



Comments (7) Dependencies Duplicates (0) Blocking (0) Resources (2)

Fixed Bug P2 + Add Hotlist Platform

 STATUS UPDATE No update yet. Edit


 DESCRIPTION ja...@samsung-slsi.corp-partner.google.com created issue #1


Apr 18, 2023 09:59


CTS U\_UP1A.230309.002.A1\_9739622\_beta1  
run cts -m CtsNativeMediaAAudioTestCases -t android.nativemedia.aaudio.AAudioTests#AAudioTestAttributes\_aaudio\_input\_preset\_perfnone

java.lang.AssertionError:  
cts/tests/tests/nativemedia/aaudio/jni/test\_aaudio\_attributes.cpp:96  
Expected equality of these values:  
AAUDIO\_OK  
Which is: 0  
AAudioStreamBuilder\_openStream(aaudioBuilder, &aaudioStream)  
Which is: -895

The following CTS Testcase are Failing, we are using CTS U Beta1 version.  
Seems like all failed testcases are newly added in Android U CTS, as these cases can't be executed with Android T CTS  
What do we need to do to make these testcases PASS?  
Or is this a problem caused by the beta version?

 2023.04.18\_20.37.12.zip  
378 KB Download

 bugreport-full\_erd9945\_u-UP1A.230309.002-2023-04-18-19-25-52.zip  
6.1 MB Download

 inv\_9746926652339621205.zip  
974 KB Download


✓ Links (2)

↔ Links (2)

" ...UDIO\_INPUT\_FLAG\_VOIP\_TX is used for voice communication. See ↔code . The voice communication is a MUST request if the device declares android.hardware.microphone by CD..."


" ...TX is used for voice communication. See code. The voice communication is a MUST request if the device declares android.hardware.microphone by ↔CDD 5.4.1 ."

COMMENTS All comments ↓ Older

 am...@google.com <am...@google.com> #2 Apr 22, 2023 04:41P

Assigned to am...@google.com.

Thank you for reporting this issue. We've shared this with our product and engineering teams and will continue to provide updates as more information becomes available.

 ph...@google.com <ph...@google.com> #3 May 4, 2023 12:35A

The open that failed requests inputPreset = 7  
04-18 19:23:42.950 I AudioStreamBuilder: usage = 0, contentType = 0, inputPreset = 7, allowedCapturePolicy = 0

AAUDIO\_INPUT\_PRESET\_VOICE\_COMMUNICATION = 7,

Maybe AAUDIO\_INPUT\_PRESET\_VOICE\_COMMUNICATION cannot be opened for some reason.  
The other InputPresets were OK.

Here are logs from the open:

04-18 19:23:42.949 I AAudio : AAudioStreamBuilder\_openStream() called -----  
04-18 19:23:42.950 I AudioStreamBuilder: rate = 0, channels = 0, channelMask = 0, format = 0, sharing = SH, dir = INPUT  
04-18 19:23:42.950 I AudioStreamBuilder: device = 0, sessionId = -1, perfMode = 10, callback: OFF with frames = 0  
04-18 19:23:42.950 I AudioStreamBuilder: usage = 0, contentType = 0, inputPreset = 7, allowedCapturePolicy = 0  
04-18 19:23:42.950 I AudioStreamBuilder: privacy sensitive = false, opPackageName = (null), attributionTag = (null)  
04-18 19:23:42.952 D AudioStreamBuilder: build() MMAP not used because AAUDIO\_PERFORMANCE\_MODE\_LOW\_LATENCY not requested.  
04-18 19:23:42.952 D ivemedia.aaudio: PlayerBase::PlayerBase()  
04-18 19:23:42.980 D audio\_hw\_primary: device-adev\_open\_input\_stream: enter: io\_handle (110), sample\_rate(48000) channel\_mask(0xc) format(0x1) framecount(0) devices(0x80000004) flags(0x20) sources(7), address(bottom)

04-18 19:23:42.981 I audio\_hw\_primary: device-adev\_open\_input\_stream: requested to open un-supported output

04-18 19:23:42.981 I audio\_hw\_primary: device-adev\_open\_input\_stream: failed to open this stream as error(-22)  
04-18 19:23:42.985 D audio\_hw\_primary: device-adev\_open\_input\_stream: enter: io\_handle (110), sample\_rate(48000) channel\_mask(0xc) format(0x1) framecount(0) devices(0x80000004) flags(0x20) sources(7), address(bottom)

04-18 19:23:42.986 I audio\_hw\_primary: device-adev\_open\_input\_stream: requested to open un-supported output  
04-18 19:23:42.986 I audio\_hw\_primary: device-adev\_open\_input\_stream: failed to open this stream as error(-22)  
04-18 19:23:42.987 W APM\_AudioPolicyManager: getInputForAttr() failed opening input: sampling rate 48000, format 0x1, channel mask 0xc



pa...@samsung.com <pa...@samsung.com> [#4](#)

May 4, 2023 12:06P

Thanks for your detailed analysis,  
After updating our HAL implementation to support this INPUT Flag "AUDIO\_INPUT\_FLAG\_VOIP\_TX"  
aaudio\_input\_preset\_perfnone CTS test case is passed.

From Android U onwards framework is requesting "AUDIO\_INPUT\_FLAG\_VOIP\_TX" flag for recording,  
even though we haven't added any support for this VOIP\_TX INPUT flag in our "audio\_policy\_configuration.xml"

Please can you share more details about "AUDIO\_INPUT\_FLAG\_VOIP\_TX" usage and in which scenarios this INPUT-FLAG is used.



ji...@google.com <ji...@google.com> [#5](#)

May 5, 2023 07:31A

The AUDIO\_INPUT\_FLAG\_VOIP\_TX is used for voice communication. See [↔code](#). The voice communication is a **MUST** request if the device declares `android.hardware.microphone` by [↔5.4.1](#).



ph...@google.com <ph...@google.com> [#6](#)

May 12, 2023 04:49A

Can we close this?



ji...@google.com <ji...@google.com> [#7](#)

May 12, 2023 04:59A

*Marked as fixed.*

I think we are good to close here.