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