
高通多媒体技术期刊 20160302



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Revision History

Revision	Date	Description
A	Mar. 2016	Initial release

Note: There is no Rev. I, O, Q, S, X, or Z per Mil. standards.

内容

- Audio
 - Important docs update
 - 如何提Audio死机相关问题的case
 - Audio common issues



Audio

Important docs update

- Docs
 - [80-P3255-19](#) MSM8953 Audio Bringup Guide
 - [80-NU323-11](#) MSM8937 Audio Bringup Guide
- Solutions
 - [00031355](#) MSM8937 Android Audio Project Workflow
 - [00031359](#) MSM8937 LA.1.0 - Audio Feature Plan Of Record (POR)
 - [00031382](#) Supported Audio Decoders on MSM8937
 - [00031383](#) Supported Audio Encoders on MSM8937

如何提Audio死机相关问题的case – 续“高通多媒体技术期刊 - 20160120.pdf”

- 注意事项：

- 6) 上传的dump和elf中，所有文件夹的名字都不要用中文字符，也不要使用一些特殊字符。请仅仅使用英文字符或者下划线_，放dump的文件夹的名字尽量简洁，不要太长，一般建议ramdump+时间，如“ramdump01222016”，如果有其它信息请用下划线，不要用横杠，如“ramdump01222016_01”，不能用“ramdump01222016-01”

Audio common issues (1)

- 描述：Sound card can't be detected due to slimbus NGD I/O error - GPIO reset input pad in undefined state
- 复现步骤和现象：
 - Boot up device
 - Result: sometimes sound card can't be detected, slimbus error is found in the kernel log.
- 基线：MSM8996/MSM8956 + WCD9335/WCD9326
- CR：968161, 969497
- 代码修改：
 - 代码修改在AP侧kernel driver，8996和8956的基线不一样，请提交case申请

Audio common issues (2)

- 描述 : continuous buzz sound played from headset after playing more than 8 hours
- 复现步骤和现象 :
 - Use offload to play mp3 more than 8 hours
 - Result, there is a continuous buzz sound played from headset. If removed headset, issue can't be reproduced.
- 基线 : MSM8996, WCD9335
- CR : 960373
- 代码修改 :
 - <https://codeaurora.org/cgit/quic/la/kernel/msm-3.18/commit/?id=235fb6e83c72c3cb26b04081488d4c4d04dd0ccd>

Audio common issues (3)

- 描述：ADSP crash - malloc failed
- 复现步骤和现象：
 - Unknown
 - Result, ADSP crash.
- 基线：MSM8952, ADSP.8952.2.6
- CR：958432
- 代码修改：
 - Fix is in the ADSP, remote heap callback
 - 新于ADSP.8952.2.6-00200-00000-1的ADSP版本已经包含该fix；可以用升级ADSP版本

Audio common issues (4)

- 描述 : Compress offload, 24bit 48khz wav format music noise
- 复现步骤和现象 :
 - Play the clip in the case with PCM offload , 24bit 48khz
 - Result: Only noise is heard
- 基线 : MSM8994/LA.BF64.1.2.2 ; MSM8996/LA.HB.1.3.1
- CR : 963317
- 代码修改 :
 - Fix is in the mm-parser
 - 如果有该问题请提case申请

Audio common issues (5)

- 描述：Framework watchdog due to in ALooper::stop()
- 复现步骤和现象：
 - Monkey test
- 基线：MSM8939, LA.BR.1.2.1
- CR：964484
- 代码修改：
 - Google bug, QC has a possible fix
 - 如果有该问题请提case申请

Audio common issues (6)

- 描述 : ringtone was muted
- 复现步骤和现象 :
 - 1. Connect to BT headset
 - 2. Open VoiceAssitant(an application to do the voice recognition), it will play a ring stream
 - 3. Receive a voice call
 - 4. When VoiceAssitant ring will be end, accept the call
 - 5. Stop voice call
 - 6. Receive a voice call again, but find the ringtone can't be heard
- 基线 : MSM8994, LA.BF64.1.2.2
- CR : 972582
- 代码修改 :
 - `void AudioPolicyManagerCustom::setPhoneState(audio_mode_t state)`
 - `{`
 - `ALOGV("setPhoneState() state %d", state);`
 -
 - `// handle special case for sonification while in call`
 - `- if (isInCall() && (outputDesc->mRefCount[stream] == 1)) {`
 - `+ if (isInCall()) {`
 - `if (outputDesc->isDuplicated()) {`

Questions?

<https://support.cdmatech.com>

