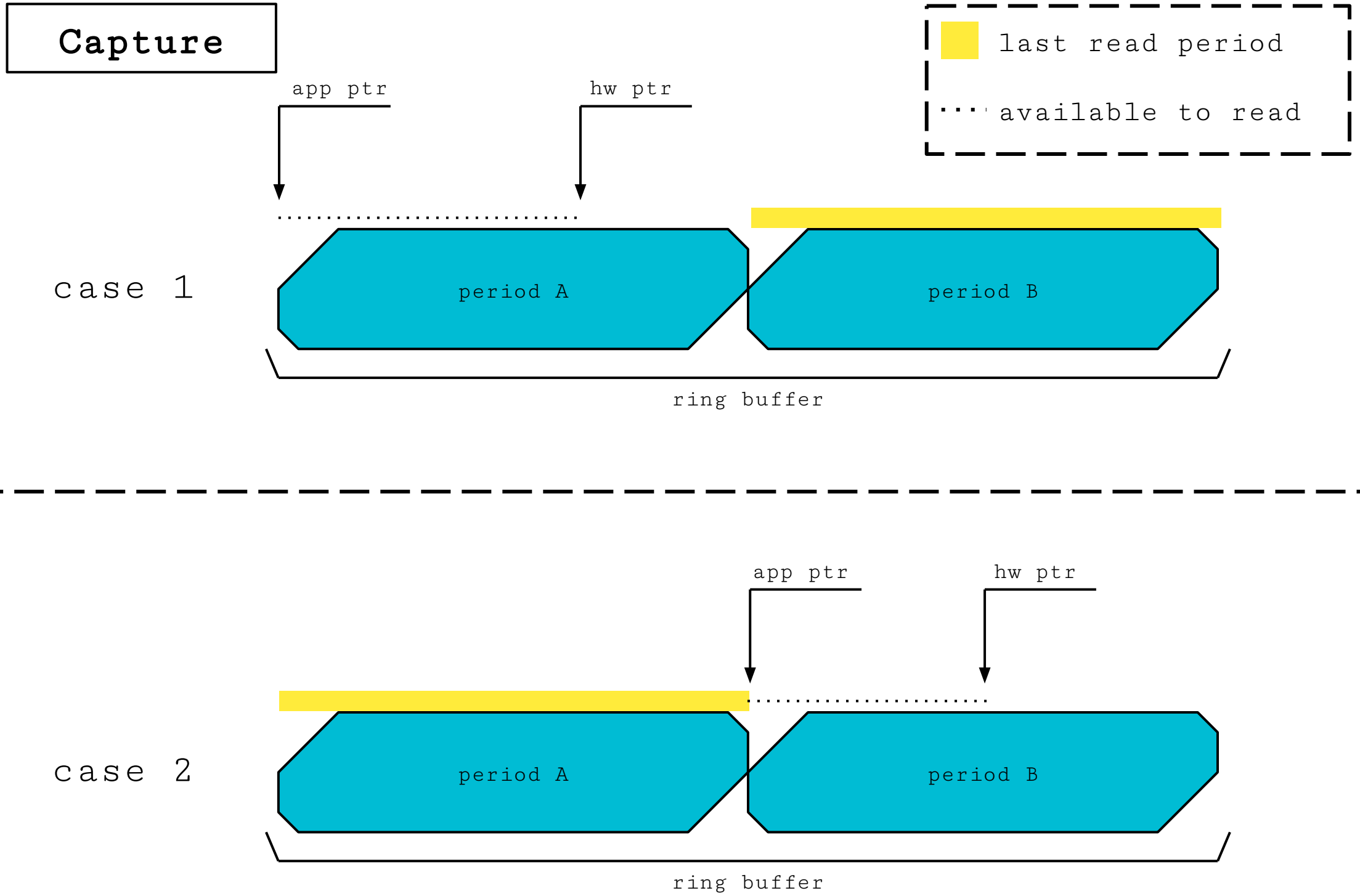
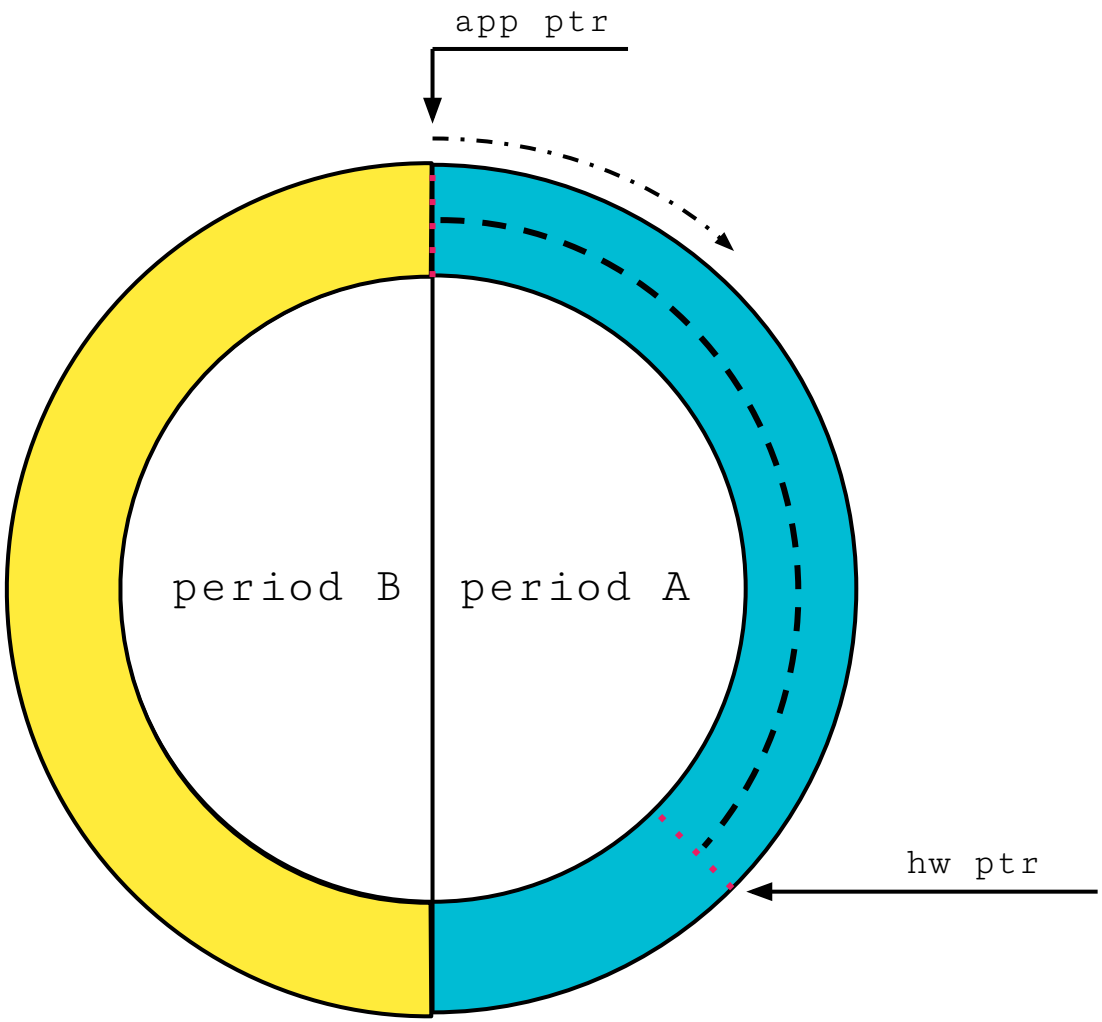
- Capture
  - hw ptr (hardware pointer) = Position in ring buffer where **sound device** is filling with samples.
  - app ptr (application pointer) = Position in ring buffer where **application** has ended last read.
- Playback
  - hw ptr = Position in ring buffer where **sound device** is eating up samples.
  - app ptr = Position in ring buffer where **application** has ended last write.


Capture
last read period
available to read
app ptr
hw ptr
case 1
period A
period B
ring buffer
app ptr
hw ptr
case 2
period A
period B
ring buffer

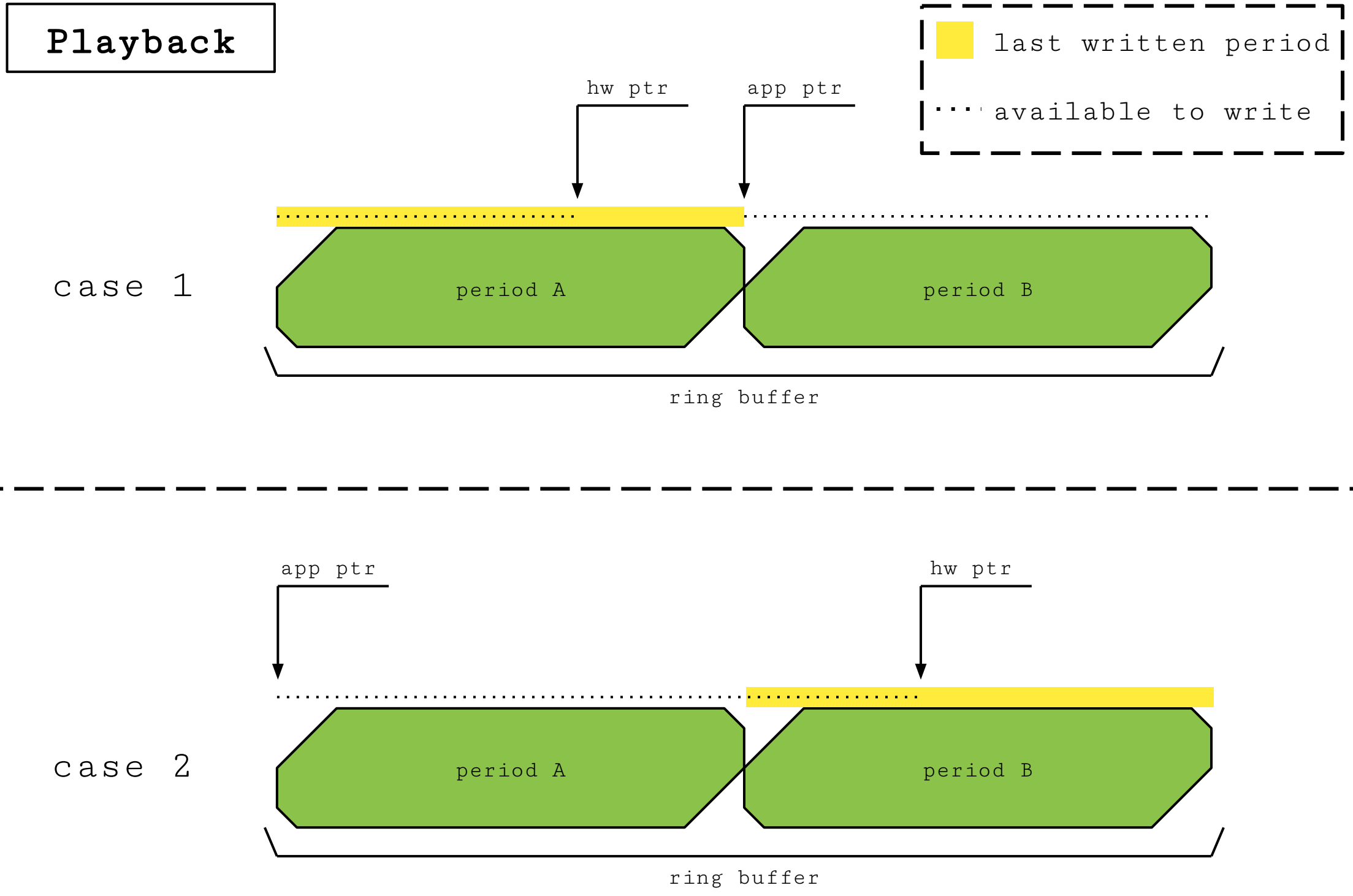
# Capture

case 1



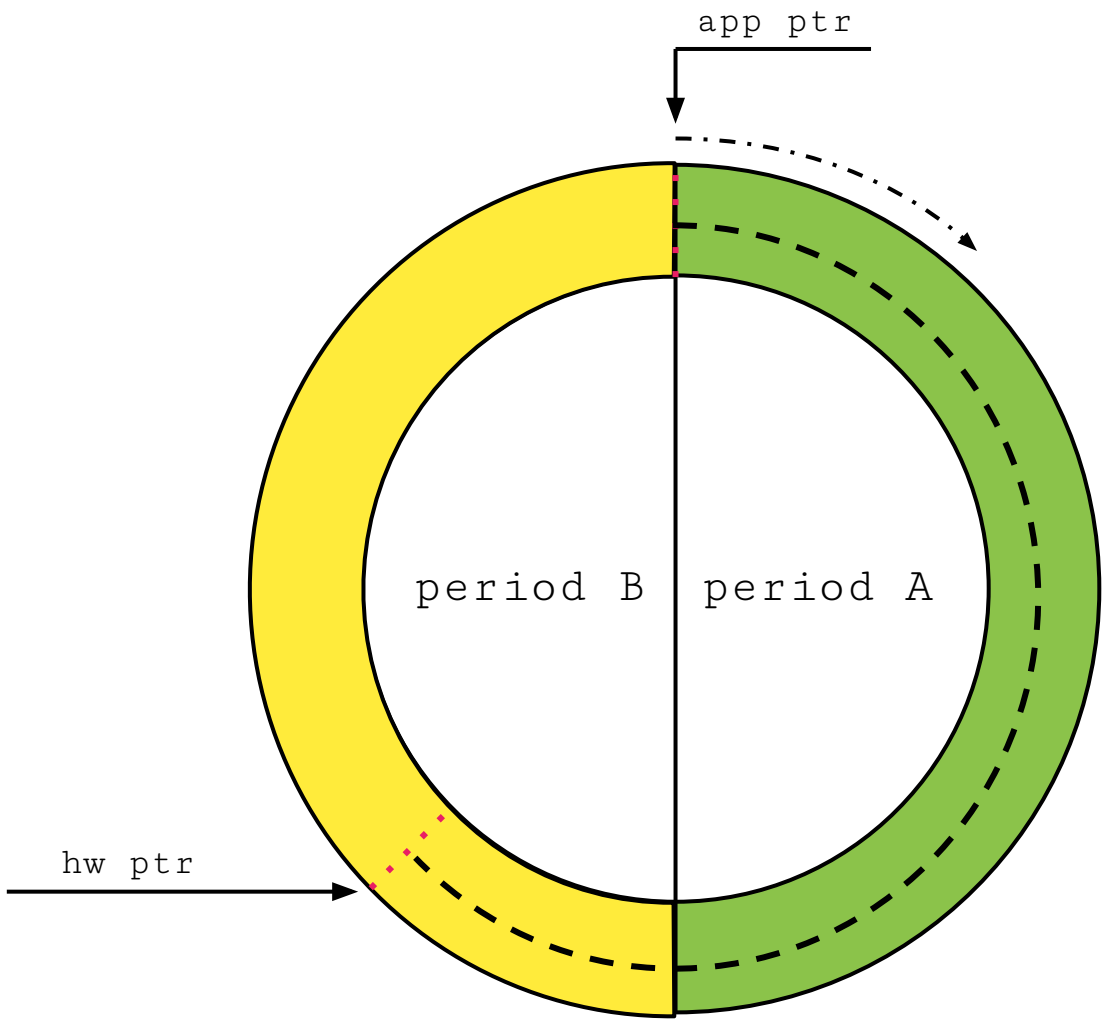

The ring buffer

# Playback


last written period
available to write
hw ptr
app ptr
case 1
period A
period B
ring buffer
app ptr
hw ptr
case 2
period A
period B
ring buffer

**Playback**

case 2




The ring buffer