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Descrizione fisica	1 online resource (XXIII, 608 p. 63 illus., 54 illus. in color.)
Disciplina	005.11
Soggetti	Computer programming Open source software Multimedia systems Programming Techniques Open Source Multimedia Information Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1. Basic concepts of sound -- 2. User level tools -- 3. Sound codecs and file formats -- 4. Overview of Linux sound architecture -- 5. ALSA -- 6. PulseAudio -- 7. Jack -- 8. Session Management -- 9. Java Sound -- 10. GStreamer -- 11. libao -- 12. FFmpeg/LibAV -- 13. OpenMAX IL -- 14. LADSPA -- 15. Displaying video with overlays using Gtk and FFMpeg -- 16. MIDI -- 17. User level tools for MIDI -- 18. MIDI Java Sound -- 19. MIDI ALSA -- 20. FluidSynth -- 21. Timidity -- 22. Overview of Karaoke Systems -- 23. Karaoke user level tools -- 24. MP3+G -- 25. Karaoke Applications using Java Sound -- 26. Subtitles and Closed Captions -- 27. Karaoke FluidSynth -- 28. TiMidity and Karaoke -- 29. Jack and Karaoke -- 30. Streaming Audio -- 31. Raspberry Pi -- 32. Conclusion -- Appendix: Decoding the DKD files on the Sonken Karaoke DVD.
Sommario/riassunto	Program audio and sound for Linux using this practical, how-to guide. You will learn how to use DSPs, sampled audio, MIDI, karaoke, streaming audio, and more. Linux Sound Programming takes you through the layers of complexity involved in programming the Linux sound system. You'll see the large variety of tools and approaches that

apply to almost every aspect of sound. This ranges from audio codecs, to audio players, to audio support both within and outside of the Linux kernel. You will: Work with sampled audio Handle Digital Signal Processing (DSP) Gain knowledge of MIDI Build a Karaoke-like application Handle streaming audio .
