The ALSA Driver API

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Chapter 1. Management of Cards and Devices

Card Management

Name

snd_device_initialize — Initialize struct device for sound devices

Synopsis

```
void snd_device_initialize (struct device * dev, struct snd_card * card);
```

Arguments

dev device to initialize

card card to assign, optional

Name

snd_card_new — create and initialize a soundcard structure

Synopsis

```
int snd_card_new (struct device * parent, int idx, const char * xid,
struct module * module, int extra_size, struct snd_card ** card_ret);
```

Arguments

parent	the parent device object
idx	card index (address) [0 ... (SNDRV_CARDS-1)]
xid	card identification (ASCII string)
module	top level module for locking
extra_size	allocate this extra size after the main soundcard structure
card_ret	the pointer to store the created card instance

Description

Creates and initializes a soundcard structure.

The function allocates snd_card instance via kzalloc with the given space for the driver to use freely. The allocated struct is stored in the given card_ret pointer.

Return

Zero if successful or a negative error code.

Name

snd_card_disconnect — disconnect all APIs from the file-operations (user space)

Synopsis

```
int snd_card_disconnect (struct snd_card * card);
```

Arguments

card soundcard structure

Description

Disconnects all APIs from the file-operations (user space).

Return

Zero, otherwise a negative error code.

Note

The current implementation replaces all active file->f_op with special dummy file operations (they do nothing except release).

Name

snd_card_free_when_closed — Disconnect the card, free it later eventually

Synopsis

```
int snd_card_free_when_closed (struct snd_card * card);
```

Arguments

card soundcard structure

Description

Unlike `snd_card_free`, this function doesn't try to release the card resource immediately, but tries to disconnect at first. When the card is still in use, the function returns before freeing the resources. The card resources will be freed when the refcount gets to zero.

Name

snd_card_free — frees given soundcard structure

Synopsis

```
int snd_card_free (struct snd_card * card);
```

Arguments

card soundcard structure

Description

This function releases the soundcard structure and the all assigned devices automatically. That is, you don't have to release the devices by yourself.

This function waits until the all resources are properly released.

Return

Zero. Frees all associated devices and frees the control interface associated to given soundcard.

Name

snd_card_set_id — set card identification name

Synopsis

```
void snd_card_set_id (struct snd_card * card, const char * nid);
```

Arguments

card soundcard structure

nid new identification string

Description

This function sets the card identification and checks for name collisions.

Name

snd_card_add_dev_attr — Append a new sysfs attribute group to card

Synopsis

```
int snd_card_add_dev_attr (struct snd_card * card, const struct attribute_group * group);
```

Arguments

card card instance

group attribute group to append

Name

snd_card_register — register the soundcard

Synopsis

```
int snd_card_register (struct snd_card * card);
```

Arguments

card soundcard structure

Description

This function registers all the devices assigned to the soundcard. Until calling this, the ALSA control interface is blocked from the external accesses. Thus, you should call this function at the end of the initialization of the card.

Return

Zero otherwise a negative error code if the registration failed.

Name

snd_component_add — add a component string

Synopsis

```
int snd_component_add (struct snd_card * card, const char * component);
```

Arguments

card soundcard structure

component the component id string

Description

This function adds the component id string to the supported list. The component can be referred from the alsa-lib.

Return

Zero otherwise a negative error code.

Name

snd_card_file_add — add the file to the file list of the card

Synopsis

```
int snd_card_file_add (struct snd_card * card, struct file * file);
```

Arguments

card soundcard structure

file file pointer

Description

This function adds the file to the file linked-list of the card. This linked-list is used to keep tracking the connection state, and to avoid the release of busy resources by hotplug.

Return

zero or a negative error code.

Name

snd_card_file_remove — remove the file from the file list

Synopsis

```
int snd_card_file_remove (struct snd_card * card, struct file * file);
```

Arguments

card soundcard structure

file file pointer

Description

This function removes the file formerly added to the card via `snd_card_file_add` function. If all files are removed and `snd_card_free_when_closed` was called beforehand, it processes the pending release of resources.

Return

Zero or a negative error code.

Name

snd_power_wait — wait until the power-state is changed.

Synopsis

```
int snd_power_wait (struct snd_card * card, unsigned int power_state);
```

Arguments

card	soundcard structure
power_state	expected power state

Description

Waits until the power-state is changed.

Return

Zero if successful, or a negative error code.

Note

the power lock must be active before call.

Device Components

Name

snd_device_new — create an ALSA device component

Synopsis

```
int snd_device_new (struct snd_card * card, enum snd_device_type type,
void * device_data, struct snd_device_ops * ops);
```

Arguments

card	the card instance
type	the device type, SNDRV_DEV_XXX
device_data	the data pointer of this device
ops	the operator table

Description

Creates a new device component for the given data pointer. The device will be assigned to the card and managed together by the card.

The data pointer plays a role as the identifier, too, so the pointer address must be unique and unchanged.

Return

Zero if successful, or a negative error code on failure.

Name

snd_device_disconnect — disconnect the device

Synopsis

```
void snd_device_disconnect (struct snd_card * card, void * device_data);
```

Arguments

card the card instance

device_data the data pointer to disconnect

Description

Turns the device into the disconnection state, invoking dev_disconnect callback, if the device was already registered.

Usually called from `snd_card_disconnect`.

Return

Zero if successful, or a negative error code on failure or if the device not found.

Name

snd_device_free — release the device from the card

Synopsis

```
void snd_device_free (struct snd_card * card, void * device_data);
```

Arguments

card the card instance

device_data the data pointer to release

Description

Removes the device from the list on the card and invokes the callbacks, dev_disconnect and dev_free, corresponding to the state. Then release the device.

Name

snd_device_register — register the device

Synopsis

```
int snd_device_register (struct snd_card * card, void * device_data);
```

Arguments

card the card instance

device_data the data pointer to register

Description

Registers the device which was already created via `snd_device_new`. Usually this is called from `snd_card_register`, but it can be called later if any new devices are created after invocation of `snd_card_register`.

Return

Zero if successful, or a negative error code on failure or if the device not found.

Module requests and Device File Entries

Name

snd_request_card — try to load the card module

Synopsis

```
void snd_request_card (int card);
```

Arguments

card the card number

Description

Tries to load the module “snd-card-X” for the given card number via request_module. Returns immediately if already loaded.

Name

snd_lookup_minor_data — get user data of a registered device

Synopsis

```
void * snd_lookup_minor_data (unsigned int minor, int type);
```

Arguments

minor the minor number

type device type (SNDRV_DEVICE_TYPE_XXX)

Description

Checks that a minor device with the specified type is registered, and returns its user data pointer.

This function increments the reference counter of the card instance if an associated instance with the given minor number and type is found. The caller must call `snd_card_unref` appropriately later.

Return

The user data pointer if the specified device is found. `NULL` otherwise.

Name

snd_register_device — Register the ALSA device file for the card

Synopsis

```
int snd_register_device (int type, struct snd_card * card, int dev,
const struct file_operations * f_ops, void * private_data, struct device
* device);
```

Arguments

type	the device type, SNDRV_DEVICE_TYPE_XXX
card	the card instance
dev	the device index
f_ops	the file operations
private_data	user pointer for f_ops->open
device	the device to register

Description

Registers an ALSA device file for the given card. The operators have to be set in reg parameter.

Return

Zero if successful, or a negative error code on failure.

Name

snd_unregister_device — unregister the device on the given card

Synopsis

```
int snd_unregister_device (struct device * dev);
```

Arguments

dev the device instance

Description

Unregisters the device file already registered via `snd_register_device`.

Return

Zero if successful, or a negative error code on failure.

Memory Management Helpers

Name

copy_to_user_fromio — copy data from mmio-space to user-space

Synopsis

```
int copy_to_user_fromio (void __user * dst, const volatile void __iomem
* src, size_t count);
```

Arguments

dst the destination pointer on user-space

src the source pointer on mmio

count the data size to copy in bytes

Description

Copies the data from mmio-space to user-space.

Return

Zero if successful, or non-zero on failure.

Name

copy_from_user_toio — copy data from user-space to mmio-space

Synopsis

```
int copy_from_user_toio (volatile void __iomem * dst, const void __user
* src, size_t count);
```

Arguments

dst the destination pointer on mmio-space

src the source pointer on user-space

count the data size to copy in bytes

Description

Copies the data from user-space to mmio-space.

Return

Zero if successful, or non-zero on failure.

Name

snd_malloc_pages — allocate pages with the given size

Synopsis

```
void * snd_malloc_pages (size_t size, gfp_t gfp_flags);
```

Arguments

size	the size to allocate in bytes
gfp_flags	the allocation conditions, GFP_XXX

Description

Allocates the physically contiguous pages with the given size.

Return

The pointer of the buffer, or NULL if no enough memory.

Name

snd_free_pages — release the pages

Synopsis

```
void snd_free_pages (void * ptr, size_t size);
```

Arguments

ptr the buffer pointer to release

size the allocated buffer size

Description

Releases the buffer allocated via `snd_malloc_pages`.

Name

snd_dma_alloc_pages — allocate the buffer area according to the given type

Synopsis

```
int snd_dma_alloc_pages (int type, struct device * device, size_t size,
struct snd_dma_buffer * dmab);
```

Arguments

type the DMA buffer type

device the device pointer

size the buffer size to allocate

dmab buffer allocation record to store the allocated data

Description

Calls the memory-allocator function for the corresponding buffer type.

Return

Zero if the buffer with the given size is allocated successfully, otherwise a negative value on error.

Name

snd_dma_alloc_pages_fallback — allocate the buffer area according to the given type with fallback

Synopsis

```
int snd_dma_alloc_pages_fallback (int type, struct device * device,
size_t size, struct snd_dma_buffer * dmab);
```

Arguments

type the DMA buffer type

device the device pointer

size the buffer size to allocate

dmab buffer allocation record to store the allocated data

Description

Calls the memory-allocator function for the corresponding buffer type. When no space is left, this function reduces the size and tries to allocate again. The size actually allocated is stored in res_size argument.

Return

Zero if the buffer with the given size is allocated successfully, otherwise a negative value on error.

Name

snd_dma_free_pages — release the allocated buffer

Synopsis

```
void snd_dma_free_pages (struct snd_dma_buffer * dmab);
```

Arguments

dmab the buffer allocation record to release

Description

Releases the allocated buffer via `snd_dma_alloc_pages`.

Chapter 2. PCM API

PCM Core

Name

snd_pcm_format_name — Return a name string for the given PCM format

Synopsis

```
const char * snd_pcm_format_name (snd_pcm_format_t format);
```

Arguments

format PCM format

Name

snd_pcm_new_stream — create a new PCM stream

Synopsis

```
int snd_pcm_new_stream (struct snd_pcm * pcm, int stream, int substream_count);
```

Arguments

pcm	the pcm instance
stream	the stream direction, SNDRV_PCM_STREAM_XXX
substream_count	the number of substreams

Description

Creates a new stream for the pcm. The corresponding stream on the pcm must have been empty before calling this, i.e. zero must be given to the argument of snd_pcm_new.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_new — create a new PCM instance

Synopsis

```
int snd_pcm_new (struct snd_card * card, const char * id, int device,
int playback_count, int capture_count, struct snd_pcm ** rpcm);
```

Arguments

card	the card instance
id	the id string
device	the device index (zero based)
playback_count	the number of substreams for playback
capture_count	the number of substreams for capture
rpcm	the pointer to store the new pcm instance

Description

Creates a new PCM instance.

The pcm operators have to be set afterwards to the new instance via snd_pcm_set_ops.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_new_internal — create a new internal PCM instance

Synopsis

```
int snd_pcm_new_internal (struct snd_card * card, const char * id, int
device, int playback_count, int capture_count, struct snd_pcm ** rpcm);
```

Arguments

card	the card instance
id	the id string
device	the device index (zero based - shared with normal PCMs)
playback_count	the number of substreams for playback
capture_count	the number of substreams for capture
rpcm	the pointer to store the new pcm instance

Description

Creates a new internal PCM instance with no userspace device or procfs entries. This is used by ASoC Back End PCMs in order to create a PCM that will only be used internally by kernel drivers. i.e. it cannot be opened by userspace. It provides existing ASoC components drivers with a substream and access to any private data.

The pcm operators have to be set afterwards to the new instance via `snd_pcm_set_ops`.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_notify — Add/remove the notify list

Synopsis

```
int snd_pcm_notify (struct snd_pcm_notify * notify, int nfree);
```

Arguments

notify PCM notify list

nfree 0 = register, 1 = unregister

Description

This adds the given notifier to the global list so that the callback is called for each registered PCM devices. This exists only for PCM OSS emulation, so far.

Name

snd_pcm_set_ops — set the PCM operators

Synopsis

```
void snd_pcm_set_ops (struct snd_pcm * pcm, int direction, const struct
snd_pcm_ops * ops);
```

Arguments

pcm	the pcm instance
direction	stream direction, SNDRV_PCM_STREAM_XXX
ops	the operator table

Description

Sets the given PCM operators to the pcm instance.

Name

snd_pcm_set_sync — set the PCM sync id

Synopsis

```
void snd_pcm_set_sync (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream

Description

Sets the PCM sync identifier for the card.

Name

snd_interval_refine — refine the interval value of configurator

Synopsis

```
int snd_interval_refine (struct snd_interval * i, const struct snd_interval * v);
```

Arguments

i the interval value to refine

v the interval value to refer to

Description

Refines the interval value with the reference value. The interval is changed to the range satisfying both intervals. The interval status (min, max, integer, etc.) are evaluated.

Return

Positive if the value is changed, zero if it's not changed, or a negative error code.

Name

snd_interval_ratnum — refine the interval value

Synopsis

```
int snd_interval_ratnum (struct snd_interval * i, unsigned int rats_count, struct snd_ratnum * rats, unsigned int * nump, unsigned int * denp);
```

Arguments

i	interval to refine
rats_count	number of ratnum_t
rats	ratnum_t array
nump	pointer to store the resultant numerator
denp	pointer to store the resultant denominator

Return

Positive if the value is changed, zero if it's not changed, or a negative error code.

Name

snd_interval_list — refine the interval value from the list

Synopsis

```
int snd_interval_list (struct snd_interval * i, unsigned int count,
const unsigned int * list, unsigned int mask);
```

Arguments

i the interval value to refine

count the number of elements in the list

list the value list

mask the bit-mask to evaluate

Description

Refines the interval value from the list. When mask is non-zero, only the elements corresponding to bit 1 are evaluated.

Return

Positive if the value is changed, zero if it's not changed, or a negative error code.

Name

snd_interval_ranges — refine the interval value from the list of ranges

Synopsis

```
int snd_interval_ranges (struct snd_interval * i, unsigned int count,
const struct snd_interval * ranges, unsigned int mask);
```

Arguments

i	the interval value to refine
count	the number of elements in the list of ranges
ranges	the ranges list
mask	the bit-mask to evaluate

Description

Refines the interval value from the list of ranges. When mask is non-zero, only the elements corresponding to bit 1 are evaluated.

Return

Positive if the value is changed, zero if it's not changed, or a negative error code.

Name

snd_pcm_hw_rule_add — add the hw-constraint rule

Synopsis

```
int snd_pcm_hw_rule_add (struct snd_pcm_runtime * runtime, unsigned int cond, int var, snd_pcm_hw_rule_func_t func, void * private, int dep, ...);
```

Arguments

runtime	the pcm runtime instance
cond	condition bits
var	the variable to evaluate
func	the evaluation function
private	the private data pointer passed to function
dep	the dependent variables
...	variable arguments

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_mask64 — apply the given bitmap mask constraint

Synopsis

```
int snd_pcm_hw_constraint_mask64 (struct snd_pcm_runtime * runtime,
snd_pcm_hw_param_t var, u_int64_t mask);
```

Arguments

runtime PCM runtime instance

var hw_params variable to apply the mask

mask the 64bit bitmap mask

Description

Apply the constraint of the given bitmap mask to a 64-bit mask parameter.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_integer — apply an integer constraint to an interval

Synopsis

```
int snd_pcm_hw_constraint_integer (struct snd_pcm_runtime * runtime,
snd_pcm_hw_param_t var);
```

Arguments

runtime PCM runtime instance

var hw_params variable to apply the integer constraint

Description

Apply the constraint of integer to an interval parameter.

Return

Positive if the value is changed, zero if it's not changed, or a negative error code.

Name

snd_pcm_hw_constraint_minmax — apply a min/max range constraint to an interval

Synopsis

```
int snd_pcm_hw_constraint_minmax (struct snd_pcm_runtime * runtime,
snd_pcm_hw_param_t var, unsigned int min, unsigned int max);
```

Arguments

runtime PCM runtime instance

var hw_params variable to apply the range

min the minimal value

max the maximal value

Description

Apply the min/max range constraint to an interval parameter.

Return

Positive if the value is changed, zero if it's not changed, or a negative error code.

Name

snd_pcm_hw_constraint_list — apply a list of constraints to a parameter

Synopsis

```
int snd_pcm_hw_constraint_list (struct snd_pcm_runtime * runtime, unsigned int cond, snd_pcm_hw_param_t var, const struct snd_pcm_hw_constraint_list * l);
```

Arguments

runtime PCM runtime instance

cond condition bits

var hw_params variable to apply the list constraint

l list

Description

Apply the list of constraints to an interval parameter.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_ranges — apply list of range constraints to a parameter

Synopsis

```
int snd_pcm_hw_constraint_ranges (struct snd_pcm_runtime * runtime, unsigned int cond, snd_pcm_hw_param_t var, const struct snd_pcm_hw_constraint_ranges * r);
```

Arguments

runtime PCM runtime instance

cond condition bits

var hw_params variable to apply the list of range constraints

r ranges

Description

Apply the list of range constraints to an interval parameter.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_ratnums — apply ratnums constraint to a parameter

Synopsis

```
int snd_pcm_hw_constraint_ratnums (struct snd_pcm_runtime * runtime, unsigned int cond, snd_pcm_hw_param_t var, struct snd_pcm_hw_constraint_ratnums * r);
```

Arguments

runtime PCM runtime instance

cond condition bits

var hw_params variable to apply the ratnums constraint

r struct snd_ratnums constriants

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_ratdens — apply ratdens constraint to a parameter

Synopsis

```
int snd_pcm_hw_constraint_ratdens (struct snd_pcm_runtime * runtime, unsigned int cond, snd_pcm_hw_param_t var, struct snd_pcm_hw_constraint_ratdens * r);
```

Arguments

runtime PCM runtime instance

cond condition bits

var hw_params variable to apply the ratdens constraint

r struct snd_ratdens constriants

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_msbits — add a hw constraint msbits rule

Synopsis

```
int snd_pcm_hw_constraint_msbits (struct snd_pcm_runtime * runtime,
unsigned int cond, unsigned int width, unsigned int msbits);
```

Arguments

runtime PCM runtime instance

cond condition bits

width sample bits width

msbits msbits width

Description

This constraint will set the number of most significant bits (msbits) if a sample format with the specified width has been select. If width is set to 0 the msbits will be set for any sample format with a width larger than the specified msbits.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_step — add a hw constraint step rule

Synopsis

```
int snd_pcm_hw_constraint_step (struct snd_pcm_runtime * runtime,
unsigned int cond, snd_pcm_hw_param_t var, unsigned long step);
```

Arguments

runtime PCM runtime instance

cond condition bits

var hw_params variable to apply the step constraint

step step size

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_constraint_pow2 — add a hw constraint power-of-2 rule

Synopsis

```
int snd_pcm_hw_constraint_pow2 (struct snd_pcm_runtime * runtime,
unsigned int cond, snd_pcm_hw_param_t var);
```

Arguments

runtime PCM runtime instance

cond condition bits

var hw_params variable to apply the power-of-2 constraint

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_rule_noresample — add a rule to allow disabling hw resampling

Synopsis

```
int snd_pcm_hw_rule_noresample (struct snd_pcm_runtime * runtime,
unsigned int base_rate);
```

Arguments

runtime PCM runtime instance

base_rate the rate at which the hardware does not resample

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_hw_param_value — return *params* field *var* value

Synopsis

```
int snd_pcm_hw_param_value (const struct snd_pcm_hw_params * params,
snd_pcm_hw_param_t var, int * dir);
```

Arguments

params the hw_params instance

var parameter to retrieve

dir pointer to the direction (-1,0,1) or NULL

Return

The value for field *var* if it's fixed in configuration space defined by *params*. -EINVAL otherwise.

Name

snd_pcm_hw_param_first — refine config space and return minimum value

Synopsis

```
int snd_pcm_hw_param_first (struct snd_pcm_substream * pcm, struct
snd_pcm_hw_params * params, snd_pcm_hw_param_t var, int * dir);
```

Arguments

pcm PCM instance

params the hw_params instance

var parameter to retrieve

dir pointer to the direction (-1,0,1) or NULL

Description

Inside configuration space defined by *params* remove from *var* all values > minimum. Reduce configuration space accordingly.

Return

The minimum, or a negative error code on failure.

Name

snd_pcm_hw_param_last — refine config space and return maximum value

Synopsis

```
int snd_pcm_hw_param_last (struct snd_pcm_substream * pcm, struct
snd_pcm_hw_params * params, snd_pcm_hw_param_t var, int * dir);
```

Arguments

pcm	PCM instance
params	the hw_params instance
var	parameter to retrieve
dir	pointer to the direction (-1,0,1) or NULL

Description

Inside configuration space defined by *params* remove from *var* all values < maximum. Reduce configuration space accordingly.

Return

The maximum, or a negative error code on failure.

Name

snd_pcm_lib_ioctl — a generic PCM ioctl callback

Synopsis

```
int snd_pcm_lib_ioctl (struct snd_pcm_substream * substream, unsigned
int cmd, void * arg);
```

Arguments

substream	the pcm substream instance
cmd	ioctl command
arg	ioctl argument

Description

Processes the generic ioctl commands for PCM. Can be passed as the ioctl callback for PCM ops.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_period_elapsed — update the pcm status for the next period

Synopsis

```
void snd_pcm_period_elapsed (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream instance

Description

This function is called from the interrupt handler when the PCM has processed the period size. It will update the current pointer, wake up sleepers, etc.

Even if more than one periods have elapsed since the last call, you have to call this only once.

Name

snd_pcm_add_chmap_ctls — create channel-mapping control elements

Synopsis

```
int snd_pcm_add_chmap_ctls (struct snd_pcm * pcm, int stream, const struct snd_pcm_chmap_elem * chmap, int max_channels, unsigned long private_value, struct snd_pcm_chmap ** info_ret);
```

Arguments

pcm	the assigned PCM instance
stream	stream direction
chmap	channel map elements (for query)
max_channels	the max number of channels for the stream
private_value	the value passed to each kcontrol's private_value field
info_ret	store struct snd_pcm_chmap instance if non-NULL

Description

Create channel-mapping control elements assigned to the given PCM stream(s).

Return

Zero if successful, or a negative error value.

Name

snd_pcm_stream_lock — Lock the PCM stream

Synopsis

```
void snd_pcm_stream_lock (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Description

This locks the PCM stream's spinlock or mutex depending on the nonatomic flag of the given substream. This also takes the global link rw lock (or rw sem), too, for avoiding the race with linked streams.

Name

snd_pcm_stream_unlock — Unlock the PCM stream

Synopsis

```
void snd_pcm_stream_unlock (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Description

This unlocks the PCM stream that has been locked via `snd_pcm_stream_lock`.

Name

snd_pcm_stream_lock_irq — Lock the PCM stream

Synopsis

```
void snd_pcm_stream_lock_irq (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Description

This locks the PCM stream like `snd_pcm_stream_lock` and disables the local IRQ (only when nonatomic is false). In nonatomic case, this is identical as `snd_pcm_stream_lock`.

Name

snd_pcm_stream_unlock_irq — Unlock the PCM stream

Synopsis

```
void snd_pcm_stream_unlock_irq (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Description

This is a counter-part of `snd_pcm_stream_lock_irq`.

Name

snd_pcm_stream_unlock_irqrestore — Unlock the PCM stream

Synopsis

```
void snd_pcm_stream_unlock_irqrestore (struct snd_pcm_substream * substream, unsigned long flags);
```

Arguments

substream PCM substream

flags irq flags

Description

This is a counter-part of `snd_pcm_stream_lock_irqsave`.

Name

snd_pcm_stop — try to stop all running streams in the substream group

Synopsis

```
int snd_pcm_stop (struct snd_pcm_substream * substream, snd_pcm_state_t
state);
```

Arguments

substream the PCM substream instance

state PCM state after stopping the stream

Description

The state of each stream is then changed to the given state unconditionally.

Return

Zero if successful, or a negative error code.

Name

snd_pcm_stop_xrun — stop the running streams as XRUN

Synopsis

```
int snd_pcm_stop_xrun (struct snd_pcm_substream * substream);
```

Arguments

substream the PCM substream instance

Description

This stops the given running substream (and all linked substreams) as XRUN. Unlike `snd_pcm_stop`, this function takes the substream lock by itself.

Return

Zero if successful, or a negative error code.

Name

snd_pcm_suspend — trigger SUSPEND to all linked streams

Synopsis

```
int snd_pcm_suspend (struct snd_pcm_substream * substream);
```

Arguments

substream the PCM substream

Description

After this call, all streams are changed to SUSPENDED state.

Return

Zero if successful (or *substream* is NULL), or a negative error code.

Name

snd_pcm_suspend_all — trigger SUSPEND to all substreams in the given pcm

Synopsis

```
int snd_pcm_suspend_all (struct snd_pcm * pcm);
```

Arguments

pcm the PCM instance

Description

After this call, all streams are changed to SUSPENDED state.

Return

Zero if successful (or *pcm* is NULL), or a negative error code.

Name

snd_pcm_lib_default_mmap — Default PCM data mmap function

Synopsis

```
int snd_pcm_lib_default_mmap (struct snd_pcm_substream * substream,
struct vm_area_struct * area);
```

Arguments

substream PCM substream

area VMA

Description

This is the default mmap handler for PCM data. When mmap pcm_ops is NULL, this function is invoked implicitly.

Name

snd_pcm_lib_mmap_iomem — Default PCM data mmap function for I/O mem

Synopsis

```
int snd_pcm_lib_mmap_iomem (struct snd_pcm_substream * substream, struct
vm_area_struct * area);
```

Arguments

substream PCM substream

area VMA

Description

When your hardware uses the iomapped pages as the hardware buffer and wants to mmap it, pass this function as mmap pcm_ops. Note that this is supposed to work only on limited architectures.

Name

snd_pcm_stream_linked — Check whether the substream is linked with others

Synopsis

```
int snd_pcm_stream_linked (struct snd_pcm_substream * substream);
```

Arguments

substream substream to check

Description

Returns true if the given substream is being linked with others.

Name

snd_pcm_stream_lock_irqsave — Lock the PCM stream

Synopsis

```
snd_pcm_stream_lock_irqsave ( substream, flags);
```

Arguments

substream PCM substream

flags irq flags

Description

This locks the PCM stream like `snd_pcm_stream_lock` but with the local IRQ (only when nonatomic is false). In nonatomic case, this is identical as `snd_pcm_stream_lock`.

Name

snd_pcm_group_for_each_entry — iterate over the linked substreams

Synopsis

```
snd_pcm_group_for_each_entry ( s, substream);
```

Arguments

s	the iterator
substream	the substream

Description

Iterate over the all linked substreams to the given *substream*. When *substream* isn't linked with any others, this gives returns *substream* itself once.

Name

snd_pcm_running — Check whether the substream is in a running state

Synopsis

```
int snd_pcm_running (struct snd_pcm_substream * substream);
```

Arguments

substream substream to check

Description

Returns true if the given substream is in the state RUNNING, or in the state DRAINING for playback.

Name

bytes_to_samples — Unit conversion of the size from bytes to samples

Synopsis

```
ssize_t bytes_to_samples (struct snd_pcm_runtime * runtime, ssize_t size);
```

Arguments

runtime PCM runtime instance

size size in bytes

Name

bytes_to_frames — Unit conversion of the size from bytes to frames

Synopsis

```
snd_pcm_sframes_t bytes_to_frames (struct snd_pcm_runtime * runtime,
ssize_t size);
```

Arguments

runtime PCM runtime instance

size size in bytes

Name

samples_to_bytes — Unit conversion of the size from samples to bytes

Synopsis

```
ssize_t samples_to_bytes (struct snd_pcm_runtime * runtime, ssize_t size);
```

Arguments

runtime PCM runtime instance

size size in samples

Name

frames_to_bytes — Unit conversion of the size from frames to bytes

Synopsis

```
ssize_t frames_to_bytes (struct snd_pcm_runtime * runtime,
snd_pcm_sframes_t size);
```

Arguments

runtime PCM runtime instance

size size in frames

Name

frame_aligned — Check whether the byte size is aligned to frames

Synopsis

```
int frame_aligned (struct snd_pcm_runtime * runtime, ssize_t bytes);
```

Arguments

runtime PCM runtime instance

bytes size in bytes

Name

snd_pcm_lib_buffer_bytes — Get the buffer size of the current PCM in bytes

Synopsis

```
size_t snd_pcm_lib_buffer_bytes (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Name

snd_pcm_lib_period_bytes — Get the period size of the current PCM in bytes

Synopsis

```
size_t snd_pcm_lib_period_bytes (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Name

snd_pcm_playback_avail — Get the available (writable) space for playback

Synopsis

```
snd_pcm_uframes_t snd_pcm_playback_avail (struct snd_pcm_runtime * runtime);
```

Arguments

runtime PCM runtime instance

Description

Result is between 0 ... (boundary - 1)

Name

snd_pcm_capture_avail — Get the available (readable) space for capture

Synopsis

```
snd_pcm_uframes_t snd_pcm_capture_avail (struct snd_pcm_runtime *runtime);
```

Arguments

runtime PCM runtime instance

Description

Result is between 0 ... (boundary - 1)

Name

snd_pcm_playback_hw_avail — Get the queued space for playback

Synopsis

```
snd_pcm_sframes_t snd_pcm_playback_hw_avail (struct snd_pcm_runtime *
runtime);
```

Arguments

runtime PCM runtime instance

Name

snd_pcm_capture_hw_avail — Get the free space for capture

Synopsis

```
snd_pcm_sframes_t snd_pcm_capture_hw_avail (struct snd_pcm_runtime *
runtime);
```

Arguments

runtime PCM runtime instance

Name

snd_pcm_playback_ready — check whether the playback buffer is available

Synopsis

```
int snd_pcm_playback_ready (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream instance

Description

Checks whether enough free space is available on the playback buffer.

Return

Non-zero if available, or zero if not.

Name

snd_pcm_capture_ready — check whether the capture buffer is available

Synopsis

```
int snd_pcm_capture_ready (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream instance

Description

Checks whether enough capture data is available on the capture buffer.

Return

Non-zero if available, or zero if not.

Name

snd_pcm_playback_data — check whether any data exists on the playback buffer

Synopsis

```
int snd_pcm_playback_data (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream instance

Description

Checks whether any data exists on the playback buffer.

Return

Non-zero if any data exists, or zero if not. If stop_threshold is bigger or equal to boundary, then this function returns always non-zero.

Name

snd_pcm_playback_empty — check whether the playback buffer is empty

Synopsis

```
int snd_pcm_playback_empty (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream instance

Description

Checks whether the playback buffer is empty.

Return

Non-zero if empty, or zero if not.

Name

snd_pcm_capture_empty — check whether the capture buffer is empty

Synopsis

```
int snd_pcm_capture_empty (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream instance

Description

Checks whether the capture buffer is empty.

Return

Non-zero if empty, or zero if not.

Name

snd_pcm_trigger_done — Mark the master substream

Synopsis

```
void snd_pcm_trigger_done (struct snd_pcm_substream * substream, struct
snd_pcm_substream * master);
```

Arguments

substream the pcm substream instance

master the linked master substream

Description

When multiple substreams of the same card are linked and the hardware supports the single-shot operation, the driver calls this in the loop in `snd_pcm_group_for_each_entry` for marking the substream as “done”. Then most of trigger operations are performed only to the given master substream.

The trigger_master mark is cleared at timestamp updates at the end of trigger operations.

Name

params_channels — Get the number of channels from the hw params

Synopsis

```
unsigned int params_channels (const struct snd_pcm_hw_params * p);
```

Arguments

p hw params

Name

params_rate — Get the sample rate from the hw params

Synopsis

```
unsigned int params_rate (const struct snd_pcm_hw_params * p);
```

Arguments

p hw params

Name

params_period_size — Get the period size (in frames) from the hw params

Synopsis

```
unsigned int params_period_size (const struct snd_pcm_hw_params * p);
```

Arguments

p hw params

Name

params_periods — Get the number of periods from the hw params

Synopsis

```
unsigned int params_periods (const struct snd_pcm_hw_params * p);
```

Arguments

p hw params

Name

params_buffer_size — Get the buffer size (in frames) from the hw params

Synopsis

```
unsigned int params_buffer_size (const struct snd_pcm_hw_params * p);
```

Arguments

p hw params

Name

params_buffer_bytes — Get the buffer size (in bytes) from the hw params

Synopsis

```
unsigned int params_buffer_bytes (const struct snd_pcm_hw_params * p);
```

Arguments

p hw params

Name

snd_pcm_format_cpu_endian — Check the PCM format is CPU-endian

Synopsis

```
int snd_pcm_format_cpu_endian (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

1 if the given PCM format is CPU-endian, 0 if opposite, or a negative error code if endian not specified.

Name

snd_pcm_set_runtime_buffer — Set the PCM runtime buffer

Synopsis

```
void snd_pcm_set_runtime_buffer (struct snd_pcm_substream * substream,
struct snd_dma_buffer * bufp);
```

Arguments

substream PCM substream to set

bufp the buffer information, NULL to clear

Description

Copy the buffer information to runtime->dma_buffer when *bufp* is non-NULL. Otherwise it clears the current buffer information.

Name

snd_pcm_gettime — Fill the timespec depending on the timestamp mode

Synopsis

```
void snd_pcm_gettime (struct snd_pcm_runtime * runtime, struct timespec
* tv);
```

Arguments

runtime PCM runtime instance

tv timespec to fill

Name

snd_pcm_lib_alloc_vmalloc_buffer — allocate virtual DMA buffer

Synopsis

```
int snd_pcm_lib_alloc_vmalloc_buffer (struct snd_pcm_substream *
substream, size_t size);
```

Arguments

substream the substream to allocate the buffer to

size the requested buffer size, in bytes

Description

Allocates the PCM substream buffer using `vmalloc`, i.e., the memory is contiguous in kernel virtual space, but not in physical memory. Use this if the buffer is accessed by kernel code but not by device DMA.

Return

1 if the buffer was changed, 0 if not changed, or a negative error code.

Name

snd_pcm_lib_alloc_vmalloc_32_buffer — allocate 32-bit-addressable buffer

Synopsis

```
int snd_pcm_lib_alloc_vmalloc_32_buffer (struct snd_pcm_substream * substream, size_t size);
```

Arguments

substream the substream to allocate the buffer to

size the requested buffer size, in bytes

Description

This function works like `snd_pcm_lib_alloc_vmalloc_buffer`, but uses `vmalloc_32`, i.e., the pages are allocated from 32-bit-addressable memory.

Return

1 if the buffer was changed, 0 if not changed, or a negative error code.

Name

snd_pcm_sgbuf_get_addr — Get the DMA address at the corresponding offset

Synopsis

```
dma_addr_t snd_pcm_sgbuf_get_addr (struct snd_pcm_substream * substream, unsigned int ofs);
```

Arguments

substream PCM substream

ofs byte offset

Name

snd_pcm_sgbuf_get_ptr — Get the virtual address at the corresponding offset

Synopsis

```
void * snd_pcm_sgbuf_get_ptr (struct snd_pcm_substream * substream,
unsigned int ofs);
```

Arguments

substream PCM substream

ofs byte offset

Name

snd_pcm_sgbuf_get_chunk_size — Compute the max size that fits within the contig. page from the given size

Synopsis

```
unsigned int snd_pcm_sgbuf_get_chunk_size (struct snd_pcm_substream *
substream, unsigned int ofs, unsigned int size);
```

Arguments

substream PCM substream

ofs byte offset

size byte size to examine

Name

snd_pcm_mmap_data_open — increase the mmap counter

Synopsis

```
void snd_pcm_mmap_data_open (struct vm_area_struct * area);
```

Arguments

area VMA

Description

PCM mmap callback should handle this counter properly

Name

snd_pcm_mmap_data_close — decrease the mmap counter

Synopsis

```
void snd_pcm_mmap_data_close (struct vm_area_struct * area);
```

Arguments

area VMA

Description

PCM mmap callback should handle this counter properly

Name

snd_pcm_limit_isa_dma_size — Get the max size fitting with ISA DMA transfer

Synopsis

```
void snd_pcm_limit_isa_dma_size (int dma, size_t * max);
```

Arguments

dma DMA number

max pointer to store the max size

Name

snd_pcm_stream_str — Get a string naming the direction of a stream

Synopsis

```
const char * snd_pcm_stream_str (struct snd_pcm_substream * substream);
```

Arguments

substream the pcm substream instance

Return

A string naming the direction of the stream.

Name

snd_pcm_chmap_substream — get the PCM substream assigned to the given chmap info

Synopsis

```
struct snd_pcm_substream * snd_pcm_chmap_substream (struct
snd_pcm_chmap * info, unsigned int idx);
```

Arguments

info chmap information

idx the substream number index

Name

pcm_format_to_bits — Strong-typed conversion of pcm_format to bitwise

Synopsis

```
u64 pcm_format_to_bits (snd_pcm_format_t pcm_format);
```

Arguments

pcm_format PCM format

PCM Format Helpers

Name

snd_pcm_format_signed — Check the PCM format is signed linear

Synopsis

```
int snd_pcm_format_signed (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

1 if the given PCM format is signed linear, 0 if unsigned linear, and a negative error code for non-linear formats.

Name

snd_pcm_format_unsigned — Check the PCM format is unsigned linear

Synopsis

```
int snd_pcm_format_unsigned (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

1 if the given PCM format is unsigned linear, 0 if signed linear, and a negative error code for non-linear formats.

Name

snd_pcm_format_linear — Check the PCM format is linear

Synopsis

```
int snd_pcm_format_linear (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

1 if the given PCM format is linear, 0 if not.

Name

snd_pcm_format_little_endian — Check the PCM format is little-endian

Synopsis

```
int snd_pcm_format_little_endian (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

1 if the given PCM format is little-endian, 0 if big-endian, or a negative error code if endian not specified.

Name

snd_pcm_format_big_endian — Check the PCM format is big-endian

Synopsis

```
int snd_pcm_format_big_endian (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

1 if the given PCM format is big-endian, 0 if little-endian, or a negative error code if endian not specified.

Name

snd_pcm_format_width — return the bit-width of the format

Synopsis

```
int snd_pcm_format_width (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

The bit-width of the format, or a negative error code if unknown format.

Name

snd_pcm_format_physical_width — return the physical bit-width of the format

Synopsis

```
int snd_pcm_format_physical_width (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

The physical bit-width of the format, or a negative error code if unknown format.

Name

snd_pcm_format_size — return the byte size of samples on the given format

Synopsis

```
ssize_t snd_pcm_format_size (snd_pcm_format_t format, size_t samples);
```

Arguments

format the format to check

samples sampling rate

Return

The byte size of the given samples for the format, or a negative error code if unknown format.

Name

snd_pcm_format_silence_64 — return the silent data in 8 bytes array

Synopsis

```
const unsigned char * snd_pcm_format_silence_64 (snd_pcm_format_t format);
```

Arguments

format the format to check

Return

The format pattern to fill or NULL if error.

Name

snd_pcm_format_set_silence — set the silence data on the buffer

Synopsis

```
int snd_pcm_format_set_silence (snd_pcm_format_t format, void * data,
unsigned int samples);
```

Arguments

format the PCM format

data the buffer pointer

samples the number of samples to set silence

Description

Sets the silence data on the buffer for the given samples.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_limit_hw_rates — determine rate_min/rate_max fields

Synopsis

```
int snd_pcm_limit_hw_rates (struct snd_pcm_runtime * runtime);
```

Arguments

runtime the runtime instance

Description

Determines the rate_min and rate_max fields from the rates bits of the given runtime->hw.

Return

Zero if successful.

Name

snd_pcm_rate_to_rate_bit — converts sample rate to SNDRV_PCM_RATE_xxx bit

Synopsis

```
unsigned int snd_pcm_rate_to_rate_bit (unsigned int rate);
```

Arguments

rate the sample rate to convert

Return

The SNDRV_PCM_RATE_xxx flag that corresponds to the given rate, or SNDRV_PCM_RATE_KNOT for an unknown rate.

Name

snd_pcm_rate_bit_to_rate — converts SNDRV_PCM_RATE_xxx bit to sample rate

Synopsis

```
unsigned int snd_pcm_rate_bit_to_rate (unsigned int rate_bit);
```

Arguments

rate_bit the rate bit to convert

Return

The sample rate that corresponds to the given SNDRV_PCM_RATE_xxx flag or 0 for an unknown rate bit.

Name

snd_pcm_rate_mask_intersect — computes the intersection between two rate masks

Synopsis

```
unsigned int snd_pcm_rate_mask_intersect (unsigned int rates_a, unsigned int rates_b);
```

Arguments

rates_a The first rate mask

rates_b The second rate mask

Description

This function computes the rates that are supported by both rate masks passed to the function. It will take care of the special handling of SNDRV_PCM_RATE_CONTINUOUS and SNDRV_PCM_RATE_KNOT.

Return

A rate mask containing the rates that are supported by both rates_a and rates_b.

PCM Memory Management

Name

snd_pcm_lib_preallocate_free_for_all — release all pre-allocated buffers on the pcm

Synopsis

```
int snd_pcm_lib_preallocate_free_for_all (struct snd_pcm * pcm);
```

Arguments

pcm the pcm instance

Description

Releases all the pre-allocated buffers on the given pcm.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_lib_preallocate_pages — pre-allocation for the given DMA type

Synopsis

```
int snd_pcm_lib_preallocate_pages (struct snd_pcm_substream * substream, int type, struct device * data, size_t size, size_t max);
```

Arguments

substream	the pcm substream instance
type	DMA type (SNDRV_DMA_TYPE_*)
data	DMA type dependent data
size	the requested pre-allocation size in bytes
max	the max. allowed pre-allocation size

Description

Do pre-allocation for the given DMA buffer type.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_lib_preallocate_pages_for_all — pre-allocation for continuous memory type (all substreams)

Synopsis

```
int snd_pcm_lib_preallocate_pages_for_all (struct snd_pcm * pcm, int type, void * data, size_t size, size_t max);
```

Arguments

pcm the pcm instance

type DMA type (SNDRV_DMA_TYPE_*)

data DMA type dependent data

size the requested pre-allocation size in bytes

max the max. allowed pre-allocation size

Description

Do pre-allocation to all substreams of the given pcm for the specified DMA type.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_sgbuf_ops_page — get the page struct at the given offset

Synopsis

```
struct page * snd_pcm_sgbuf_ops_page (struct snd_pcm_substream *
substream, unsigned long offset);
```

Arguments

substream the pcm substream instance

offset the buffer offset

Description

Used as the page callback of PCM ops.

Return

The page struct at the given buffer offset. NULL on failure.

Name

snd_pcm_lib_malloc_pages — allocate the DMA buffer

Synopsis

```
int snd_pcm_lib_malloc_pages (struct snd_pcm_substream * substream,
size_t size);
```

Arguments

substream the substream to allocate the DMA buffer to

size the requested buffer size in bytes

Description

Allocates the DMA buffer on the BUS type given earlier to `snd_pcm_lib_preallocate_xxx_pages`.

Return

1 if the buffer is changed, 0 if not changed, or a negative code on failure.

Name

snd_pcm_lib_free_pages — release the allocated DMA buffer.

Synopsis

```
int snd_pcm_lib_free_pages (struct snd_pcm_substream * substream);
```

Arguments

substream the substream to release the DMA buffer

Description

Releases the DMA buffer allocated via `snd_pcm_lib_malloc_pages`.

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_lib_free_vmalloc_buffer — free vmalloc buffer

Synopsis

```
int snd_pcm_lib_free_vmalloc_buffer (struct snd_pcm_substream * substream);
```

Arguments

substream the substream with a buffer allocated by `snd_pcm_lib_alloc_vmalloc_buffer`

Return

Zero if successful, or a negative error code on failure.

Name

snd_pcm_lib_get_vmalloc_page — map vmalloc buffer offset to page struct

Synopsis

```
struct page * snd_pcm_lib_get_vmalloc_page (struct snd_pcm_substream *
substream, unsigned long offset);
```

Arguments

substream the substream with a buffer allocated by `snd_pcm_lib_alloc_vmalloc_buffer`

offset offset in the buffer

Description

This function is to be used as the page callback in the PCM ops.

Return

The page struct, or `NULL` on failure.

PCM DMA Engine API

Name

snd_hwparams_to_dma_slave_config — Convert hw_params to dma_slave_config

Synopsis

```
int snd_hwparams_to_dma_slave_config (const struct snd_pcm_substream
* substream, const struct snd_pcm_hw_params * params, struct
dma_slave_config * slave_config);
```

Arguments

substream	PCM substream
params	hw_params
slave_config	DMA slave config

Description

This function can be used to initialize a dma_slave_config from a substream and hw_params in a dmaengine based PCM driver implementation.

Name

snd_dmaengine_pcm_set_config_from_dai_data — Initializes a dma slave config using DAI DMA data.

Synopsis

```
void    snd_dmaengine_pcm_set_config_from_dai_data    (const    struct
snd_pcm_substream * substream, const struct snd_dmaengine_dai_dma_data
* dma_data, struct dma_slave_config * slave_config);
```

Arguments

substream	PCM substream
dma_data	DAI DMA data
slave_config	DMA slave configuration

Description

Initializes the {dst,src}_addr, {dst,src}_maxburst, {dst,src}_addr_width and slave_id fields of the DMA slave config from the same fields of the DAI DMA data struct. The src and dst fields will be initialized depending on the direction of the substream. If the substream is a playback stream the dst fields will be initialized, if it is a capture stream the src fields will be initialized. The {dst,src}_addr_width field will only be initialized if the addr_width field of the DAI DMA data struct is not equal to DMA_SLAVE_BUSWIDTH_UNDEFINED.

Name

snd_dmaengine_pcm_trigger — dmaengine based PCM trigger implementation

Synopsis

```
int snd_dmaengine_pcm_trigger (struct snd_pcm_substream * substream,
int cmd);
```

Arguments

substream PCM substream

cmd Trigger command

Description

Returns 0 on success, a negative error code otherwise.

This function can be used as the PCM trigger callback for dmaengine based PCM driver implementations.

Name

snd_dmaengine_pcm_pointer_no_residue — dmaengine based PCM pointer implementation

Synopsis

```
snd_pcm_uframes_t     snd_dmaengine_pcm_pointer_no_residue     (struct
snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Description

This function is deprecated and should not be used by new drivers, as its results may be unreliable.

Name

snd_dmaengine_pcm_pointer — dmaengine based PCM pointer implementation

Synopsis

```
snd_pcm_uframes_t snd_dmaengine_pcm_pointer (struct snd_pcm_substream
* substream);
```

Arguments

substream PCM substream

Description

This function can be used as the PCM pointer callback for dmaengine based PCM driver implementations.

Name

snd_dmaengine_pcm_request_channel — Request channel for the dmaengine PCM

Synopsis

```
struct dma_chan * snd_dmaengine_pcm_request_channel (dma_filter_fn
filter_fn, void * filter_data);
```

Arguments

filter_fn Filter function used to request the DMA channel

filter_data Data passed to the DMA filter function

Description

Returns NULL or the requested DMA channel.

This function request a DMA channel for usage with dmaengine PCM.

Name

snd_dmaengine_pcm_open — Open a dmaengine based PCM substream

Synopsis

```
int snd_dmaengine_pcm_open (struct snd_pcm_substream * substream, struct
dma_chan * chan);
```

Arguments

substream PCM substream

chan DMA channel to use for data transfers

Description

Returns 0 on success, a negative error code otherwise.

The function should usually be called from the pcm open callback. Note that this function will use private_data field of the substream's runtime. So it is not available to your pcm driver implementation.

Name

snd_dmaengine_pcm_open_request_chan — Open a dmaengine based PCM substream and request channel

Synopsis

```
int snd_dmaengine_pcm_open_request_chan (struct snd_pcm_substream * substream, dma_filter_fn filter_fn, void * filter_data);
```

Arguments

substream	PCM substream
filter_fn	Filter function used to request the DMA channel
filter_data	Data passed to the DMA filter function

Description

Returns 0 on success, a negative error code otherwise.

This function will request a DMA channel using the passed filter function and data. The function should usually be called from the pcm open callback. Note that this function will use private_data field of the substream's runtime. So it is not available to your pcm driver implementation.

Name

snd_dmaengine_pcm_close — Close a dmaengine based PCM substream

Synopsis

```
int snd_dmaengine_pcm_close (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Name

snd_dmaengine_pcm_close_release_chan — Close a dmaengine based PCM substream and release channel

Synopsis

```
int snd_dmaengine_pcm_close_release_chan (struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Description

Releases the DMA channel associated with the PCM substream.

Name

snd_pcm_substream_to_dma_direction — Get dma_transfer_direction for a PCM substream

Synopsis

```
enum dma_transfer_direction snd_pcm_substream_to_dma_direction (const
struct snd_pcm_substream * substream);
```

Arguments

substream PCM substream

Name

struct snd_dmaengine_dai_dma_data — DAI DMA configuration data

Synopsis

```
struct snd_dmaengine_dai_dma_data {
  dma_addr_t addr;
  enum dma_slave_buswidth addr_width;
  u32 maxburst;
  unsigned int slave_id;
  void * filter_data;
  const char * chan_name;
  unsigned int fifo_size;
};
```

Members

addr	Address of the DAI data source or destination register.
addr_width	Width of the DAI data source or destination register.
maxburst	Maximum number of words(note: words, as in units of the src_addr_width member, not bytes) that can be send to or received from the DAI in one burst.
slave_id	Slave requester id for the DMA channel.
filter_data	Custom DMA channel filter data, this will usually be used when requesting the DMA channel.
chan_name	Custom channel name to use when requesting DMA channel.
fifo_size	FIFO size of the DAI controller in bytes

Name

struct snd_dmaengine_pcm_config — Configuration data for dmaengine based PCM

Synopsis

```
struct snd_dmaengine_pcm_config {
  int (* prepare_slave_config) (struct snd_pcm_substream *substream,struct snd_pcm
  struct dma_chan *(* compat_request_channel) (struct snd_soc_pcm_runtime *rtd,str
  dma_filter_fn compat_filter_fn;
  struct device * dma_dev;
  const char * chan_names[SNDRV_PCM_STREAM_LAST + 1];
  const struct snd_pcm_hardware * pcm_hardware;
  unsigned int prealloc_buffer_size;
};
```

Members

prepare_slave_config	Callback used to fill in the DMA slave_config for a PCM substream. Will be called from the PCM drivers hwparams callback.
compat_request_channel	Callback to request a DMA channel for platforms which do not use devicetree.
compat_filter_fn	Will be used as the filter function when requesting a channel for platforms which do not use devicetree. The filter parameter will be the DAI's DMA data.
dma_dev	If set, request DMA channel on this device rather than the DAI device.
chan_names[SNDRV_PCM_STREAM_LAST + 1]	If set, these custom DMA channel names will be requested at registration time.
pcm_hardware	snd_pcm_hardware struct to be used for the PCM.
prealloc_buffer_size	Size of the preallocated audio buffer.

Note

If both compat_request_channel and compat_filter_fn are set compat_request_channel will be used to request the channel and compat_filter_fn will be ignored. Otherwise the channel will be requested using dma_request_channel with compat_filter_fn as the filter function.

Chapter 3. Control/Mixer API

General Control Interface

Name

snd_ctl_notify — Send notification to user-space for a control change

Synopsis

```
void snd_ctl_notify (struct snd_card * card, unsigned int mask, struct
snd_ctl_elem_id * id);
```

Arguments

card the card to send notification

mask the event mask, SNDRV_CTL_EVENT_*

id the ctl element id to send notification

Description

This function adds an event record with the given id and mask, appends to the list and wakes up the user-space for notification. This can be called in the atomic context.

Name

snd_ctl_new1 — create a control instance from the template

Synopsis

```
struct snd_kcontrol * snd_ctl_new1 (const struct snd_kcontrol_new *
ncontrol, void * private_data);
```

Arguments

ncontrol the initialization record

private_data the private data to set

Description

Allocates a new struct snd_kcontrol instance and initialize from the given template. When the access field of ncontrol is 0, it's assumed as READWRITE access. When the count field is 0, it's assumes as one.

Return

The pointer of the newly generated instance, or NULL on failure.

Name

snd_ctl_free_one — release the control instance

Synopsis

```
void snd_ctl_free_one (struct snd_kcontrol * kcontrol);
```

Arguments

kcontrol the control instance

Description

Releases the control instance created via snd_ctl_new or snd_ctl_new1. Don't call this after the control was added to the card.

Name

snd_ctl_add — add the control instance to the card

Synopsis

```
int snd_ctl_add (struct snd_card * card, struct snd_kcontrol * kcontrol);
```

Arguments

card the card instance

kcontrol the control instance to add

Description

Adds the control instance created via `snd_ctl_new` or `snd_ctl_new1` to the given card. Assigns also an unique numid used for fast search.

It frees automatically the control which cannot be added.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ctl_replace — replace the control instance of the card

Synopsis

```
int snd_ctl_replace (struct snd_card * card, struct snd_kcontrol *
kcontrol, bool add_on_replace);
```

Arguments

card	the card instance
kcontrol	the control instance to replace
add_on_replace	add the control if not already added

Description

Replaces the given control. If the given control does not exist and the add_on_replace flag is set, the control is added. If the control exists, it is destroyed first.

It frees automatically the control which cannot be added or replaced.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ctl_remove — remove the control from the card and release it

Synopsis

```
int snd_ctl_remove (struct snd_card * card, struct snd_kcontrol * kcontrol);
```

Arguments

card the card instance

kcontrol the control instance to remove

Description

Removes the control from the card and then releases the instance. You don't need to call `snd_ctl_free_one`. You must be in the write lock - down_write(card->controls_rwsem).

Return

0 if successful, or a negative error code on failure.

Name

snd_ctl_remove_id — remove the control of the given id and release it

Synopsis

```
int snd_ctl_remove_id (struct snd_card * card, struct snd_ctl_elem_id
* id);
```

Arguments

card the card instance

id the control id to remove

Description

Finds the control instance with the given id, removes it from the card list and releases it.

Return

0 if successful, or a negative error code on failure.

Name

snd_ctl_activate_id — activate/inactivate the control of the given id

Synopsis

```
int snd_ctl_activate_id (struct snd_card * card, struct snd_ctl_elem_id
* id, int active);
```

Arguments

card the card instance

id the control id to activate/inactivate

active non-zero to activate

Description

Finds the control instance with the given id, and activate or inactivate the control together with notification, if changed. The given ID data is filled with full information.

Return

0 if unchanged, 1 if changed, or a negative error code on failure.

Name

snd_ctl_rename_id — replace the id of a control on the card

Synopsis

```
int snd_ctl_rename_id (struct snd_card * card, struct snd_ctl_elem_id
* src_id, struct snd_ctl_elem_id * dst_id);
```

Arguments

card the card instance

src_id the old id

dst_id the new id

Description

Finds the control with the old id from the card, and replaces the id with the new one.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ctl_find_numid — find the control instance with the given number-id

Synopsis

```
struct snd_kcontrol * snd_ctl_find_numid (struct snd_card * card,
unsigned int numid);
```

Arguments

card the card instance

numid the number-id to search

Description

Finds the control instance with the given number-id from the card.

The caller must down card->controls_rwsem before calling this function (if the race condition can happen).

Return

The pointer of the instance if found, or NULL if not.

Name

snd_ctl_find_id — find the control instance with the given id

Synopsis

```
struct snd_kcontrol * snd_ctl_find_id (struct snd_card * card, struct
snd_ctl_elem_id * id);
```

Arguments

card the card instance

id the id to search

Description

Finds the control instance with the given id from the card.

The caller must down card->controls_rwsem before calling this function (if the race condition can happen).

Return

The pointer of the instance if found, or NULL if not.

Name

snd_ctl_register_ioctl — register the device-specific control-ioctls

Synopsis

```
int snd_ctl_register_ioctl (snd_kctl_ioctl_func_t fcn);
```

Arguments

fcn ioctl callback function

Description

called from each device manager like pcm.c, hwdep.c, etc.

Name

snd_ctl_register_ioctl_compat — register the device-specific 32bit compat control-ioctls

Synopsis

```
int snd_ctl_register_ioctl_compat (snd_kctl_ioctl_func_t fcn);
```

Arguments

fcn ioctl callback function

Name

snd_ctl_unregister_ioctl — de-register the device-specific control-ioctls

Synopsis

```
int snd_ctl_unregister_ioctl (snd_kctl_ioctl_func_t fcn);
```

Arguments

fcn ioctl callback function to unregister

Name

snd_ctl_unregister_ioctl_compat — de-register the device-specific compat 32bit control-ioctls

Synopsis

```
int snd_ctl_unregister_ioctl_compat (snd_kctl_ioctl_func_t fcn);
```

Arguments

fcn ioctl callback function to unregister

Name

snd_ctl_boolean_mono_info — Helper function for a standard boolean info callback with a mono channel

Synopsis

```
int snd_ctl_boolean_mono_info (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_info * uinfo);
```

Arguments

kcontrol the kcontrol instance

uinfo info to store

Description

This is a function that can be used as info callback for a standard boolean control with a single mono channel.

Name

snd_ctl_boolean_stereo_info — Helper function for a standard boolean info callback with stereo two channels

Synopsis

```
int snd_ctl_boolean_stereo_info (struct snd_kcontrol * kcontrol, struct snd_ctl_elem_info * uinfo);
```

Arguments

kcontrol the kcontrol instance

uinfo info to store

Description

This is a function that can be used as info callback for a standard boolean control with stereo two channels.

Name

snd_ctl_enum_info — fills the info structure for an enumerated control

Synopsis

```
int snd_ctl_enum_info (struct snd_ctl_elem_info * info, unsigned int channels, unsigned int items, const char *const names[]);
```

Arguments

info the structure to be filled

channels the number of the control's channels; often one

items the number of control values; also the size of *names*

names[] an array containing the names of all control values

Description

Sets all required fields in *info* to their appropriate values. If the control's accessibility is not the default (readable and writable), the caller has to fill *info*->access.

Return

Zero.

AC97 Codec API

Name

snd_ac97_write — write a value on the given register

Synopsis

```
void snd_ac97_write (struct snd_ac97 * ac97, unsigned short reg, unsigned short value);
```

Arguments

ac97 the ac97 instance

reg the register to change

value the value to set

Description

Writes a value on the given register. This will invoke the write callback directly after the register check. This function doesn't change the register cache unlike #snd_ca97_write_cache, so use this only when you don't want to reflect the change to the suspend/resume state.

Name

snd_ac97_read — read a value from the given register

Synopsis

```
unsigned short snd_ac97_read (struct snd_ac97 * ac97, unsigned short reg);
```

Arguments

ac97 the ac97 instance

reg the register to read

Description

Reads a value from the given register. This will invoke the read callback directly after the register check.

Return

The read value.

Name

snd_ac97_write_cache — write a value on the given register and update the cache

Synopsis

```
void snd_ac97_write_cache (struct snd_ac97 * ac97, unsigned short reg,
unsigned short value);
```

Arguments

ac97 the ac97 instance

reg the register to change

value the value to set

Description

Writes a value on the given register and updates the register cache. The cached values are used for the cached-read and the suspend/resume.

Name

snd_ac97_update — update the value on the given register

Synopsis

```
int snd_ac97_update (struct snd_ac97 * ac97, unsigned short reg, unsigned
short value);
```

Arguments

ac97 the ac97 instance

reg the register to change

value the value to set

Description

Compares the value with the register cache and updates the value only when the value is changed.

Return

1 if the value is changed, 0 if no change, or a negative code on failure.

Name

snd_ac97_update_bits — update the bits on the given register

Synopsis

```
int snd_ac97_update_bits (struct snd_ac97 * ac97, unsigned short reg,
unsigned short mask, unsigned short value);
```

Arguments

ac97 the ac97 instance

reg the register to change

mask the bit-mask to change

value the value to set

Description

Updates the masked-bits on the given register only when the value is changed.

Return

1 if the bits are changed, 0 if no change, or a negative code on failure.

Name

snd_ac97_get_short_name — retrieve codec name

Synopsis

```
const char * snd_ac97_get_short_name (struct snd_ac97 * ac97);
```

Arguments

ac97 the codec instance

Return

The short identifying name of the codec.

Name

snd_ac97_bus — create an AC97 bus component

Synopsis

```
int snd_ac97_bus (struct snd_card * card, int num, struct snd_ac97_bus_ops * ops, void * private_data, struct snd_ac97_bus ** rbus);
```

Arguments

card	the card instance
num	the bus number
ops	the bus callbacks table
private_data	private data pointer for the new instance
rbus	the pointer to store the new AC97 bus instance.

Description

Creates an AC97 bus component. An struct snd_ac97_bus instance is newly allocated and initialized.

The ops table must include valid callbacks (at least read and write). The other callbacks, wait and reset, are not mandatory.

The clock is set to 48000. If another clock is needed, set (*rbus)->clock manually.

The AC97 bus instance is registered as a low-level device, so you don't have to release it manually.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ac97_mixer — create an Codec97 component

Synopsis

```
int snd_ac97_mixer (struct snd_ac97_bus * bus, struct snd_ac97_template
* template, struct snd_ac97 ** rac97);
```

Arguments

bus the AC97 bus which codec is attached to

template the template of ac97, including index, callbacks and the private data.

rac97 the pointer to store the new ac97 instance.

Description

Creates an Codec97 component. An struct snd_ac97 instance is newly allocated and initialized from the template. The codec is then initialized by the standard procedure.

The template must include the codec number (num) and address (addr), and the private data (private_data).

The ac97 instance is registered as a low-level device, so you don't have to release it manually.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ac97_update_power — update the powerdown register

Synopsis

```
int snd_ac97_update_power (struct snd_ac97 * ac97, int reg, int powerup);
```

Arguments

ac97 the codec instance

reg the rate register, e.g. AC97_PCM_FRONT_DAC_RATE

powerup non-zero when power up the part

Description

Update the AC97 powerdown register bits of the given part.

Return

Zero.

Name

snd_ac97_suspend — General suspend function for AC97 codec

Synopsis

```
void snd_ac97_suspend (struct snd_ac97 * ac97);
```

Arguments

ac97 the ac97 instance

Description

Suspends the codec, power down the chip.

Name

snd_ac97_resume — General resume function for AC97 codec

Synopsis

```
void snd_ac97_resume (struct snd_ac97 * ac97);
```

Arguments

ac97 the ac97 instance

Description

Do the standard resume procedure, power up and restoring the old register values.

Name

snd_ac97_tune_hardware — tune up the hardware

Synopsis

```
int snd_ac97_tune_hardware (struct snd_ac97 * ac97, const struct ac97_quirk * quirk, const char * override);
```

Arguments

ac97 the ac97 instance

quirk quirk list

override explicit quirk value (overrides the list if non-NULL)

Description

Do some workaround for each pci device, such as renaming of the headphone (true line-out) control as “Master”. The quirk-list must be terminated with a zero-filled entry.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ac97_set_rate — change the rate of the given input/output.

Synopsis

```
int snd_ac97_set_rate (struct snd_ac97 * ac97, int reg, unsigned int
rate);
```

Arguments

ac97 the ac97 instance

reg the register to change

rate the sample rate to set

Description

Changes the rate of the given input/output on the codec. If the codec doesn't support VAR, the rate must be 48000 (except for SPDIF).

The valid registers are AC97_PMC_MIC_ADC_RATE, AC97_PCM_FRONT_DAC_RATE, AC97_PCM_LR_ADC_RATE. AC97_PCM_SURR_DAC_RATE and AC97_PCM_LFE_DAC_RATE are accepted if the codec supports them. AC97_SPDIF is accepted as a pseudo register to modify the SPDIF status bits.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ac97_pcm_assign — assign AC97 slots to given PCM streams

Synopsis

```
int snd_ac97_pcm_assign (struct snd_ac97_bus * bus, unsigned short pcms_count, const struct ac97_pcm * pcms);
```

Arguments

bus	the ac97 bus instance
pcms_count	count of PCMs to be assigned
pcms	PCMs to be assigned

Description

It assigns available AC97 slots for given PCMs. If none or only some slots are available, pcm->xxx.slots and pcm->xxx.rslots[] members are reduced and might be zero.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ac97_pcm_open — opens the given AC97 pcm

Synopsis

```
int snd_ac97_pcm_open (struct ac97_pcm * pcm, unsigned int rate, enum
ac97_pcm_cfg cfg, unsigned short slots);
```

Arguments

pcm the ac97 pcm instance

rate rate in Hz, if codec does not support VRA, this value must be 48000Hz

cfg output stream characteristics

slots a subset of allocated slots (snd_ac97_pcm_assign) for this pcm

Description

It locks the specified slots and sets the given rate to AC97 registers.

Return

Zero if successful, or a negative error code on failure.

Name

snd_ac97_pcm_close — closes the given AC97 pcm

Synopsis

```
int snd_ac97_pcm_close (struct ac97_pcm * pcm);
```

Arguments

pcm the ac97 pcm instance

Description

It frees the locked AC97 slots.

Return

Zero.

Name

snd_ac97_pcm_double_rate_rules — set double rate constraints

Synopsis

```
int snd_ac97_pcm_double_rate_rules (struct snd_pcm_runtime * runtime);
```

Arguments

runtime the runtime of the ac97 front playback pcm

Description

Installs the hardware constraint rules to prevent using double rates and more than two channels at the same time.

Return

Zero if successful, or a negative error code on failure.

Virtual Master Control API

Name

snd_ctl_make_virtual_master — Create a virtual master control

Synopsis

```
struct snd_kcontrol * snd_ctl_make_virtual_master (char * name, const unsigned int * tlv);
```

Arguments

name name string of the control element to create

tlv optional TLV int array for dB information

Description

Creates a virtual master control with the given name string.

After creating a vmaster element, you can add the slave controls via `snd_ctl_add_slave` or `snd_ctl_add_slave_uncached`.

The optional argument *tlv* can be used to specify the TLV information for dB scale of the master control. It should be a single element with #SNDRV_CTL_TLVT_DB_SCALE, #SNDRV_CTL_TLV_DB_MINMAX or #SNDRV_CTL_TLVT_DB_MINMAX_MUTE type, and should be the max 0dB.

Return

The created control element, or `NULL` for errors (ENOMEM).

Name

snd_ctl_add_vmaster_hook — Add a hook to a vmaster control

Synopsis

```
int snd_ctl_add_vmaster_hook (struct snd_kcontrol * kcontrol, void (*hook) (void *private_data, int), void * private_data);
```

Arguments

kcontrol	vmaster kctl element
hook	the hook function
private_data	the private_data pointer to be saved

Description

Adds the given hook to the vmaster control element so that it's called at each time when the value is changed.

Return

Zero.

Name

snd_ctl_sync_vmaster — Sync the vmaster slaves and hook

Synopsis

```
void snd_ctl_sync_vmaster (struct snd_kcontrol * kcontrol, bool hook_only);
```

Arguments

kcontrol vmaster kctl element

hook_only sync only the hook

Description

Forcibly call the put callback of each slave and call the hook function to synchronize with the current value of the given vmaster element. NOP when NULL is passed to *kcontrol*.

Name

snd_ctl_add_slave — Add a virtual slave control

Synopsis

```
int snd_ctl_add_slave (struct snd_kcontrol * master, struct snd_kcontrol
* slave);
```

Arguments

master vmaster element

slave slave element to add

Description

Add a virtual slave control to the given master element created via `snd_ctl_create_virtual_master` beforehand.

All slaves must be the same type (returning the same information via info callback). The function doesn't check it, so it's your responsibility.

Also, some additional limitations: at most two channels, logarithmic volume control (dB level) thus no linear volume, master can only attenuate the volume without gain

Return

Zero if successful or a negative error code.

Name

snd_ctl_add_slave_uncached — Add a virtual slave control

Synopsis

```
int snd_ctl_add_slave_uncached (struct snd_kcontrol * master, struct snd_kcontrol * slave);
```

Arguments

master vmaster element

slave slave element to add

Description

Add a virtual slave control to the given master. Unlike `snd_ctl_add_slave`, the element added via this function is supposed to have volatile values, and get callback is called at each time queried from the master.

When the control peeks the hardware values directly and the value can be changed by other means than the put callback of the element, this function should be used to keep the value always up-to-date.

Return

Zero if successful or a negative error code.

Chapter 4. MIDI API

Raw MIDI API

Name

snd_rawmidi_receive — receive the input data from the device

Synopsis

```
int snd_rawmidi_receive (struct snd_rawmidi_substream * substream, const
unsigned char * buffer, int count);
```

Arguments

substream	the rawmidi substream
buffer	the buffer pointer
count	the data size to read

Description

Reads the data from the internal buffer.

Return

The size of read data, or a negative error code on failure.

Name

snd_rawmidi_transmit_empty — check whether the output buffer is empty

Synopsis

```
int snd_rawmidi_transmit_empty (struct snd_rawmidi_substream * substream);
```

Arguments

substream the rawmidi substream

Return

1 if the internal output buffer is empty, 0 if not.

Name

__snd_rawmidi_transmit_peek — copy data from the internal buffer

Synopsis

```
int __snd_rawmidi_transmit_peek (struct snd_rawmidi_substream * substream, unsigned char * buffer, int count);
```

Arguments

substream the rawmidi substream

buffer the buffer pointer

count data size to transfer

Description

This is a variant of `snd_rawmidi_transmit_peek` without spinlock.

Name

snd_rawmidi_transmit_peek — copy data from the internal buffer

Synopsis

```
int snd_rawmidi_transmit_peek (struct snd_rawmidi_substream * substream, unsigned char * buffer, int count);
```

Arguments

substream the rawmidi substream

buffer the buffer pointer

count data size to transfer

Description

Copies data from the internal output buffer to the given buffer.

Call this in the interrupt handler when the midi output is ready, and call `snd_rawmidi_transmit_ack` after the transmission is finished.

Return

The size of copied data, or a negative error code on failure.

Name

__snd_rawmidi_transmit_ack — acknowledge the transmission

Synopsis

```
int __snd_rawmidi_transmit_ack (struct snd_rawmidi_substream * substream, int count);
```

Arguments

substream the rawmidi substream

count the transferred count

Description

This is a variant of `__snd_rawmidi_transmit_ack` without spinlock.

Name

snd_rawmidi_transmit_ack — acknowledge the transmission

Synopsis

```
int snd_rawmidi_transmit_ack (struct snd_rawmidi_substream * substream,
int count);
```

Arguments

substream the rawmidi substream

count the transferred count

Description

Advances the hardware pointer for the internal output buffer with the given size and updates the condition. Call after the transmission is finished.

Return

The advanced size if successful, or a negative error code on failure.

Name

snd_rawmidi_transmit — copy from the buffer to the device

Synopsis

```
int snd_rawmidi_transmit (struct snd_rawmidi_substream * substream,
unsigned char * buffer, int count);
```

Arguments

substream	the rawmidi substream
buffer	the buffer pointer
count	the data size to transfer

Description

Copies data from the buffer to the device and advances the pointer.

Return

The copied size if successful, or a negative error code on failure.

Name

snd_rawmidi_new — create a rawmidi instance

Synopsis

```
int snd_rawmidi_new (struct snd_card * card, char * id, int device, int
output_count, int input_count, struct snd_rawmidi ** rrawmidi);
```

Arguments

card	the card instance
id	the id string
device	the device index
output_count	the number of output streams
input_count	the number of input streams
rrawmidi	the pointer to store the new rawmidi instance

Description

Creates a new rawmidi instance. Use `snd_rawmidi_set_ops` to set the operators to the new instance.

Return

Zero if successful, or a negative error code on failure.

Name

snd_rawmidi_set_ops — set the rawmidi operators

Synopsis

```
void snd_rawmidi_set_ops (struct snd_rawmidi * rmidi, int stream, struct
snd_rawmidi_ops * ops);
```

Arguments

rmidi the rawmidi instance

stream the stream direction, SNDRV_RAWMIDI_STREAM_XXX

ops the operator table

Description

Sets the rawmidi operators for the given stream direction.

MPU401-UART API

Name

snd_mpu401_uart_interrupt — generic MPU401-UART interrupt handler

Synopsis

```
irqreturn_t snd_mpu401_uart_interrupt (int irq, void * dev_id);
```

Arguments

irq the irq number

dev_id mpu401 instance

Description

Processes the interrupt for MPU401-UART i/o.

Return

`IRQ_HANDLED` if the interrupt was handled. `IRQ_NONE` otherwise.

Name

snd_mpu401_uart_interrupt_tx — generic MPU401-UART transmit irq handler

Synopsis

```
irqreturn_t snd_mpu401_uart_interrupt_tx (int irq, void * dev_id);
```

Arguments

irq the irq number

dev_id mpu401 instance

Description

Processes the interrupt for MPU401-UART output.

Return

`IRQ_HANDLED` if the interrupt was handled. `IRQ_NONE` otherwise.

Name

snd_mpu401_uart_new — create an MPU401-UART instance

Synopsis

```
int snd_mpu401_uart_new (struct snd_card * card, int device, unsigned
short hardware, unsigned long port, unsigned int info_flags, int irq,
struct snd_rawmidi ** rrawmidi);
```

Arguments

card	the card instance
device	the device index, zero-based
hardware	the hardware type, MPU401_HW_XXXX
port	the base address of MPU401 port
info_flags	bitflags MPU401_INFO_XXX
irq	the ISA irq number, -1 if not to be allocated
rrawmidi	the pointer to store the new rawmidi instance

Description

Creates a new MPU-401 instance.

Note that the rawmidi instance is returned on the rrawmidi argument, not the mpu401 instance itself. To access to the mpu401 instance, cast from rawmidi->private_data (with struct snd_mpu401 magic-cast).

Return

Zero if successful, or a negative error code.

Chapter 5. Proc Info API

Proc Info Interface

Name

snd_iprintf — printf on the procfs buffer

Synopsis

```
int snd_iprintf (struct snd_info_buffer * buffer, const char * fmt, ...);
```

Arguments

buffer	the procfs buffer
fmt	the printf format
...	variable arguments

Description

Outputs the string on the procfs buffer just like `printf`.

Return

The size of output string, or a negative error code.

Name

snd_info_get_line — read one line from the procfs buffer

Synopsis

```
int snd_info_get_line (struct snd_info_buffer * buffer, char * line,
int len);
```

Arguments

buffer the procfs buffer

line the buffer to store

len the max. buffer size

Description

Reads one line from the buffer and stores the string.

Return

Zero if successful, or 1 if error or EOF.

Name

snd_info_get_str — parse a string token

Synopsis

```
const char * snd_info_get_str (char * dest, const char * src, int len);
```

Arguments

dest the buffer to store the string token

src the original string

len the max. length of token - 1

Description

Parses the original string and copy a token to the given string buffer.

Return

The updated pointer of the original string so that it can be used for the next call.

Name

snd_info_create_module_entry — create an info entry for the given module

Synopsis

```
struct snd_info_entry * snd_info_create_module_entry (struct module *
module, const char * name, struct snd_info_entry * parent);
```

Arguments

module the module pointer

name the file name

parent the parent directory

Description

Creates a new info entry and assigns it to the given module.

Return

The pointer of the new instance, or NULL on failure.

Name

snd_info_create_card_entry — create an info entry for the given card

Synopsis

```
struct snd_info_entry * snd_info_create_card_entry (struct snd_card *
card, const char * name, struct snd_info_entry * parent);
```

Arguments

card the card instance

name the file name

parent the parent directory

Description

Creates a new info entry and assigns it to the given card.

Return

The pointer of the new instance, or NULL on failure.

Name

snd_card_proc_new — create an info entry for the given card

Synopsis

```
int snd_card_proc_new (struct snd_card * card, const char * name, struct
snd_info_entry ** entryp);
```

Arguments

card the card instance

name the file name

entryp the pointer to store the new info entry

Description

Creates a new info entry and assigns it to the given card. Unlike `snd_info_create_card_entry`, this function registers the info entry as an ALSA device component, so that it can be unregistered/released without explicit call. Also, you don't have to register this entry via `snd_info_register`, since this will be registered by `snd_card_register` automatically.

The parent is assumed as card->proc_root.

For releasing this entry, use `snd_device_free` instead of `snd_info_free_entry`.

Return

Zero if successful, or a negative error code on failure.

Name

snd_info_free_entry — release the info entry

Synopsis

```
void snd_info_free_entry (struct snd_info_entry * entry);
```

Arguments

entry the info entry

Description

Releases the info entry. Don't call this after registered.

Name

snd_info_register — register the info entry

Synopsis

```
int snd_info_register (struct snd_info_entry * entry);
```

Arguments

entry the info entry

Description

Registers the proc info entry.

Return

Zero if successful, or a negative error code on failure.

Chapter 6. Compress Offload

Compress Offload API

Name

snd_compress_register — register compressed device

Synopsis

```
int snd_compress_register (struct snd_compr * device);
```

Arguments

device compressed device to register

Name

struct snd_compressed_buffer — compressed buffer

Synopsis

```
struct snd_compressed_buffer {
  __u32 fragment_size;
  __u32 fragments;
};
```

Members

fragment_size	size of buffer fragment in bytes
fragments	number of such fragments

Name

struct snd_compr_params — compressed stream params

Synopsis

```
struct snd_compr_params {
  struct snd_compressed_buffer buffer;
  struct snd_codec codec;
  __u8 no_wake_mode;
};
```

Members

buffer	buffer description
codec	codec parameters
no_wake_mode	dont wake on fragment elapsed

Name

struct snd_compr_tstamp — timestamp descriptor

Synopsis

```
struct snd_compr_tstamp {
  __u32 byte_offset;
  __u32 copied_total;
  __u32 pcm_frames;
  __u32 pcm_io_frames;
  __u32 sampling_rate;
};
```

Members

byte_offset	Byte offset in ring buffer to DSP
copied_total	Total number of bytes copied from/to ring buffer to/by DSP
pcm_frames	Frames decoded or encoded by DSP. This field will evolve by large steps and should only be used to monitor encoding/decoding progress. It shall not be used for timing estimates.
pcm_io_frames	Frames rendered or received by DSP into a mixer or an audio output/input. This field should be used for A/V sync or time estimates.
sampling_rate	sampling rate of audio

Name

struct snd_compr_avail — avail descriptor

Synopsis

```
struct snd_compr_avail {
  __u64 avail;
  struct snd_compr_tstamp tstamp;
};
```

Members

avail Number of bytes available in ring buffer for writing/reading

tstamp timestamp information

Name

struct snd_compr_caps — caps descriptor

Synopsis

```
struct snd_compr_caps {
  __u32 num_codecs;
  __u32 direction;
  __u32 min_fragment_size;
  __u32 max_fragment_size;
  __u32 min_fragments;
  __u32 max_fragments;
  __u32 codecs[MAX_NUM_CODECS];
  __u32 reserved[11];
};
```

Members

num_codecs	number of codecs supported
direction	direction supported. Of type snd_compr_direction
min_fragment_size	minimum fragment supported by DSP
max_fragment_size	maximum fragment supported by DSP
min_fragments	min fragments supported by DSP
max_fragments	max fragments supported by DSP
codecs[MAX_NUM_CODECS]	pointer to array of codecs
reserved[11]	reserved field

Name

struct snd_compr_codec_caps — query capability of codec

Synopsis

```
struct snd_compr_codec_caps {
  __u32 codec;
  __u32 num_descriptors;
  struct snd_codec_desc descriptor[MAX_NUM_CODEC_DESCRIPTORS];
};
```

Members

codec	codec for which capability is queried
num_descriptors	number of codec descriptors
descriptor[MAX_NUM_CODEC_DESCRIPTORS]	array of codec capability descriptor

Name

enum sndrv_compress_encoder —

Synopsis

```
enum sndrv_compress_encoder {
  SNDRV_COMPRESS_ENCODER_PADDING,
  SNDRV_COMPRESS_ENCODER_DELAY
};
```

Constants

SNDRV_COMPRESS_ENCODER_PADDING
: Number of samples appended by the encoder at the end of the track

SNDRV_COMPRESS_ENCODER_DELAY
: Number of samples inserted by the encoder at the beginning of the track

Name

struct snd_compr_metadata — compressed stream metadata

Synopsis

```
struct snd_compr_metadata {
  __u32 key;
  __u32 value[8];
};
```

Members

key key id

value[8] key value

Name

SNDRV_COMPRESS_IOCTL_VERSION —

Synopsis

```
SNDRV_COMPRESS_IOCTL_VERSION (void);
```

Arguments

None

SNDRV_COMPRESS_GET_CAPS

Query capability of DSP

SNDRV_COMPRESS_GET_CODEC_CAPS

Query capability of a codec

SNDRV_COMPRESS_SET_PARAMS

Set codec and stream parameters

Note

only codec params can be changed runtime and stream params cant be

SNDRV_COMPRESS_GET_PARAMS

Query codec params

SNDRV_COMPRESS_TSTAMP

get the current timestamp value

SNDRV_COMPRESS_AVAIL

get the current buffer avail value. This also queries the tstamp properties

SNDRV_COMPRESS_PAUSE

Pause the running stream

SNDRV_COMPRESS_RESUME

resume a paused stream

SNDRV_COMPRESS_START

Start a stream

SNDRV_COMPRESS_STOP

stop a running stream, discarding ring buffer content and the buffers currently with DSP

SNDRV_COMPRESS_DRAIN

Play till end of buffers and stop after that

SNDRV_COMPRESS_IOCTL_VERSION

Query the API version

Name

struct snd_enc_vorbis —

Synopsis

```
struct snd_enc_vorbis {
  __s32 quality;
  __u32 managed;
  __u32 max_bit_rate;
  __u32 min_bit_rate;
  __u32 downmix;
};
```

Members

quality	Sets encoding quality to n, between -1 (low) and 10 (high). In the default mode of operation, the quality level is 3. Normal quality range is 0 - 10.
managed	Boolean. Set bitrate management mode. This turns off the normal VBR encoding, but allows hard or soft bitrate constraints to be enforced by the encoder. This mode can be slower, and may also be lower quality. It is primarily useful for streaming.
max_bit_rate	Enabled only if managed is TRUE
min_bit_rate	Enabled only if managed is TRUE
downmix	Boolean. Downmix input from stereo to mono (has no effect on non-stereo streams). Useful for lower-bitrate encoding.

Description

These options were extracted from the OpenMAX IL spec and Gstreamer vorbisenc properties

For best quality users should specify VBR mode and set quality levels.

Name

struct snd_enc_real —

Synopsis

```
struct snd_enc_real {
  __u32 quant_bits;
  __u32 start_region;
  __u32 num_regions;
};
```

Members

quant_bits	number of coupling quantization bits in the stream
start_region	coupling start region in the stream
num_regions	number of regions value

Description

These options were extracted from the OpenMAX IL spec

Name

struct snd_enc_flac —

Synopsis

```
struct snd_enc_flac {
  __u32 num;
  __u32 gain;
};
```

Members

num serial number, valid only for OGG formats needs to be set by application

gain Add replay gain tags

Description

These options were extracted from the FLAC online documentation

at http

//flac.sourceforge.net/documentation_tools_flac.html

To make the API simpler, it is assumed that the user will select quality profiles. Additional options that affect encoding quality and speed can be added at a later stage if needed.

By default the Subset format is used by encoders.

TAGS such as pictures, etc, cannot be handled by an offloaded encoder and are not supported in this API.

Name

struct snd_compr_runtime —

Synopsis

```
struct snd_compr_runtime {
  snd_pcm_state_t state;
  struct snd_compr_ops * ops;
  void * buffer;
  u64 buffer_size;
  u32 fragment_size;
  u32 fragments;
  u64 total_bytes_available;
  u64 total_bytes_transferred;
  wait_queue_head_t sleep;
  void * private_data;
};
```

Members

state	stream state
ops	pointer to DSP callbacks
buffer	pointer to kernel buffer, valid only when not in mmap mode or DSP doesn't implement copy
buffer_size	size of the above buffer
fragment_size	size of buffer fragment in bytes
fragments	number of such fragments
total_bytes_available	cumulative number of bytes made available in the ring buffer
total_bytes_transferred	cumulative bytes transferred by offload DSP
sleep	poll sleep
private_data	driver private data pointer

Name

struct snd_compr_stream —

Synopsis

```
struct snd_compr_stream {
  const char * name;
  struct snd_compr_ops * ops;
  struct snd_compr_runtime * runtime;
  struct snd_compr * device;
  enum snd_compr_direction direction;
  bool metadata_set;
  bool next_track;
  void * private_data;
};
```

Members

name	device name
ops	pointer to DSP callbacks
runtime	pointer to runtime structure
device	device pointer
direction	stream direction, playback/recording
metadata_set	metadata set flag, true when set
next_track	has userspace signal next track transition, true when set
private_data	pointer to DSP private data

Name

struct snd_compr_ops —

Synopsis

```
struct snd_compr_ops {
  int (* open) (struct snd_compr_stream *stream);
  int (* free) (struct snd_compr_stream *stream);
  int (* set_params) (struct snd_compr_stream *stream,struct snd_compr_params *par
  int (* get_params) (struct snd_compr_stream *stream,struct snd_codec *params);
  int (* set_metadata) (struct snd_compr_stream *stream,struct snd_compr_metadata
  int (* get_metadata) (struct snd_compr_stream *stream,struct snd_compr_metadata
  int (* trigger) (struct snd_compr_stream *stream, int cmd);
  int (* pointer) (struct snd_compr_stream *stream,struct snd_compr_tstamp *tstamp
  int (* copy) (struct snd_compr_stream *stream, char __user *buf,size_t count);
  int (* mmap) (struct snd_compr_stream *stream,struct vm_area_struct *vma);
  int (* ack) (struct snd_compr_stream *stream, size_t bytes);
  int (* get_caps) (struct snd_compr_stream *stream,struct snd_compr_caps *caps);
  int (* get_codec_caps) (struct snd_compr_stream *stream,struct snd_compr_codec_c
};
```

Members

open	Open the compressed stream This callback is mandatory and shall keep dsp ready to receive the stream parameter
free	Close the compressed stream, mandatory
set_params	Sets the compressed stream parameters, mandatory This can be called in during stream creation only to set codec params and the stream properties
get_params	retrieve the codec parameters, mandatory
set_metadata	Set the metadata values for a stream
get_metadata	retrieves the requested metadata values from stream
trigger	Trigger operations like start, pause, resume, drain, stop. This callback is mandatory
pointer	Retrieve current h/w pointer information. Mandatory
copy	Copy the compressed data to/from userspace, Optional Can't be implemented if DSP supports mmap
mmap	DSP mmap method to mmap DSP memory
ack	Ack for DSP when data is written to audio buffer, Optional Not valid if copy is implemented
get_caps	Retrieve DSP capabilities, mandatory
get_codec_caps	Retrieve capabilities for a specific codec, mandatory

Name

struct snd_compr —

Synopsis

```
struct snd_compr {
  const char * name;
  struct device dev;
  struct snd_compr_ops * ops;
  void * private_data;
  struct snd_card * card;
  unsigned int direction;
  struct mutex lock;
  int device;
};
```

Members

name	DSP device name
dev	associated device instance
ops	pointer to DSP callbacks
private_data	pointer to DSP pvt data
card	sound card pointer
direction	Playback or capture direction
lock	device lock
device	device id

Chapter 7. ASoC

ASoC Core API

Name

struct snd_soc_jack_pin — Describes a pin to update based on jack detection

Synopsis

```
struct snd_soc_jack_pin {
  const char * pin;
  int mask;
  bool invert;
};
```

Members

pin — name of the pin to update

mask — bits to check for in reported jack status

invert — if non-zero then pin is enabled when status is not reported

Name

struct snd_soc_jack_zone — Describes voltage zones of jack detection

Synopsis

```
struct snd_soc_jack_zone {
  unsigned int min_mv;
  unsigned int max_mv;
  unsigned int jack_type;
  unsigned int debounce_time;
};
```

Members

min_mv	start voltage in mv
max_mv	end voltage in mv
jack_type	type of jack that is expected for this voltage
debounce_time	debounce_time for jack, codec driver should wait for this duration before reading the adc for voltages @:list: list container

Name

struct snd_soc_jack_gpio — Describes a gpio pin for jack detection

Synopsis

```
struct snd_soc_jack_gpio {
  unsigned int gpio;
  unsigned int idx;
  const char * name;
  int report;
  int invert;
  bool wake;
  int (* jack_status_check) (void *data);
};
```

Members

gpio	legacy gpio number
idx	gpio descriptor index within the function of the GPIO consumer device *`gpiod_dev`* GPIO consumer device
name	gpio name. Also as connection ID for the GPIO consumer device function name lookup
report	value to report when jack detected
invert	report presence in low state
wake	enable as wake source
jack_status_check	callback function which overrides the detection to provide more complex checks (eg, reading an ADC).

Name

snd_soc_component_to_codec — Casts a component to the CODEC it is embedded in

Synopsis

```
struct snd_soc_codec * snd_soc_component_to_codec (struct
snd_soc_component * component);
```

Arguments

component The component to cast to a CODEC

Description

This function must only be used on components that are known to be CODECs. Otherwise the behavior is undefined.

Name

snd_soc_component_to_platform — Casts a component to the platform it is embedded in

Synopsis

```
struct snd_soc_platform * snd_soc_component_to_platform (struct
snd_soc_component * component);
```

Arguments

component The component to cast to a platform

Description

This function must only be used on components that are known to be platforms. Otherwise the behavior is undefined.

Name

snd_soc_dapm_to_component — Casts a DAPM context to the component it is embedded in

Synopsis

```
struct snd_soc_component * snd_soc_dapm_to_component (struct
snd_soc_dapm_context * dapm);
```

Arguments

dapm The DAPM context to cast to the component

Description

This function must only be used on DAPM contexts that are known to be part of a component (e.g. in a component driver). Otherwise the behavior is undefined.

Name

snd_soc_dapm_to_codec — Casts a DAPM context to the CODEC it is embedded in

Synopsis

```
struct snd_soc_codec * snd_soc_dapm_to_codec (struct
snd_soc_dapm_context * dapm);
```

Arguments

dapm The DAPM context to cast to the CODEC

Description

This function must only be used on DAPM contexts that are known to be part of a CODEC (e.g. in a CODEC driver). Otherwise the behavior is undefined.

Name

snd_soc_dapm_to_platform — Casts a DAPM context to the platform it is embedded in

Synopsis

```
struct snd_soc_platform * snd_soc_dapm_to_platform (struct
snd_soc_dapm_context * dapm);
```

Arguments

dapm The DAPM context to cast to the platform.

Description

This function must only be used on DAPM contexts that are known to be part of a platform (e.g. in a platform driver). Otherwise the behavior is undefined.

Name

snd_soc_component_get_dapm — Returns the DAPM context associated with a component

Synopsis

```
struct snd_soc_dapm_context * snd_soc_component_get_dapm (struct
snd_soc_component * component);
```

Arguments

component The component for which to get the DAPM context

Name

snd_soc_dapm_kcontrol_codec — Returns the codec associated to a kcontrol

Synopsis

```
struct snd_soc_codec * snd_soc_dapm_kcontrol_codec (struct snd_kcontrol
* kcontrol);
```

Arguments

kcontrol The kcontrol

Description

This function must only be used on DAPM contexts that are known to be part of a CODEC (e.g. in a CODEC driver). Otherwise the behavior is undefined.

Name

snd_soc_cache_sync — Sync the register cache with the hardware

Synopsis

```
int snd_soc_cache_sync (struct snd_soc_codec * codec);
```

Arguments

codec CODEC to sync

Note

This function will call `regcache_sync`

Name

snd_soc_codec_init_regmap — Initialize regmap instance for the CODEC

Synopsis

```
void snd_soc_codec_init_regmap (struct snd_soc_codec * codec, struct
regmap * regmap);
```

Arguments

codec The CODEC for which to initialize the regmap instance

regmap The regmap instance that should be used by the CODEC

Description

This function allows deferred assignment of the regmap instance that is associated with the CODEC. Only use this if the regmap instance is not yet ready when the CODEC is registered. The function must also be called before the first IO attempt of the CODEC.

Name

snd_soc_codec_exit_regmap — De-initialize regmap instance for the CODEC

Synopsis

```
void snd_soc_codec_exit_regmap (struct snd_soc_codec * codec);
```

Arguments

codec The CODEC for which to de-initialize the regmap instance

Description

Calls `regmap_exit` on the regmap instance associated to the CODEC and removes the regmap instance from the CODEC.

This function should only be used if `snd_soc_codec_init_regmap` was used to initialize the regmap instance.

Name

snd_soc_kcontrol_component — Returns the component that registered the control

Synopsis

```
struct snd_soc_component * snd_soc_kcontrol_component (struct
snd_kcontrol * kcontrol);
```

Arguments

kcontrol The control for which to get the component

Note

This function will work correctly if the control has been registered for a component. Either with `snd_soc_add_codec_controls` or `snd_soc_add_platform_controls` or via table based setup for either a CODEC, a platform or component driver. Otherwise the behavior is undefined.

Name

snd_soc_kcontrol_codec — Returns the CODEC that registered the control

Synopsis

```
struct snd_soc_codec * snd_soc_kcontrol_codec (struct snd_kcontrol *
kcontrol);
```

Arguments

kcontrol The control for which to get the CODEC

Note

This function will only work correctly if the control has been registered with `snd_soc_add_codec_controls` or via table based setup of snd_soc_codec_driver. Otherwise the behavior is undefined.

Name

snd_soc_kcontrol_platform — Returns the platform that registered the control

Synopsis

```
struct snd_soc_platform * snd_soc_kcontrol_platform (struct
snd_kcontrol * kcontrol);
```

Arguments

kcontrol The control for which to get the platform

Note

This function will only work correctly if the control has been registered with `snd_soc_add_platform_controls` or via table based setup of a snd_soc_platform_driver. Otherwise the behavior is undefined.

Name

snd_soc_runtime_set_dai_fmt — Change DAI link format for a ASoC runtime

Synopsis

```
int snd_soc_runtime_set_dai_fmt (struct snd_soc_pcm_runtime * rtd,
unsigned int dai_fmt);
```

Arguments

rtd The runtime for which the DAI link format should be changed

dai_fmt The new DAI link format

Description

This function updates the DAI link format for all DAIs connected to the DAI link for the specified runtime.

Note

For setups with a static format set the dai_fmt field in the corresponding snd_dai_link struct instead of using this function.

Returns 0 on success, otherwise a negative error code.

Name

snd_soc_cnew — create new control

Synopsis

```
struct snd_kcontrol * snd_soc_cnew (const struct snd_kcontrol_new *
_template, void * data, const char * long_name, const char * prefix);
```

Arguments

_template	control template
data	control private data
long_name	control long name
prefix	control name prefix

Description

Create a new mixer control from a template control.

Returns 0 for success, else error.

Name

snd_soc_add_component_controls — Add an array of controls to a component.

Synopsis

```
int snd_soc_add_component_controls (struct snd_soc_component * component, const struct snd_kcontrol_new * controls, unsigned int num_controls);
```

Arguments

component	Component to add controls to
controls	Array of controls to add
num_controls	Number of elements in the array

Return

0 for success, else error.

Name

snd_soc_add_codec_controls — add an array of controls to a codec. Convenience function to add a list of controls. Many codecs were duplicating this code.

Synopsis

```
int snd_soc_add_codec_controls (struct snd_soc_codec * codec, const
struct snd_kcontrol_new * controls, unsigned int num_controls);
```

Arguments

codec	codec to add controls to
controls	array of controls to add
num_controls	number of elements in the array

Description

Return 0 for success, else error.

Name

snd_soc_add_platform_controls — add an array of controls to a platform. Convenience function to add a list of controls.

Synopsis

```
int snd_soc_add_platform_controls (struct snd_soc_platform * platform,
const struct snd_kcontrol_new * controls, unsigned int num_controls);
```

Arguments

platform	platform to add controls to
controls	array of controls to add
num_controls	number of elements in the array

Description

Return 0 for success, else error.

Name

snd_soc_add_card_controls — add an array of controls to a SoC card. Convenience function to add a list of controls.

Synopsis

```
int snd_soc_add_card_controls (struct snd_soc_card * soc_card, const
struct snd_kcontrol_new * controls, int num_controls);
```

Arguments

soc_card	SoC card to add controls to
controls	array of controls to add
num_controls	number of elements in the array

Description

Return 0 for success, else error.

Name

snd_soc_add_dai_controls — add an array of controls to a DAI. Convienience function to add a list of controls.

Synopsis

```
int snd_soc_add_dai_controls (struct snd_soc_dai * dai, const struct
snd_kcontrol_new * controls, int num_controls);
```

Arguments

dai	DAI to add controls to
controls	array of controls to add
num_controls	number of elements in the array

Description

Return 0 for success, else error.

Name

snd_soc_dai_set_sysclk — configure DAI system or master clock.

Synopsis

```
int snd_soc_dai_set_sysclk (struct snd_soc_dai * dai, int clk_id,
unsigned int freq, int dir);
```

Arguments

dai DAI

clk_id DAI specific clock ID

freq new clock frequency in Hz

dir new clock direction - input/output.

Description

Configures the DAI master (MCLK) or system (SYSCLK) clocking.

Name

snd_soc_codec_set_sysclk — configure CODEC system or master clock.

Synopsis

```
int snd_soc_codec_set_sysclk (struct snd_soc_codec * codec, int clk_id,
int source, unsigned int freq, int dir);
```

Arguments

codec CODEC

clk_id DAI specific clock ID

source Source for the clock

freq new clock frequency in Hz

dir new clock direction - input/output.

Description

Configures the CODEC master (MCLK) or system (SYSCLK) clocking.

Name

snd_soc_dai_set_clkdiv — configure DAI clock dividers.

Synopsis

```
int snd_soc_dai_set_clkdiv (struct snd_soc_dai * dai, int div_id, int
div);
```

Arguments

dai DAI

div_id DAI specific clock divider ID

div new clock divisor.

Description

Configures the clock dividers. This is used to derive the best DAI bit and frame clocks from the system or master clock. It's best to set the DAI bit and frame clocks as low as possible to save system power.

Name

snd_soc_dai_set_pll — configure DAI PLL.

Synopsis

```
int snd_soc_dai_set_pll (struct snd_soc_dai * dai, int pll_id, int source, unsigned int freq_in, unsigned int freq_out);
```

Arguments

dai	DAI
pll_id	DAI specific PLL ID
source	DAI specific source for the PLL
freq_in	PLL input clock frequency in Hz
freq_out	requested PLL output clock frequency in Hz

Description

Configures and enables PLL to generate output clock based on input clock.

Name

snd_soc_dai_set_bclk_ratio — configure BCLK to sample rate ratio.

Synopsis

```
int snd_soc_dai_set_bclk_ratio (struct snd_soc_dai * dai, unsigned int ratio);
```

Arguments

dai DAI *ratio* Ratio of BCLK to Sample rate.

ratio -- undescribed --

Description

Configures the DAI for a preset BCLK to sample rate ratio.

Name

snd_soc_dai_set_fmt — configure DAI hardware audio format.

Synopsis

```
int snd_soc_dai_set_fmt (struct snd_soc_dai * dai, unsigned int fmt);
```

Arguments

dai DAI

fmt SND_SOC_DAIFMT_ format value.

Description

Configures the DAI hardware format and clocking.

Name

snd_soc_dai_set_tdm_slot — Configures a DAI for TDM operation

Synopsis

```
int snd_soc_dai_set_tdm_slot (struct snd_soc_dai * dai, unsigned int
tx_mask, unsigned int rx_mask, int slots, int slot_width);
```

Arguments

dai	The DAI to configure
tx_mask	bitmask representing active TX slots.
rx_mask	bitmask representing active RX slots.
slots	Number of slots in use.
slot_width	Width in bits for each slot.

Description

This function configures the specified DAI for TDM operation. *slot* contains the total number of slots of the TDM stream and *slot_with* the width of each slot in bit clock cycles. *tx_mask* and *rx_mask* are bitmasks specifying the active slots of the TDM stream for the specified DAI, i.e. which slots the DAI should write to or read from. If a bit is set the corresponding slot is active, if a bit is cleared the corresponding slot is inactive. Bit 0 maps to the first slot, bit 1 to the second slot and so on. The first active slot maps to the first channel of the DAI, the second active slot to the second channel and so on.

TDM mode can be disabled by passing 0 for *slots*. In this case *tx_mask*, *rx_mask* and *slot_width* will be ignored.

Returns 0 on success, a negative error code otherwise.

Name

snd_soc_dai_set_channel_map — configure DAI audio channel map

Synopsis

```
int snd_soc_dai_set_channel_map (struct snd_soc_dai * dai, unsigned int
tx_num, unsigned int * tx_slot, unsigned int rx_num, unsigned int *
rx_slot);
```

Arguments

dai DAI

tx_num how many TX channels

tx_slot pointer to an array which imply the TX slot number channel 0~num-1 uses

rx_num how many RX channels

rx_slot pointer to an array which imply the RX slot number channel 0~num-1 uses

Description

configure the relationship between channel number and TDM slot number.

Name

snd_soc_dai_set_tristate — configure DAI system or master clock.

Synopsis

```
int snd_soc_dai_set_tristate (struct snd_soc_dai * dai, int tristate);
```

Arguments

dai DAI

tristate tristate enable

Description

Tristates the DAI so that others can use it.

Name

snd_soc_dai_digital_mute — configure DAI system or master clock.

Synopsis

```
int snd_soc_dai_digital_mute (struct snd_soc_dai * dai, int mute, int
direction);
```

Arguments

dai	DAI
mute	mute enable
direction	stream to mute

Description

Mutes the DAI DAC.

Name

snd_soc_register_card — Register a card with the ASoC core

Synopsis

```
int snd_soc_register_card (struct snd_soc_card * card);
```

Arguments

card Card to register

Name

snd_soc_unregister_card — Unregister a card with the ASoC core

Synopsis

```
int snd_soc_unregister_card (struct snd_soc_card * card);
```

Arguments

card Card to unregister

Name

snd_soc_component_init_regmap — Initialize regmap instance for the component

Synopsis

```
void snd_soc_component_init_regmap (struct snd_soc_component * component, struct regmap * regmap);
```

Arguments

component The component for which to initialize the regmap instance

regmap The regmap instance that should be used by the component

Description

This function allows deferred assignment of the regmap instance that is associated with the component. Only use this if the regmap instance is not yet ready when the component is registered. The function must also be called before the first IO attempt of the component.

Name

snd_soc_component_exit_regmap — De-initialize regmap instance for the component

Synopsis

```
void snd_soc_component_exit_regmap (struct snd_soc_component * component);
```

Arguments

component The component for which to de-initialize the regmap instance

Description

Calls `regmap_exit` on the regmap instance associated to the component and removes the regmap instance from the component.

This function should only be used if `snd_soc_component_init_regmap` was used to initialize the regmap instance.

Name

snd_soc_unregister_component — Unregister a component from the ASoC core

Synopsis

```
void snd_soc_unregister_component (struct device * dev);
```

Arguments

dev -- undescribed --

Name

snd_soc_add_platform — Add a platform to the ASoC core

Synopsis

```
int snd_soc_add_platform (struct device * dev, struct snd_soc_platform
* platform, const struct snd_soc_platform_driver * platform_drv);
```

Arguments

dev	The parent device for the platform
platform	The platform to add
platform_drv	-- undescribed --

Name

snd_soc_register_platform — Register a platform with the ASoC core

Synopsis

```
int snd_soc_register_platform (struct device * dev, const struct
snd_soc_platform_driver * platform_drv);
```

Arguments

dev -- undescribed --

platform_drv -- undescribed --

Name

snd_soc_remove_platform — Remove a platform from the ASoC core

Synopsis

```
void snd_soc_remove_platform (struct snd_soc_platform * platform);
```

Arguments

platform the platform to remove

Name

snd_soc_unregister_platform — Unregister a platform from the ASoC core

Synopsis

```
void snd_soc_unregister_platform (struct device * dev);
```

Arguments

dev -- undescribed --

Name

snd_soc_register_codec — Register a codec with the ASoC core

Synopsis

```
int snd_soc_register_codec (struct device * dev, const struct
snd_soc_codec_driver * codec_drv, struct snd_soc_dai_driver * dai_drv,
int num_dai);
```

Arguments

dev -- undescribed --

codec_drv -- undescribed --

dai_drv -- undescribed --

num_dai -- undescribed --

Name

snd_soc_unregister_codec — Unregister a codec from the ASoC core

Synopsis

```
void snd_soc_unregister_codec (struct device * dev);
```

Arguments

dev -- undescribed --

Name

/usr/src/linux-4.1.31-2.g6607d5c//sound/soc/soc-cache.c — Document generation inconsistency

Oops

Warning

The template for this document tried to insert the structured comment from the file `/usr/src/linux-4.1.31-2.g6607d5c//sound/soc/soc-cache.c` at this point, but none was found. This dummy section is inserted to allow generation to continue.

Name

devm_snd_soc_register_component — resource managed component registration

Synopsis

```
int devm_snd_soc_register_component (struct device * dev, const struct
snd_soc_component_driver * cmpnt_drv, struct snd_soc_dai_driver *
dai_drv, int num_dai);
```

Arguments

dev	Device used to manage component
cmpnt_drv	Component driver
dai_drv	DAI driver
num_dai	Number of DAIs to register

Description

Register a component with automatic unregistration when the device is unregistered.

Name

devm_snd_soc_register_platform — resource managed platform registration

Synopsis

```
int devm_snd_soc_register_platform (struct device * dev, const struct
snd_soc_platform_driver * platform_drv);
```

Arguments

dev	Device used to manage platform
platform_drv	platform to register

Description

Register a platform driver with automatic unregistration when the device is unregistered.

Name

devm_snd_soc_register_card — resource managed card registration

Synopsis

```
int devm_snd_soc_register_card (struct device * dev, struct snd_soc_card
* card);
```

Arguments

dev Device used to manage card

card Card to register

Description

Register a card with automatic unregistration when the device is unregistered.

Name

devm_snd_dmaengine_pcm_register — resource managed dmaengine PCM registration

Synopsis

```
int devm_snd_dmaengine_pcm_register (struct device * dev, const struct
snd_dmaengine_pcm_config * config, unsigned int flags);
```

Arguments

dev The parent device for the PCM device

config Platform specific PCM configuration

flags Platform specific quirks

Description

Register a dmaengine based PCM device with automatic unregistration when the device is unregistered.

Name

snd_soc_component_read — Read register value

Synopsis

```
int snd_soc_component_read (struct snd_soc_component * component,
unsigned int reg, unsigned int * val);
```

Arguments

component	Component to read from
reg	Register to read
val	Pointer to where the read value is stored

Return

0 on success, a negative error code otherwise.

Name

snd_soc_component_write — Write register value

Synopsis

```
int snd_soc_component_write (struct snd_soc_component * component,
unsigned int reg, unsigned int val);
```

Arguments

component	Component to write to
reg	Register to write
val	Value to write to the register

Return

0 on success, a negative error code otherwise.

Name

snd_soc_component_update_bits — Perform read/modify/write cycle

Synopsis

```
int snd_soc_component_update_bits (struct snd_soc_component * component, unsigned int reg, unsigned int mask, unsigned int val);
```

Arguments

component	Component to update
reg	Register to update
mask	Mask that specifies which bits to update
val	New value for the bits specified by mask

Return

1 if the operation was successful and the value of the register changed, 0 if the operation was successful, but the value did not change. Returns a negative error code otherwise.

Name

snd_soc_component_update_bits_async — Perform asynchronous read/modify/write cycle

Synopsis

```
int snd_soc_component_update_bits_async (struct snd_soc_component *
component, unsigned int reg, unsigned int mask, unsigned int val);
```

Arguments

component	Component to update
reg	Register to update
mask	Mask that specifies which bits to update
val	New value for the bits specified by mask

Description

This function is similar to `snd_soc_component_update_bits`, but the update operation is scheduled asynchronously. This means it may not be completed when the function returns. To make sure that all scheduled updates have been completed `snd_soc_component_async_complete` must be called.

Return

1 if the operation was successful and the value of the register changed, 0 if the operation was successful, but the value did not change. Returns a negative error code otherwise.

Name

snd_soc_component_async_complete — Ensure asynchronous I/O has completed

Synopsis

```
void snd_soc_component_async_complete (struct snd_soc_component * component);
```

Arguments

component Component for which to wait

Description

This function blocks until all asynchronous I/O which has previously been scheduled using `snd_soc_component_update_bits_async` has completed.

Name

snd_soc_component_test_bits — Test register for change

Synopsis

```
int snd_soc_component_test_bits (struct snd_soc_component * component,
unsigned int reg, unsigned int mask, unsigned int value);
```

Arguments

component	component
reg	Register to test
mask	Mask that specifies which bits to test
value	Value to test against

Description

Tests a register with a new value and checks if the new value is different from the old value.

Return

1 for change, otherwise 0.

Name

snd_soc_update_bits — update codec register bits

Synopsis

```
int snd_soc_update_bits (struct snd_soc_codec * codec, unsigned int reg,
unsigned int mask, unsigned int value);
```

Arguments

codec audio codec

reg codec register

mask register mask

value new value

Description

Writes new register value.

Returns 1 for change, 0 for no change, or negative error code.

Name

snd_soc_test_bits — test register for change

Synopsis

```
int snd_soc_test_bits (struct snd_soc_codec * codec, unsigned int reg,
unsigned int mask, unsigned int value);
```

Arguments

codec audio codec

reg codec register

mask register mask

value new value

Description

Tests a register with a new value and checks if the new value is different from the old value.

Returns 1 for change else 0.

Name

snd_soc_set_runtime_hwparams — set the runtime hardware parameters

Synopsis

```
int snd_soc_set_runtime_hwparams (struct snd_pcm_substream * substream,
const struct snd_pcm_hardware * hw);
```

Arguments

substream the pcm substream

hw the hardware parameters

Description

Sets the substream runtime hardware parameters.

ASoC DAPM API

Name

snd_soc_dapm_kcontrol_dapm — Returns the dapm context associated to a kcontrol

Synopsis

```
struct snd_soc_dapm_context * snd_soc_dapm_kcontrol_dapm (struct
snd_kcontrol * kcontrol);
```

Arguments

kcontrol The kcontrol

Note

This function must only be used on kcontrols that are known to have been registered for a CODEC. Otherwise the behaviour is undefined.

Name

snd_soc_dapm_sync_unlocked — scan and power dapm paths

Synopsis

```
int snd_soc_dapm_sync_unlocked (struct snd_soc_dapm_context * dapm);
```

Arguments

dapm DAPM context

Description

Walks all dapm audio paths and powers widgets according to their stream or path usage.

Requires external locking.

Returns 0 for success.

Name

snd_soc_dapm_sync — scan and power dapm paths

Synopsis

```
int snd_soc_dapm_sync (struct snd_soc_dapm_context * dapm);
```

Arguments

dapm DAPM context

Description

Walks all dapm audio paths and powers widgets according to their stream or path usage.

Returns 0 for success.

Name

snd_soc_dapm_add_routes — Add routes between DAPM widgets

Synopsis

```
int snd_soc_dapm_add_routes (struct snd_soc_dapm_context * dapm, const
struct snd_soc_dapm_route * route, int num);
```

Arguments

dapm DAPM context

route audio routes

num number of routes

Description

Connects 2 dapm widgets together via a named audio path. The sink is the widget receiving the audio signal, whilst the source is the sender of the audio signal.

Returns 0 for success else error. On error all resources can be freed with a call to `snd_soc_card_free`.

Name

snd_soc_dapm_del_routes — Remove routes between DAPM widgets

Synopsis

```
int snd_soc_dapm_del_routes (struct snd_soc_dapm_context * dapm, const
struct snd_soc_dapm_route * route, int num);
```

Arguments

dapm DAPM context

route audio routes

num number of routes

Description

Removes routes from the DAPM context.

Name

snd_soc_dapm_weak_routes — Mark routes between DAPM widgets as weak

Synopsis

```
int snd_soc_dapm_weak_routes (struct snd_soc_dapm_context * dapm, const
struct snd_soc_dapm_route * route, int num);
```

Arguments

dapm DAPM context

route audio routes

num number of routes

Description

Mark existing routes matching those specified in the passed array as being weak, meaning that they are ignored for the purpose of power decisions. The main intended use case is for sidetone paths which couple audio between other independent paths if they are both active in order to make the combination work better at the user level but which aren't intended to be “used”.

Note that CODEC drivers should not use this as sidetone type paths can frequently also be used as bypass paths.

Name

snd_soc_dapm_new_widgets — add new dapm widgets

Synopsis

```
int snd_soc_dapm_new_widgets (struct snd_soc_card * card);
```

Arguments

card -- undescribed --

Description

Checks the codec for any new dapm widgets and creates them if found.

Returns 0 for success.

Name

snd_soc_dapm_get_volsw — dapm mixer get callback

Synopsis

```
int snd_soc_dapm_get_volsw (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_value * ucontrol);
```

Arguments

kcontrol mixer control

ucontrol control element information

Description

Callback to get the value of a dapm mixer control.

Returns 0 for success.

Name

snd_soc_dapm_put_volsw — dapm mixer set callback

Synopsis

```
int snd_soc_dapm_put_volsw (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_value * ucontrol);
```

Arguments

kcontrol mixer control

ucontrol control element information

Description

Callback to set the value of a dapm mixer control.

Returns 0 for success.

Name

snd_soc_dapm_get_enum_double — dapm enumerated double mixer get callback

Synopsis

```
int snd_soc_dapm_get_enum_double (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_value * ucontrol);
```

Arguments

kcontrol mixer control

ucontrol control element information

Description

Callback to get the value of a dapm enumerated double mixer control.

Returns 0 for success.

Name

snd_soc_dapm_put_enum_double — dapm enumerated double mixer set callback

Synopsis

```
int snd_soc_dapm_put_enum_double (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_value * ucontrol);
```

Arguments

kcontrol mixer control

ucontrol control element information

Description

Callback to set the value of a dapm enumerated double mixer control.

Returns 0 for success.

Name

snd_soc_dapm_info_pin_switch — Info for a pin switch

Synopsis

```
int snd_soc_dapm_info_pin_switch (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_info * uinfo);
```

Arguments

kcontrol mixer control

uinfo control element information

Description

Callback to provide information about a pin switch control.

Name

snd_soc_dapm_get_pin_switch — Get information for a pin switch

Synopsis

```
int snd_soc_dapm_get_pin_switch (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_value * ucontrol);
```

Arguments

kcontrol mixer control

ucontrol Value

Name

snd_soc_dapm_put_pin_switch — Set information for a pin switch

Synopsis

```
int snd_soc_dapm_put_pin_switch (struct snd_kcontrol * kcontrol, struct
snd_ctl_elem_value * ucontrol);
```

Arguments

kcontrol mixer control

ucontrol Value

Name

snd_soc_dapm_new_controls — create new dapm controls

Synopsis

```
int snd_soc_dapm_new_controls (struct snd_soc_dapm_context * dapm, const
struct snd_soc_dapm_widget * widget, int num);
```

Arguments

dapm DAPM context

widget widget array

num number of widgets

Description

Creates new DAPM controls based upon the templates.

Returns 0 for success else error.

Name

snd_soc_dapm_enable_pin_unlocked — enable pin.

Synopsis

```
int snd_soc_dapm_enable_pin_unlocked (struct snd_soc_dapm_context * dapm, const char * pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Enables input/output pin and its parents or children widgets iff there is a valid audio route and active audio stream.

Requires external locking.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_enable_pin — enable pin.

Synopsis

```
int snd_soc_dapm_enable_pin (struct snd_soc_dapm_context * dapm, const
char * pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Enables input/output pin and its parents or children widgets iff there is a valid audio route and active audio stream.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_force_enable_pin_unlocked — force a pin to be enabled

Synopsis

```
int snd_soc_dapm_force_enable_pin_unlocked (struct snd_soc_dapm_context
* dapm, const char * pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Enables input/output pin regardless of any other state. This is intended for use with microphone bias supplies used in microphone jack detection.

Requires external locking.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_force_enable_pin — force a pin to be enabled

Synopsis

```
int snd_soc_dapm_force_enable_pin (struct snd_soc_dapm_context * dapm,
const char * pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Enables input/output pin regardless of any other state. This is intended for use with microphone bias supplies used in microphone jack detection.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_disable_pin_unlocked — disable pin.

Synopsis

```
int snd_soc_dapm_disable_pin_unlocked (struct snd_soc_dapm_context *
dapm, const char * pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Disables input/output pin and its parents or children widgets.

Requires external locking.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_disable_pin — disable pin.

Synopsis

```
int snd_soc_dapm_disable_pin (struct snd_soc_dapm_context * dapm, const
char * pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Disables input/output pin and its parents or children widgets.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_nc_pin_unlocked — permanently disable pin.

Synopsis

```
int snd_soc_dapm_nc_pin_unlocked (struct snd_soc_dapm_context * dapm,
const char * pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Marks the specified pin as being not connected, disabling it along any parent or child widgets. At present this is identical to `snd_soc_dapm_disable_pin` but in future it will be extended to do additional things such as disabling controls which only affect paths through the pin.

Requires external locking.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_nc_pin — permanently disable pin.

Synopsis

```
int snd_soc_dapm_nc_pin (struct snd_soc_dapm_context * dapm, const char
* pin);
```

Arguments

dapm DAPM context

pin pin name

Description

Marks the specified pin as being not connected, disabling it along any parent or child widgets. At present this is identical to `snd_soc_dapm_disable_pin` but in future it will be extended to do additional things such as disabling controls which only affect paths through the pin.

NOTE

`snd_soc_dapm_sync` needs to be called after this for DAPM to do any widget power switching.

Name

snd_soc_dapm_get_pin_status — get audio pin status

Synopsis

```
int snd_soc_dapm_get_pin_status (struct snd_soc_dapm_context * dapm,
const char * pin);
```

Arguments

dapm DAPM context

pin audio signal pin endpoint (or start point)

Description

Get audio pin status - connected or disconnected.

Returns 1 for connected otherwise 0.

Name

snd_soc_dapm_ignore_suspend — ignore suspend status for DAPM endpoint

Synopsis

```
int snd_soc_dapm_ignore_suspend (struct snd_soc_dapm_context * dapm,
const char * pin);
```

Arguments

dapm DAPM context

pin audio signal pin endpoint (or start point)

Description

Mark the given endpoint or pin as ignoring suspend. When the system is disabled a path between two endpoints flagged as ignoring suspend will not be disabled. The path must already be enabled via normal means at suspend time, it will not be turned on if it was not already enabled.

Name

snd_soc_dapm_free — free dapm resources

Synopsis

```
void snd_soc_dapm_free (struct snd_soc_dapm_context * dapm);
```

Arguments

dapm DAPM context

Description

Free all dapm widgets and resources.

ASoC DMA Engine API

Name

snd_dmaengine_pcm_prepare_slave_config — Generic prepare_slave_config callback

Synopsis

```
int snd_dmaengine_pcm_prepare_slave_config (struct snd_pcm_substream *
substream, struct snd_pcm_hw_params * params, struct dma_slave_config
* slave_config);
```

Arguments

substream	PCM substream
params	hw_params
slave_config	DMA slave config to prepare

Description

This function can be used as a generic prepare_slave_config callback for platforms which make use of the snd_dmaengine_dai_dma_data struct for their DAI DMA data. Internally the function will first call snd_hwparams_to_dma_slave_config to fill in the slave config based on the hw_params, followed by snd_dmaengine_set_config_from_dai_data to fill in the remaining fields based on the DAI DMA data.

Name

snd_dmaengine_pcm_register — Register a dmaengine based PCM device

Synopsis

```
int snd_dmaengine_pcm_register (struct device * dev, const struct
snd_dmaengine_pcm_config * config, unsigned int flags);
```

Arguments

dev The parent device for the PCM device

config Platform specific PCM configuration

flags Platform specific quirks

Name

snd_dmaengine_pcm_unregister — Removes a dmaengine based PCM device

Synopsis

```
void snd_dmaengine_pcm_unregister (struct device * dev);
```

Arguments

dev Parent device the PCM was register with

Description

Removes a dmaengine based PCM device previously registered with snd_dmaengine_pcm_register.

Chapter 8. Miscellaneous Functions

Hardware-Dependent Devices API

Name

snd_hwdep_new — create a new hwdep instance

Synopsis

```
int snd_hwdep_new (struct snd_card * card, char * id, int device, struct
snd_hwdep ** rhwdep);
```

Arguments

card the card instance

id the id string

device the device index (zero-based)

rhwdep the pointer to store the new hwdep instance

Description

Creates a new hwdep instance with the given index on the card. The callbacks (hwdep->ops) must be set on the returned instance after this call manually by the caller.

Return

Zero if successful, or a negative error code on failure.

Jack Abstraction Layer API

Name

enum snd_jack_types — Jack types which can be reported

Synopsis

```
enum snd_jack_types {
  SND_JACK_HEADPHONE,
  SND_JACK_MICROPHONE,
  SND_JACK_HEADSET,
  SND_JACK_LINEOUT,
  SND_JACK_MECHANICAL,
  SND_JACK_VIDEOOUT,
  SND_JACK_AVOUT,
  SND_JACK_LINEIN,
  SND_JACK_BTN_0,
  SND_JACK_BTN_1,
  SND_JACK_BTN_2,
  SND_JACK_BTN_3,
  SND_JACK_BTN_4,
  SND_JACK_BTN_5
};
```

Constants

SND_JACK_HEADPHONE	Headphone
SND_JACK_MICROPHONE	Microphone
SND_JACK_HEADSET	Headset
SND_JACK_LINEOUT	Line out
SND_JACK_MECHANICAL	Mechanical switch
SND_JACK_VIDEOOUT	Video out
SND_JACK_AVOUT	AV (Audio Video) out
SND_JACK_LINEIN	Line in
SND_JACK_BTN_0	Button 0
SND_JACK_BTN_1	Button 1
SND_JACK_BTN_2	Button 2
SND_JACK_BTN_3	Button 3
SND_JACK_BTN_4	Button 4
SND_JACK_BTN_5	Button 5

Description

These values are used as a bitmask.

Note that this must be kept in sync with the lookup table in sound/core/jack.c.

Name

snd_jack_new — Create a new jack

Synopsis

```
int snd_jack_new (struct snd_card * card, const char * id, int type,
struct snd_jack ** jjack);
```

Arguments

card the card instance

id an identifying string for this jack

type a bitmask of enum snd_jack_type values that can be detected by this jack

jjack Used to provide the allocated jack object to the caller.

Description

Creates a new jack object.

Return

Zero if successful, or a negative error code on failure. On success *jjack* will be initialised.

Name

snd_jack_set_parent — Set the parent device for a jack

Synopsis

```
void snd_jack_set_parent (struct snd_jack * jack, struct device *
parent);
```

Arguments

jack The jack to configure

parent The device to set as parent for the jack.

Description

Set the parent for the jack devices in the device tree. This function is only valid prior to registration of the jack. If no parent is configured then the parent device will be the sound card.

Name

snd_jack_set_key — Set a key mapping on a jack

Synopsis

```
int snd_jack_set_key (struct snd_jack * jack, enum snd_jack_types type,
int keytype);
```

Arguments

jack The jack to configure

type Jack report type for this key

keytype Input layer key type to be reported

Description

Map a SND_JACK_BTN_ button type to an input layer key, allowing reporting of keys on accessories via the jack abstraction. If no mapping is provided but keys are enabled in the jack type then BTN_n numeric buttons will be reported.

If jacks are not reporting via the input API this call will have no effect.

Note that this is intended to be use by simple devices with small numbers of keys that can be reported. It is also possible to access the input device directly - devices with complex input capabilities on accessories should consider doing this rather than using this abstraction.

This function may only be called prior to registration of the jack.

Return

Zero if successful, or a negative error code on failure.

Name

snd_jack_report — Report the current status of a jack

Synopsis

```
void snd_jack_report (struct snd_jack * jack, int status);
```

Arguments

jack The jack to report status for

status The current status of the jack

Name

snd_soc_card_jack_new — Create a new jack

Synopsis

```
int snd_soc_card_jack_new (struct snd_soc_card * card, const char * id,
int type, struct snd_soc_jack * jack, struct snd_soc_jack_pin * pins,
unsigned int num_pins);
```

Arguments

card	ASoC card
id	an identifying string for this jack
type	a bitmask of enum snd_jack_type values that can be detected by this jack
jack	structure to use for the jack
pins	Array of jack pins to be added to the jack or NULL
num_pins	Number of elements in the *pins* array

Description

Creates a new jack object.

Returns zero if successful, or a negative error code on failure. On success jack will be initialised.

Name

snd_soc_jack_report — Report the current status for a jack

Synopsis

```
void snd_soc_jack_report (struct snd_soc_jack * jack, int status, int mask);
```

Arguments

jack the jack

status a bitmask of enum snd_jack_type values that are currently detected.

mask a bitmask of enum snd_jack_type values that being reported.

Description

If configured using `snd_soc_jack_add_pins` then the associated DAPM pins will be enabled or disabled as appropriate and DAPM synchronised.

Note

This function uses mutexes and should be called from a context which can sleep (such as a workqueue).

Name

snd_soc_jack_add_zones — Associate voltage zones with jack

Synopsis

```
int snd_soc_jack_add_zones (struct snd_soc_jack * jack, int count,
struct snd_soc_jack_zone * zones);
```

Arguments

jack ASoC jack

count Number of zones

zones Array of zones

Description

After this function has been called the zones specified in the array will be associated with the jack.

Name

snd_soc_jack_get_type — Based on the mic bias value, this function returns the type of jack from the zones declared in the jack type

Synopsis

```
int snd_soc_jack_get_type (struct snd_soc_jack * jack, int micbias_voltage);
```

Arguments

jack	ASoC jack
micbias_voltage	mic bias voltage at adc channel when jack is plugged in

Description

Based on the mic bias value passed, this function helps identify the type of jack from the already declared jack zones

Name

snd_soc_jack_add_pins — Associate DAPM pins with an ASoC jack

Synopsis

```
int snd_soc_jack_add_pins (struct snd_soc_jack * jack, int count, struct
snd_soc_jack_pin * pins);
```

Arguments

jack ASoC jack

count Number of pins

pins Array of pins

Description

After this function has been called the DAPM pins specified in the pins array will have their status updated to reflect the current state of the jack whenever the jack status is updated.

Name

snd_soc_jack_notifier_register — Register a notifier for jack status

Synopsis

```
void snd_soc_jack_notifier_register (struct snd_soc_jack * jack, struct
notifier_block * nb);
```

Arguments

jack ASoC jack

nb Notifier block to register

Description

Register for notification of the current status of the jack. Note that it is not possible to report additional jack events in the callback from the notifier, this is intended to support applications such as enabling electrical detection only when a mechanical detection event has occurred.

Name

snd_soc_jack_notifier_unregister — Unregister a notifier for jack status

Synopsis

```
void snd_soc_jack_notifier_unregister (struct snd_soc_jack * jack,
struct notifier_block * nb);
```

Arguments

jack ASoC jack

nb Notifier block to unregister

Description

Stop notifying for status changes.

Name

snd_soc_jack_add_gpios — Associate GPIO pins with an ASoC jack

Synopsis

```
int snd_soc_jack_add_gpios (struct snd_soc_jack * jack, int count,
struct snd_soc_jack_gpio * gpios);
```

Arguments

jack ASoC jack

count number of pins

gpios array of gpio pins

Description

This function will request gpio, set data direction and request irq for each gpio in the array.

Name

snd_soc_jack_add_gpiods — Associate GPIO descriptor pins with an ASoC jack

Synopsis

```
int snd_soc_jack_add_gpiods (struct device * gpiod_dev, struct
snd_soc_jack * jack, int count, struct snd_soc_jack_gpio * gpios);
```

Arguments

gpiod_dev	GPIO consumer device
jack	ASoC jack
count	number of pins
gpios	array of gpio pins

Description

This function will request gpio, set data direction and request irq for each gpio in the array.

Name

snd_soc_jack_free_gpios — Release GPIO pins' resources of an ASoC jack

Synopsis

```
void snd_soc_jack_free_gpios (struct snd_soc_jack * jack, int count,
struct snd_soc_jack_gpio * gpios);
```

Arguments

jack ASoC jack

count number of pins

gpios array of gpio pins

Description

Release gpio and irq resources for gpio pins associated with an ASoC jack.

ISA DMA Helpers

Name

snd_dma_program — program an ISA DMA transfer

Synopsis

```
void snd_dma_program (unsigned long dma, unsigned long addr, unsigned int size, unsigned short mode);
```

Arguments

dma the dma number

addr the physical address of the buffer

size the DMA transfer size

mode the DMA transfer mode, DMA_MODE_XXX

Description

Programs an ISA DMA transfer for the given buffer.

Name

snd_dma_disable — stop the ISA DMA transfer

Synopsis

```
void snd_dma_disable (unsigned long dma);
```

Arguments

dma the dma number

Description

Stops the ISA DMA transfer.

Name

snd_dma_pointer — return the current pointer to DMA transfer buffer in bytes

Synopsis

```
unsigned int snd_dma_pointer (unsigned long dma, unsigned int size);
```

Arguments

dma the dma number

size the dma transfer size

Return

The current pointer in DMA transfer buffer in bytes.

Other Helper Macros

Name

snd_printk — printk wrapper

Synopsis

```
snd_printk ( fmt, args...);
```

Arguments

fmt format string

args... variable arguments

Description

Works like `printk` but prints the file and the line of the caller when configured with CONFIG_SND_VERBOSE_PRINTK.

Name

snd_printd — debug printk

Synopsis

```
snd_printd ( fmt, args...);
```

Arguments

fmt format string

args... variable arguments

Description

Works like `snd_printk` for debugging purposes. Ignored when CONFIG_SND_DEBUG is not set.

Name

snd_BUG — give a BUG warning message and stack trace

Synopsis

```
snd_BUG (void);
```

Arguments

None

Description

Calls `WARN` if CONFIG_SND_DEBUG is set. Ignored when CONFIG_SND_DEBUG is not set.

Name

snd_printd_ratelimit —

Synopsis

```
snd_printd_ratelimit (void);
```

Arguments

None

Name

snd_BUG_ON — debugging check macro

Synopsis

```
snd_BUG_ON ( cond);
```

Arguments

cond condition to evaluate

Description

Has the same behavior as WARN_ON when CONFIG_SND_DEBUG is set, otherwise just evaluates the conditional and returns the value.

Name

snd_printdd — debug printk

Synopsis

```
snd_printdd ( format, args...);
```

Arguments

format format string

args... variable arguments

Description

Works like `snd_printk` for debugging purposes. Ignored when CONFIG_SND_DEBUG_VERBOSE is not set.