## E34R glass had nose when audio paly (E34 在RK平台,有噪音问题)

- 【问题原因】E34在RK平台上会同时注册SPDIF声道和USB audio,实际上眼镜只使用USB audio, RK会同时输出,这个时候会存在破音。
- 【解决办法】把SPDIF通道先注释掉。
- 【维护】单独维护一个pitch。

【问题解决记录】 当前该问题由于当时没有记录,现在需要重新问题记录下来。

frameworks/av/services/audiopolicy/enginedefault/src

不要直接替换,你只关注getDevicesForStrategyInt函数,昨天我截图部分

我不清楚你们现在的版本和sdk最新的有啥差别,最好不要直接替换,你compare下,将我昨天截图部分,case STRATE

代码修改后,在frameworks/av/services/audiopolicy/enginedefault目录下mm编译,将生成的libaudiopol

```
if (devices2.isEmpty())
S legacy_strategy_map
                                    00368:
                                                          devices2 = availableOutputDevices.getDevicesFromType(AUDIO DEVICE OUT SPI
                                    00369:
    id
getLegacyStrategy
                                    00370:
                                                      DeviceVector devices3;
C Engine
Engine
                                    00371:
                                                      if (strategy == STRATEGY_MEDIA) {
                                                           // ARC, SPDIF and AUX LINE can co-exist with others.
                                    00372:
    setForceVse
                                    00373:
                                                           devices3 = availableOutputDevices.getDevicesFromTypes({
   filterOutputDevicesForStra
remapStrategyFromContext
                                    00374:
                                                                    AUDIO_DEVICE_OUT_HDMI_ARC, AUDIO_DEVICE_OUT_HDMI_EARC,
                                    00375:
                                                                    AUDIO DEVICE OUT SPDIF, AUDIO DEVICE OUT AUX LINE,
                                    00376:
    getDeviceForInputSource
    updateDeviceSelectionCache
                                    00377:
                                                      }
    getProductStrategyFromLega
                                    00378:
    getPreferredDeviceTypeForL
getPreferredAvailableDevic
                                    00379:
                                                       devices2.add(devices3);
                                    00380:
    getDevicesForProductStrate
                                                      // device is DEVICE OUT SPEAKER if we come from case STRATEGY_SONIFICATION o: // STRATEGY_ENFORCED_AUDIBLE, AUDIO_DEVICE_NONE otherwise
                                    00381:
    getOutputDevicesForAttribu
    getOutputDevicesForStream
                                    00382:
   getInputDeviceForAttribute
                                    00383:
                                                      devices.add(devices2);
                                    00384:
                                    00385:
                                                      // If hdmi system audio mode is on, remove speaker out of output list.
                                                      if ((strategy == STRATEGY_MEDIA) &&
                                    00386:
                                                           (getForceUse(AUDIO POLICY FORCE FOR HDMI SYSTEM AUDIO) ==
                                    00387:
                                                               AUDIO POLICY FORCE HDMI SYSTEM AUDIO ENFORCED))
                                    00388:
```