

# HOWTO articles - Multimedia

This section contains how to articles intended to guide users to setup and maintain multimedia apps on Slackware based systems.



Inspired? Want to write a Multimedia HOWTO page yourself? Type a new page name (no spaces - use underscores instead) and start creating! You are not allowed to add pages

## Overview of Slackware Multimedia HOWTOS

Page	Description	Tags
<a href="#">Slackware Live DAW: Compensating Latency</a>	Slackware Live DAW: Compensating Latency Overview of Latency and its Sources Audio data is moved in "chunks", called buffers, which contain a number of audio samples. The buffer takes time to fill up, due to the fact that a system runs at a fixed sample rate. The size of the buffer is determined by the	<a href="#">howtos</a> , <a href="#">multimedia</a> , <a href="#">daw</a> , <a href="#">audio</a> , <a href="#">author 0xbf</a>
<a href="#">Slackware Live DAW: Connecting MIDI Devices</a>	Slackware Live DAW: Connecting MIDI Devices Introduction MIDI devices can be connected using a MIDI cable into a MIDI port of an audio interface, or with a USB cable directly to a computer. In either case the MIDI connection will be handled by ALSA so the MIDI connections may not be present in JACK/QJackCtl's connection graph. There are several methods of bridging MIDI from ALSA into JACK.	<a href="#">howtos</a> , <a href="#">daw</a> , <a href="#">multimedia</a> , <a href="#">midi</a> , <a href="#">author 0xbf</a>
<a href="#">Slackware Live DAW: Minimizing Latency</a>	Slackware Live DAW: Minimizing Latency When is Minimal Latency Actually Needed? Low latency in a digital audio workstation is needed when providing live playback to the artist. If audio coming from the monitor is delayed from the action of playing an instrument or singing, it interferes with the artist's ability to keep in time. This applies to recording a musician or vocalist with live monitoring, playing a live show with software instruments, mixing a live show through a DAW, or any other wo...	<a href="#">howtos</a> , <a href="#">multimedia</a> , <a href="#">daw</a> , <a href="#">audio</a> , <a href="#">author 0xbf</a>
<a href="#">What is a DAW?</a>	What is a DAW? In simple terms, a Digital Audio Workstation is a device where you create and manipulate digital audio. Before the era of personal computing, a DAW would be a complex piece of (expensive) hardware which was only within reach of music studios or artists of name and fame.	<a href="#">howtos</a> , <a href="#">daw</a> , <a href="#">audio</a> , <a href="#">multimedia</a> , <a href="#">author alienbob</a>
<a href="#">How To Build A Slackware Mediacenter (HTPC) With Kodi (formerly: XBMC)</a>	How To Build A Slackware Mediacenter (HTPC) With Kodi (formerly: XBMC) My Situation I wanted a stand alone media center and everything pointed to XBMC. I tried the various LiveCD versions of XBMC but each had problems that either prevented the system from working or were too annoying. The solution turned out to be a S lackware 14 box that boots right into XBMC.	<a href="#">howtos</a> , <a href="#">software</a> , <a href="#">htpc</a> , <a href="#">media center</a> , <a href="#">xbmc</a> , <a href="#">author arfon</a>
<a href="#">Netflix</a>	Netflix How to watch Netflix on Slackware 1) Install the current version of Google Chrome. 2) Watch Netflix. How install Google Chrome on Slackware <a href="#">howtos:software:google-chrome</a> Sources <a href="#">howtos netflix chrome author_arfon</a>	<a href="#">howtos</a> , <a href="#">netflix</a> , <a href="#">chrome</a> , <a href="#">author arfon</a>

<a href="#">PulseAudio</a>	<p>PulseAudio PulseAudio is a sound server running on top of some other sound system, usually ALSA. The original purpose was to get software mixing and transmit sound over network. Now PulseAudio is more than that, but it came at cost of increased complexity, which is not very good, considering the Linux sound system is already overly complex. But despite that the sound server is widely used by most Linux distributions. Slackware is not one of them because of its</p>	<a href="#">howtos</a> , <a href="#">multimedia</a> , <a href="#">sound</a> , <a href="#">pulseaudio</a> , <a href="#">needs attention</a>
<a href="#">PulseAudio Rationale</a>	<p>PulseAudio Rationale With the release of the first beta of what will be version 14.2, PulseAudio has been introduced as default audio server in Slackware Linux. This historical change comes out mostly from necessity, as the bluetooth stack BlueZ has dropped the ALSA plugin for audio output, making the presence of PulseAudio mandatory for playing any audio coming from Bluetooth devices.</p>	<a href="#">howtos</a> , <a href="#">pulseaudio</a> , <a href="#">sound</a>
<a href="#">Steam</a>	<p>Steam Steam is a digital distribution platform developed by Valve Corporation offering digital rights management (DRM), multiplayer gaming and social networking services. Installation Note Steam requires multilib if using a 64 bit system. The steam installer can be had by installing the</p>	<a href="#">howtos</a> , <a href="#">games</a>

[howtos, topic page](#)

From: <https://docs.slackware.com/> - **SlackDocs**

Permanent link: <https://docs.slackware.com/howtos:multimedia:start>

Last update: **2016/08/14 15:20 (UTC)**

