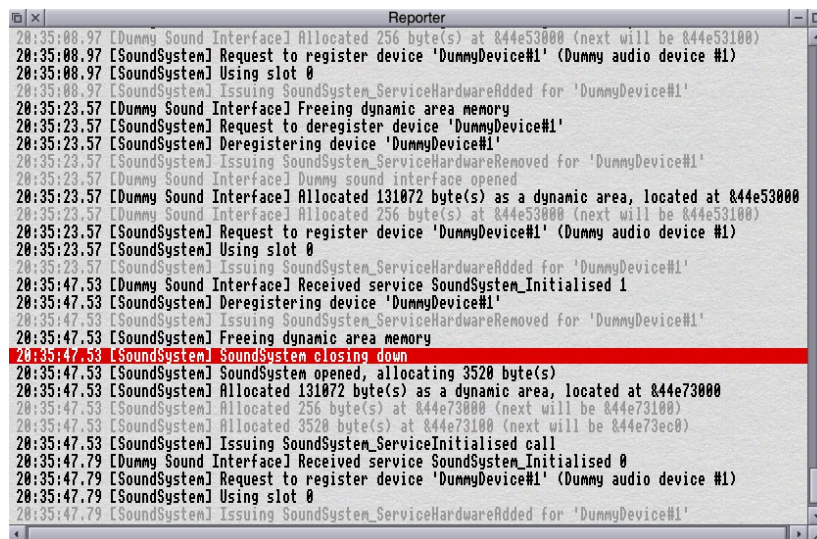
RaspberryPiI2S

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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