Sound Manager Overview for AGL F2F meeting

30st/Aug/2017 Mentor - A Siemens Business



Development formation

ΤΟΥΟΤΑ

HMI Framework system design

- Mr.Hoshina
- Mr.Ohiwa



Sound Manager software design

- Kojima
- Mitsunari



What is Sound Manager?

- The sound manager is the service which provides "sound-right" management for multiple sound sources.
- This service based on **GENIVI Audio Manager**.
- This package contains service binder and library for API calling.
- The reason why this service based on GENIVI Audio Manager is because the sound manager supports highly strong and flexible sound-right management function.



Refer↓

https://wiki.automotivelinux.org/eg-ui-graphics-req-audiorouting/

Where you can get the document

AGL Top page > AGL Wiki > Expert Groups: UI and Graphics > Sound Manager 2017

https://wiki.automotivelinux.org/soundmanager

- Getting start
- Software architecture
- API reference
- Sequence
- Limitation
- etc.

Sound Manager Application Guide

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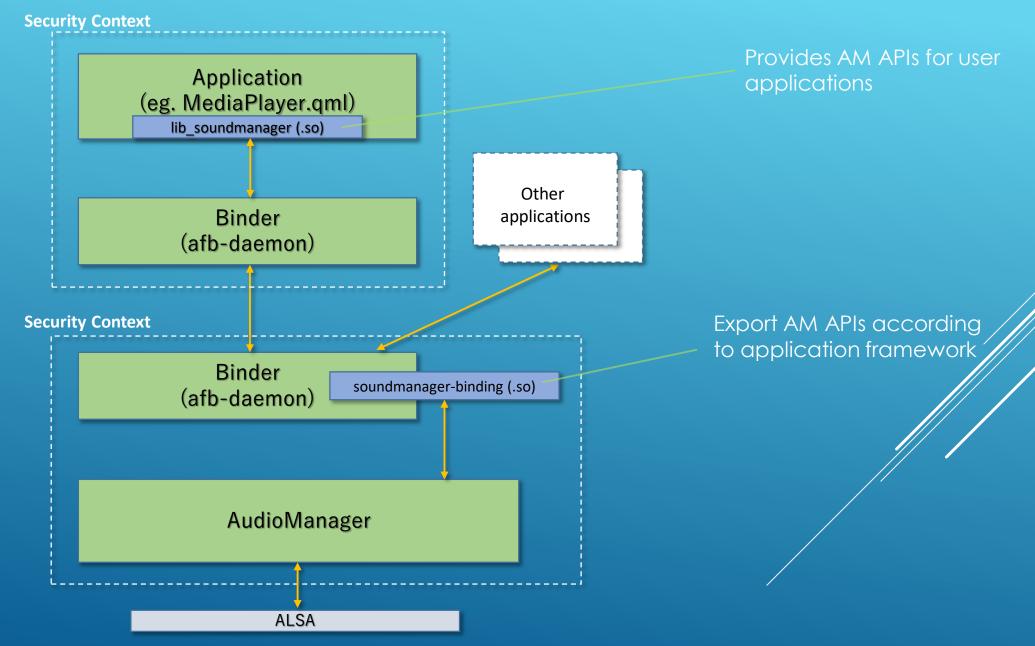
- Target reader of this document
- Overview
- Getting Start
 - Supported environment
 - Build
 - Configuring
 - How to call Sound Manager's APIs from your Application?
- Supported usecase
- Software Architecture
- API reference
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 - CommandSender API
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 - CAmRoutingSender API
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- Sequence
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 - Request Sound Right
- Connect Sound Route
- Start Sound Streaming
- Stop Sound Streaming
- Disconnect Sound Route
- Change Volume
- Set Mute State
- Release Sound Right
- Audio Domain
- Sample code
- Limitation
- Next Plan

What is available today?

- Application Guide
 - for application developer
- Demo
 - explain later
- Binder and Library
 - will upload very soon
- Sample code
 - Media Player
 - Radio
 - Phone (coming soon)

Architecture

Architecture (Application framework point of view)



Architecture

