1. What is miniBAE?
   a. Abstracted high performance mixing engine
   b. Designed for very low latency
   c. Very efficient
2. Why do we care?
   a. Interactive audio is the core need for quality video games
   b. Audio in general is one of the senses and any platform without good support suffers
3. What can it be used for?
   a. Playing just about any kind of audio content. Either stored locally, via a network stream, or stored in an application.
   b. From the application there's all kinds of ways to hook into the media as it plays, super useful for interactions.
4. What's is cost?
   a. Free. BSD license. Available now: www.minibae.org
5. What happen to Beatnik?
   a. Beatnik ended business December 2009. Decided to release the miniBAE source as a BSD license rather than let it disappear.
6. What's with all this Javascript code?
   a. miniBAE's first incarnation was a plugin for web browsers than included almost a feature for feature Javascript API to match the native API's. That code is also in the release for potential reuse in Browsers or Frameworks that support Javascript.
7. What's left to be done?
   a. If the Javascript code is to be used, it will have to be modernized, and a layer between Javascript and the Native code will have to be written.
   b. A Native Host will have to be written for each platform you want to support. The code release includes: Mac OSX, Windows, iOS.

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Operating System API, Java, Nokia, Danger, Browser

Custom stream, ie network radio

File I/O: WAV, AIF, MP3

External sequencer, keyboard

miniBAE audio engine

Linear Audio

File Reader

Software Wavetable synthesizer and sequencer

Codecs, sequencer state

64 channel by 2 channel mixer

Native Host API

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