



#### Then, Now, Soon

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#### - Banshee:

A supernatural being supposed to warn a family of the approaching death of one of its members, by wailing or singing in a mournful voice, as under the windows of the house. *Webster 1913*.





#### What are we used to?

- Many applications for related tasks...
  - GNOME CD Player, Totem, SJ, Goobox for Playing
  - Sound Juicer, Goobox for Ripping
  - Coaster, Gnome Baker, X-CD-Roast (still?), etc, etc.
  - Totem, Rhythmbox for playback/management





#### What is it?

- An A-Z to solution for audio and music management and playback
- ...Using Helix or GStreamer
- ...Using entagged-sharp for fully-managed audio metadata support





### Where is it currently?

- Audio/music importing and playback
- SQLite database backend
- Fully integrated audio CD support: Playing, Ripping, Burning... CDDB Slave 2 (ugh)
- Comprehensive iPod support: play directly from iPod, sync to iPod
- Versatile, pluggable, cute playback engines: Helix, Gstreamer, VLC engines





### Where is it currently?

- Multi-track metadata editor... fairly simple right now, and only saves to database
- Basic playlist support, fairly extensive DnD control
- Search-as-you-type for the Library





# Where is it going?

- Refactoring Source/View model to make external sources insanely simple to implement
- DAAP Source
- iRadio/last.fm Source
- Podcasting Support
- More hardware support (generic USB file system players, Dell DJ/Creative Nomad/Zen players, iRiver players)





# Where is it going?

- Smart playlists (editor and database support implemented, needs UI support)
- Genre/Artist/Album browser
- Cover Art (Amazon, Google?)
- Replace CDDB with Musicbrainz (almost complete)
- Full plugin API that exposes transcoding, the library database, etc.





#### How do we benefit?

- As users we have a very comprehensive, friendly application to handle all of our musical needs on the GNOME Desktop
- As developers we now have access to various media components now exposed under Mono.





# Developer Benefits

- Banshee implements bindings for specialized components that will be exposed for...
  - Audio Playback (Gstreamer, Helix/hxclientkit, VLC bindings)
  - CD Ripping (Gstreamer)
  - Transcoding (Gstreamer)
  - Musicbrainz
  - GNOME CDDB Slave 2 Client Bindings... yes, that's Bonobo/CORBA/IDL/C interacting with C#... crazy, eh? We'll be moving to Musicbrainz shortly;)





### Developer Benefits

- Other reusable Mono components in Banshee:
  - CD Burning (libnautilus-burn-sharp)
  - File metadata (entagged-sharp, Beagle already using this). Support AAC, MP3, OGG, FLAC, WMA/ASF, MPC, APE, Tracker)
  - iPod (ipod-sharp, libipoddevice)... make your app support the iPod without having to deal with the iPod.





#### What else?

 Banshee is designed to be extensible... it's possible to implement new sources in about 50 lines of C#

... so what do you want in *your* music experience?



### music management and playback for gnome



