

FreeBSD Audio

Amateur and Professional Setups

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Agenda

- ▶ Virtual OSS
- ▶ JACK 2
- ▶ Audio Servers
- ▶ Real Time
- ▶ FreeBSD tuning
- ▶ Future

Virtual OSS

- ▶ Hans Peter Selasky
- ▶ Big number of channels
- ▶ Combining/Splitting
- ▶ Routing and utilities
- ▶ Easier audio development

JACK 2

- ▶ Florian Walpen
- ▶ Real Time aware
- ▶ Studio grade implementation

Audio Servers

- ▶ PulseAudio
- ▶ SNDIO
- ▶ ALSA
- ▶ Portable audio development

Real Time

- ▶ Hans/Florian
- ▶ Why is it important?
- ▶ Apps without RT support

Real Time

```
pw group mod realtime -m user  
rtprio 20 audacious &  
poudriere testport ...
```

FreeBSD Tuning

- ▶ `kern.timecounter.alloweddeviation=0`
- ▶ `hw.usb.uaudio.buffer_ms=2`
- ▶ `hw.snd.latency=0`

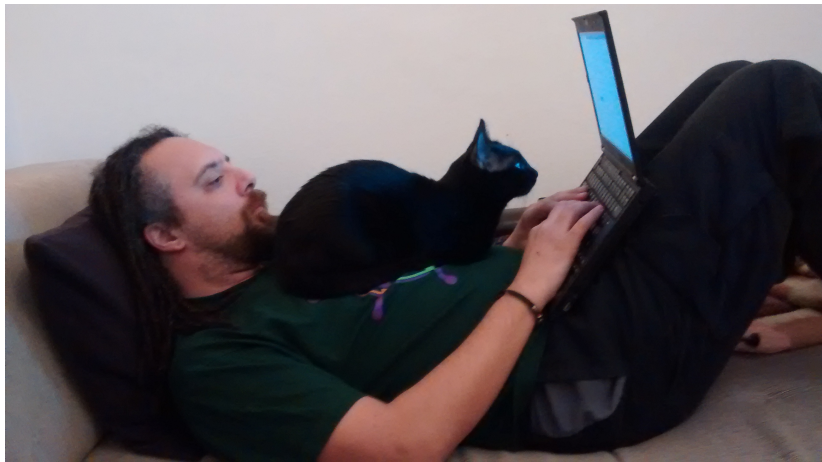
Future

- ▶ More docs/examples
- ▶ More ports (yuri@)
- ▶ Optimization
- ▶ Network mixers

Thank you!

- ▶ Hans Peter Selasky
- ▶ Florian Walpen
- ▶ yuri@
- ▶ LV2 developers

Special Reviewer



Questions?

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- ▶ slides: github/mekanix/presentations