OsmocomBB - Feature #4422
implement audio loop-back in mobile
02/26/2020 11:40 PM - laforge

<table>
<thead>
<tr>
<th>Status:</th>
<th>Resolved</th>
<th>Start date:</th>
<th>02/27/2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Urgent</td>
<td>Due date:</td>
<td></td>
</tr>
<tr>
<td>Assignee:</td>
<td>neels</td>
<td>% Done:</td>
<td>100%</td>
</tr>
<tr>
<td>Category:</td>
<td>OsmocomBB mobile (host)</td>
<td>Spec Reference:</td>
<td></td>
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<tr>
<td>Description:</td>
<td>It would make sense for some test scenarios to have the OsmocomBB mobile simply loop back the unmodified codec frames from downlink to uplink. That way any kind of testing of the audio path could happen entirely on the core side and mobile doesn't need any support for exporting the audio in some way.</td>
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<td>Related issues:</td>
<td>Related to OsmocomBB - Feature #3400: mobile: implement GAPK based audio capt...</td>
<td>Stalled</td>
<td>07/17/2018</td>
</tr>
</tbody>
</table>

**History**

**#1 - 02/26/2020 11:41 PM - laforge**
- Related to Feature #3400: mobile: implement GAPK based audio capture / playback (via ALSA) added

**#2 - 02/27/2020 03:01 PM - laforge**
- Assignee set to neels
- Priority changed from Low to Urgent

I guess this basically boils down to some vty setting that allows us to enable the loop (default: disabled).

The loop would then simply take every L1CTL_TRAFFIC_IND payload arriving from the L1 and send it back as L1CTL_TRAFFIC_REQ to the L1.

**#3 - 03/05/2020 12:40 PM - neels**
- Status changed from New to In Progress
- % Done changed from 0 to 80

https://gerrit.osmocom.org/c/osmocom-bb/+/17381
still needs to be made vty configurable

**#4 - 05/10/2020 09:42 PM - neels**
- Status changed from In Progress to Resolved
- % Done changed from 80 to 100

merged