

Porting and integration of Open Sound System to BeOS and Haiku

Haiku

- Operating System
- Free as in speech (BSD/MIT Licence)
- Compatible with BeOS
- Desktop focused

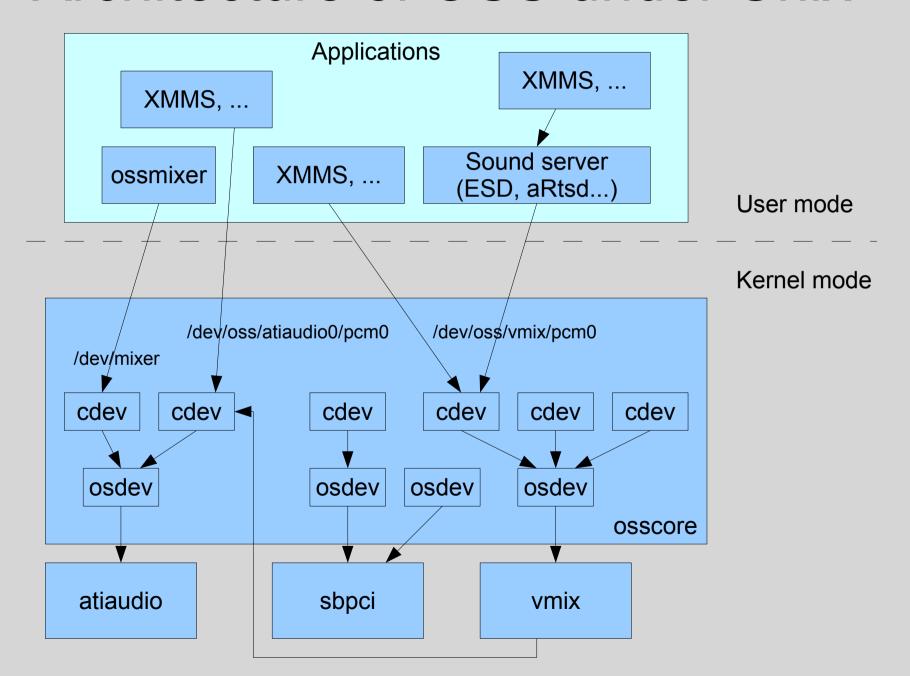
OpenSound System v4

- First audio driver for Linux
- Large number of supported cards
- Closing sources (Linux → ALSA)
- Ports to other Unices
 - Solaris,
 - HP/UX, ...
- Version 4:
 - New functionalities (VMix, ALSA emulation, ...)
 - Re-opening of sources (june 2007)
 - BSD and GPL

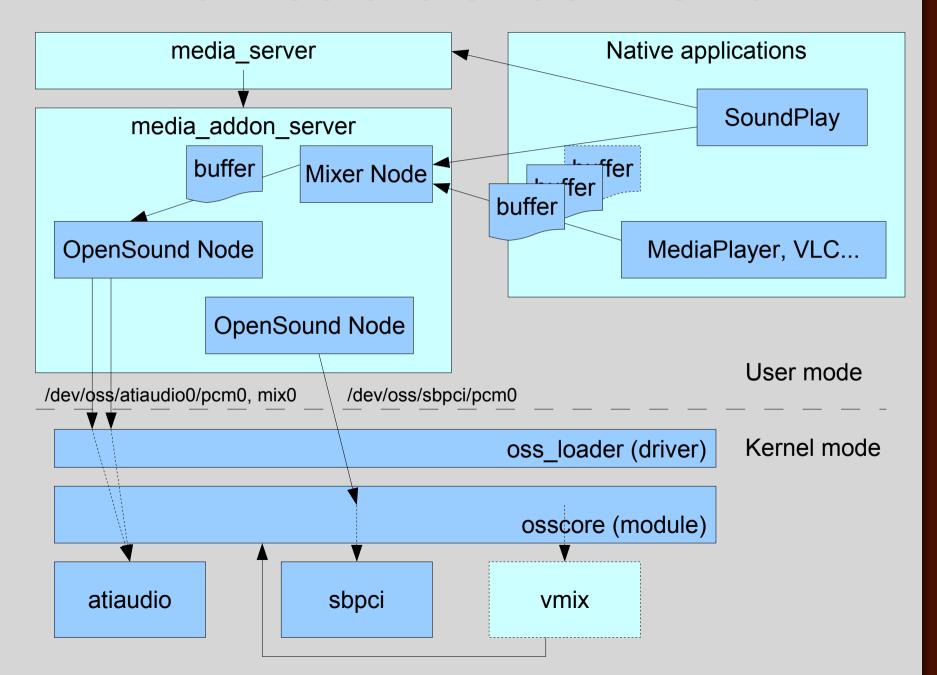
Motivations

- Need for more hardware support
- Number of OSS-supported cards
- Being able to watch videos on my laptop ;-)
- Porting time << N x Time to write a driver
- OSS on many plateforms → easier port

Architecture of OSS under Unix



Architecture under Haiku



Porting Issues

- Build system (make + script + .c + make...)
 - Examples of other plateforms helped
- Abstraction Layer
 - Mutex, allocation, interruption, timer,... → OK
 - Serialisation of access → benaphore :-)
- Loading of modules
 - Driver → osscore → modules
- Publication of items in /dev
 - Added to a list returned to the kernel
- « return -EINVAL; » → RETERR(EINVAL);

Bugs

- Some remaining bugs
 - Incorrect latency handling
 - Single binairy containing kernel modules.
 - No PCI ressource reservation → Conflit with native drivers

More Infos

- Haiku
 - http://haiku-os.org
- OpenSound System
 - http://developer.opensound.com/
- François Revol
 - mailto:revol@free.fr