

RDK-C : Audio playback with Pipewire utility

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Introduction

Pipewire is a server and user space API to deal with multimedia pipelines. Most audio applications can use either ALSA, JACK or PulseAudio as a backend. PipeWire provides support for all 3 backends. The RDK camera software runs on RPI 3B+ device. This page is dedicated to bringing up and validation of Audio playback with pipewire utility in RPI 3B+.

Build and Flash Procedure

Refer below link to build camera image

[RDK-C rdk-next Yocto 3.1 dunfell build for Raspberrypi](#)

Validation Procedure of Video Playback

STEP 1:

Run the pipewire binary with below command

pipewire &

Console output

```
root@raspberrypi3-rdk-camera:~# pipewire &
```

STEP 2:

Run the pipewire media session binary with below command

pipewire-media-session &

Console output

```
root@raspberrypi3-rdk-camera:~# pipewire-media-session &
```

STEP 3:

Place the "wav" format of audio file in RPI home root directory

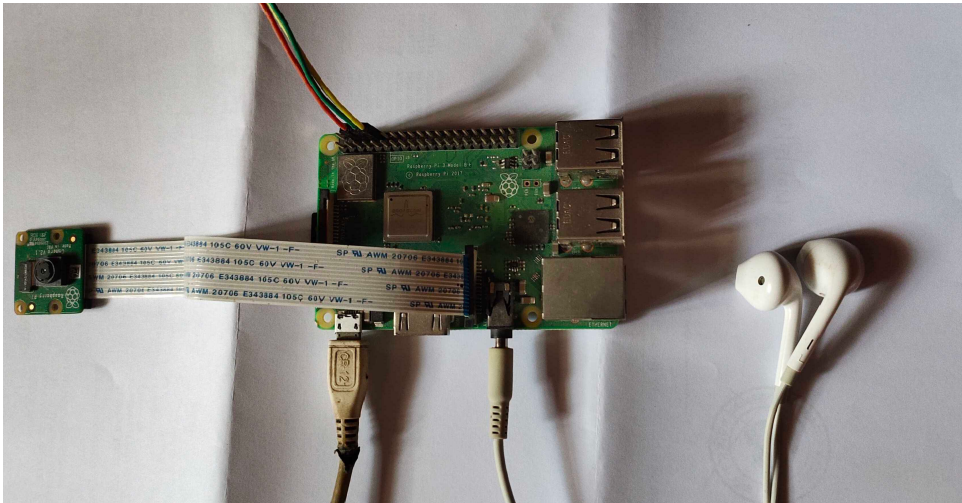
For your reference please download and place this wav format of audio in your RPI target

[Audio.wav](#)

STEP 4:

Insert Headset jack or speaker aux port in RPI 3B+ target to receive audio.

Refer the below Environment setup



STEP 5:

Play "wav" format of audio with pipewire utility of "pw-play"

pw-play Audio.wav

Audio Playback

```
root@raspberrypi3-rdk-camera:~# pw-play Audio.wav
```

Able to receive audio from Headset / Speaker