

[2.6 patch] move OSS ac97_codec.h to sound/oss/

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2004-11/8431.html>

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To: linux-kernel@vger.kernel.org

As far as I can see, there's no good reason why the OSS ac97_codec.h lives in include/linux/ .

diffstat output:

```
include/linux/ac97_codec.h | 340 -----
sound/oss/ac97_codec.c | 2
sound/oss/ac97_codec.h | 340 +++++
sound/oss/ac97_plugin_ad1980.c | 2
sound/oss/ad1889.c | 2
sound/oss/ali5455.c | 2
sound/oss/au1000.c | 2
sound/oss/cs46xx.c | 2
sound/oss/emu10k1/hwaccess.h | 2
sound/oss/es1371.c | 2
sound/oss/forte.c | 2
sound/oss/i810_audio.c | 2
sound/oss/ite8172.c | 2
sound/oss/maestro3.c | 2
sound/oss/nec_vrc5477.c | 2
sound/oss/swarm_cs4297a.c | 2
sound/oss/trident.c | 2
sound/oss/via82cxxx_audio.c | 2
sound/oss/ymfpcci.c | 2
19 files changed, 357 insertions(+), 357 deletions(-)
```

Signed-off-by: Adrian Bunk <bunk@stusta.de>

```
--- linux-2.6.10-rc2-mm3-full/sound/oss/ac97_plugin_ad1980.c.old 2004-11-30 02:11:20.000000000
+0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/ac97_plugin_ad1980.c 2004-11-30 02:11:50.000000000 +0100
@@ -32,7 +32,7 @@
#include <linux/module.h>
#include <linux/init.h>
#include <linux/kernel.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
```

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```
/**
 * ad1980_remove – codec remove callback
--- linux-2.6.10-rc2-mm3-full/sound/oss/cs46xx.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/cs46xx.c 2004-11-30 02:12:01.000000000 +0100
@@ -89,7 +89,7 @@
#include <linux/bitops.h>
#include <linux/init.h>
#include <linux/poll.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"

#include <asm/io.h>
#include <asm/dma.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/emu10k1/hwaccess.h.old 2004-11-30 02:11:21.000000000
+0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/emu10k1/hwaccess.h 2004-11-30 02:12:16.000000000 +0100
@@ -35,7 +35,7 @@
#include <linux/fs.h>
#include <linux/sound.h>
#include <linux/soundcard.h>
-#include <linux/ac97_codec.h>
+#include "../ac97_codec.h"
#include <linux/pci.h>
#include <linux/slab.h>
#include <linux/sched.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/ac97_codec.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/ac97_codec.c 2004-11-30 02:12:25.000000000 +0100
@@ -53,7 +53,7 @@
#include <linux/bitops.h>
#include <linux/delay.h>
#include <linux/pci.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <asm/uaccess.h>

#define CODEC_ID_BUFSZ 14
--- linux-2.6.10-rc2-mm3-full/sound/oss/ite8172.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/ite8172.c 2004-11-30 02:12:34.000000000 +0100
@@ -69,7 +69,7 @@
#include <linux/proc_fs.h>
#include <linux/spinlock.h>
#include <linux/smp_lock.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/interrupt.h>
#include <asm/io.h>
#include <asm/dma.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/via82cxxx_audio.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/via82cxxx_audio.c 2004-11-30 02:12:44.000000000 +0100
@@ -31,7 +31,7 @@
#include <linux/sound.h>
```

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```
#include <linux/poll.h>
#include <linux/soundcard.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/smp_lock.h>
#include <linux/ioport.h>
#include <linux/delay.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/ad1889.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/ad1889.c 2004-11-30 02:13:30.000000000 +0100
@@ -35,7 +35,7 @@
#include <linux/proc_fs.h>
#include <linux/slab.h>
#include <linux/soundcard.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/sound.h>
#include <linux/interrupt.h>

--- linux-2.6.10-rc2-mm3-full/sound/oss/forte.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/forte.c 2004-11-30 02:13:37.000000000 +0100
@@ -39,7 +39,7 @@
#include <linux/poll.h>

#include <linux/sound.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/interrupt.h>

#include <linux/proc_fs.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/swarm_cs4297a.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/swarm_cs4297a.c 2004-11-30 02:13:45.000000000 +0100
@@ -67,7 +67,7 @@
#include <linux/sound.h>
#include <linux/slab.h>
#include <linux/soundcard.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/pci.h>
#include <linux/bitops.h>
#include <linux/interrupt.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/ympfpci.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/ympfpci.c 2004-11-30 02:13:54.000000000 +0100
@@ -61,7 +61,7 @@
#include <linux/slab.h>
#include <linux/poll.h>
#include <linux/soundcard.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/sound.h>

#include <asm/io.h>
```

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```
--- linux-2.6.10-rc2-mm3-full/sound/oss/au1000.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/au1000.c 2004-11-30 02:14:01.000000000 +0100
@@ -65,7 +65,7 @@
#include <linux/proc_fs.h>
#include <linux/spinlock.h>
#include <linux/smp_lock.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/wrapper.h>
#include <linux/interrupt.h>
#include <asm/io.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/nec_vrc5477.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/nec_vrc5477.c 2004-11-30 02:14:07.000000000 +0100
@@ -77,7 +77,7 @@
#include <linux/proc_fs.h>
#include <linux/spinlock.h>
#include <linux/smp_lock.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/interrupt.h>
#include <asm/io.h>
#include <asm/dma.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/es1371.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/es1371.c 2004-11-30 02:14:16.000000000 +0100
@@ -125,7 +125,7 @@
#include <linux/proc_fs.h>
#include <linux/spinlock.h>
#include <linux/smp_lock.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/gameport.h>
#include <linux/wait.h>

--- linux-2.6.10-rc2-mm3-full/sound/oss/i810_audio.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/i810_audio.c 2004-11-30 02:14:26.000000000 +0100
@@ -98,7 +98,7 @@
#include <linux/poll.h>
#include <linux/spinlock.h>
#include <linux/smp_lock.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/bitops.h>
#include <asm/uaccess.h>

--- linux-2.6.10-rc2-mm3-full/sound/oss/trident.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/trident.c 2004-11-30 02:14:34.000000000 +0100
@@ -209,7 +209,7 @@
#include <linux/poll.h>
#include <linux/spinlock.h>
#include <linux/smp_lock.h>
-#include <linux/ac97_codec.h>
```

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```
+#include "ac97_codec.h"
#include <linux/bitops.h>
#include <linux/proc_fs.h>
#include <linux/interrupt.h>
--- linux-2.6.10-rc2-mm3-full/sound/oss/ali5455.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/ali5455.c 2004-11-30 02:14:41.000000000 +0100
@@ -62,7 +62,7 @@
#include <linux/poll.h>
#include <linux/spinlock.h>
#include <linux/smp_lock.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/interrupt.h>
#include <asm/uaccess.h>

--- linux-2.6.10-rc2-mm3-full/sound/oss/maestro3.c.old 2004-11-30 02:11:21.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/maestro3.c 2004-11-30 02:14:48.000000000 +0100
@@ -142,7 +142,7 @@
#include <linux/poll.h>
#include <linux/reboot.h>
#include <linux/spinlock.h>
-#include <linux/ac97_codec.h>
+#include "ac97_codec.h"
#include <linux/wait.h>

#include <asm/io.h>
--- linux-2.6.10-rc2-mm3-full/include/linux/ac97_codec.h 2004-11-22 14:20:49.000000000 +0100
+++ /dev/null 2004-11-25 03:16:25.000000000 +0100
@@ -1,340 +0,0 @@
-#ifndef _AC97_CODEC_H_
-#define _AC97_CODEC_H_
-
-#include <linux/types.h>
-#include <linux/soundcard.h>
-
-/* AC97 1.0 */
-#define AC97_RESET 0x0000 //
-#define AC97_MASTER_VOL_STEREO 0x0002 // Line Out
-#define AC97_HEADPHONE_VOL 0x0004 //
-#define AC97_MASTER_VOL_MONO 0x0006 // TAD Output
-#define AC97_MASTER_TONE 0x0008 //
-#define AC97_PCBEAP_VOL 0x000a // none
-#define AC97_PHONE_VOL 0x000c // TAD Input (mono)
-#define AC97_MIC_VOL 0x000e // MIC Input (mono)
-#define AC97_LINEIN_VOL 0x0010 // Line Input (stereo)
-#define AC97_CD_VOL 0x0012 // CD Input (stereo)
-#define AC97_VIDEO_VOL 0x0014 // none
-#define AC97_AUX_VOL 0x0016 // Aux Input (stereo)
-#define AC97_PCMOUT_VOL 0x0018 // Wave Output (stereo)
-#define AC97_RECORD_SELECT 0x001a //
-#define AC97_RECORD_GAIN 0x001c
```

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```

-#define AC97_RECORD_GAIN_MIC 0x001e
-#define AC97_GENERAL_PURPOSE 0x0020
-#define AC97_3D_CONTROL 0x0022
-#define AC97_MODEM_RATE 0x0024
-#define AC97_POWER_CONTROL 0x0026
-
-/* AC'97 2.0 */
-#define AC97_EXTENDED_ID 0x0028 /* Extended Audio ID */
-#define AC97_EXTENDED_STATUS 0x002A /* Extended Audio Status */
-#define AC97_PCM_FRONT_DAC_RATE 0x002C /* PCM Front DAC Rate */
-#define AC97_PCM_SURR_DAC_RATE 0x002E /* PCM Surround DAC Rate */
-#define AC97_PCM_LFE_DAC_RATE 0x0030 /* PCM LFE DAC Rate */
-#define AC97_PCM_LR_ADC_RATE 0x0032 /* PCM LR ADC Rate */
-#define AC97_PCM_MIC_ADC_RATE 0x0034 /* PCM MIC ADC Rate */
-#define AC97_CENTER_LFE_MASTER 0x0036 /* Center + LFE Master Volume */
-#define AC97_SURROUND_MASTER 0x0038 /* Surround (Rear) Master Volume */
-#define AC97_RESERVED_3A 0x003A /* Reserved in AC '97 < 2.2 */
-
-/* AC'97 2.2 */
-#define AC97_SPDIF_CONTROL 0x003A /* S/PDIF Control */
-
-/* range 0x3c-0x58 - MODEM */
-#define AC97_EXTENDED_MODEM_ID 0x003C
-#define AC97_EXTEND_MODEM_STAT 0x003E
-#define AC97_LINE1_RATE 0x0040
-#define AC97_LINE2_RATE 0x0042
-#define AC97_HANDSET_RATE 0x0044
-#define AC97_LINE1_LEVEL 0x0046
-#define AC97_LINE2_LEVEL 0x0048
-#define AC97_HANDSET_LEVEL 0x004A
-#define AC97_GPIO_CONFIG 0x004C
-#define AC97_GPIO_POLARITY 0x004E
-#define AC97_GPIO_STICKY 0x0050
-#define AC97_GPIO_WAKE_UP 0x0052
-#define AC97_GPIO_STATUS 0x0054
-#define AC97_MISC_MODEM_STAT 0x0056
-#define AC97_RESERVED_58 0x0058
-
-/* registers 0x005a - 0x007a are vendor reserved */
-
-#define AC97_VENDOR_ID1 0x007c
-#define AC97_VENDOR_ID2 0x007e
-
-/* volume control bit defines */
-#define AC97_MUTE 0x8000
-#define AC97_MICBOOST 0x0040
-#define AC97_LEFTVOL 0x3f00
-#define AC97_RIGHTVOL 0x003f
-
-/* record mux defines */
-#define AC97_RECMUX_MIC 0x0000

```

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```

-#define AC97_RECMUX_CD 0x0101
-#define AC97_RECMUX_VIDEO 0x0202
-#define AC97_RECMUX_AUX 0x0303
-#define AC97_RECMUX_LINE 0x0404
-#define AC97_RECMUX_STEREO_MIX 0x0505
-#define AC97_RECMUX_MONO_MIX 0x0606
-#define AC97_RECMUX_PHONE 0x0707
-
-/* general purpose register bit defines */
-#define AC97_GP_LPBK 0x0080 /* Loopback mode */
-#define AC97_GP_MS 0x0100 /* Mic Select 0=Mic1, 1=Mic2 */
-#define AC97_GP_MIX 0x0200 /* Mono output select 0=Mix, 1=Mic */
-#define AC97_GP_RLBK 0x0400 /* Remote Loopback - Modem line codec */
-#define AC97_GP_LLBK 0x0800 /* Local Loopback - Modem Line codec */
-#define AC97_GP_LD 0x1000 /* Loudness 1=on */
-#define AC97_GP_3D 0x2000 /* 3D Enhancement 1=on */
-#define AC97_GP_ST 0x4000 /* Stereo Enhancement 1=on */
-#define AC97_GP_POP 0x8000 /* Pcm Out Path, 0=pre 3D, 1=post 3D */
-
-/* extended audio status and control bit defines */
-#define AC97_EA_VRA 0x0001 /* Variable bit rate enable bit */
-#define AC97_EA_DRA 0x0002 /* Double-rate audio enable bit */
-#define AC97_EA_SPDIF 0x0004 /* S/PDIF Enable bit */
-#define AC97_EA_VRM 0x0008 /* Variable bit rate for MIC enable bit */
-#define AC97_EA_CDAC 0x0040 /* PCM Center DAC is ready (Read only) */
-#define AC97_EA_SDAC 0x0040 /* PCM Surround DACs are ready (Read only) */
-#define AC97_EA_LDAC 0x0080 /* PCM LFE DAC is ready (Read only) */
-#define AC97_EA_MDAC 0x0100 /* MIC ADC is ready (Read only) */
-#define AC97_EA_SPCV 0x0400 /* S/PDIF configuration valid (Read only) */
-#define AC97_EA_PRI 0x0800 /* Turns the PCM Center DAC off */
-#define AC97_EA_PRJ 0x1000 /* Turns the PCM Surround DACs off */
-#define AC97_EA_PRK 0x2000 /* Turns the PCM LFE DAC off */
-#define AC97_EA_PRL 0x4000 /* Turns the MIC ADC off */
-#define AC97_EA_SLOT_MASK 0xffcf /* Mask for slot assignment bits */
-#define AC97_EA_SPSA_3_4 0x0000 /* Slot assigned to 3 & 4 */
-#define AC97_EA_SPSA_7_8 0x0010 /* Slot assigned to 7 & 8 */
-#define AC97_EA_SPSA_6_9 0x0020 /* Slot assigned to 6 & 9 */
-#define AC97_EA_SPSA_10_11 0x0030 /* Slot assigned to 10 & 11 */
-
-/* S/PDIF control bit defines */
-#define AC97_SC_PRO 0x0001 /* Professional status */
-#define AC97_SC_NAUDIO 0x0002 /* Non audio stream */
-#define AC97_SC_COPY 0x0004 /* Copyright status */
-#define AC97_SC_PRE 0x0008 /* Preemphasis status */
-#define AC97_SC_CC_MASK 0x07f0 /* Category Code mask */
-#define AC97_SC_L 0x0800 /* Generation Level status */
-#define AC97_SC_SPSR_MASK 0xcfff /* S/PDIF Sample Rate bits */
-#define AC97_SC_SPSR_44K 0x0000 /* Use 44.1kHz Sample rate */
-#define AC97_SC_SPSR_48K 0x2000 /* Use 48kHz Sample rate */
-#define AC97_SC_SPSR_32K 0x3000 /* Use 32kHz Sample rate */
-#define AC97_SC_DRS 0x4000 /* Double Rate S/PDIF */

```

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```
–#define AC97_SC_V 0x8000 /* Validity status */
–
–/* powerdown control and status bit defines */
–
–/* status */
–#define AC97_PWR_MDM 0x0010 /* Modem section ready */
–#define AC97_PWR_REF 0x0008 /* Vref nominal */
–#define AC97_PWR_ANL 0x0004 /* Analog section ready */
–#define AC97_PWR_DAC 0x0002 /* DAC section ready */
–#define AC97_PWR_ADC 0x0001 /* ADC section ready */
–
–/* control */
–#define AC97_PWR_PR0 0x0100 /* ADC and Mux powerdown */
–#define AC97_PWR_PR1 0x0200 /* DAC powerdown */
–#define AC97_PWR_PR2 0x0400 /* Output mixer powerdown (Vref on) */
–#define AC97_PWR_PR3 0x0800 /* Output mixer powerdown (Vref off) */
–#define AC97_PWR_PR4 0x1000 /* AC–link powerdown */
–#define AC97_PWR_PR5 0x2000 /* Internal Clk disable */
–#define AC97_PWR_PR6 0x4000 /* HP amp powerdown */
–#define AC97_PWR_PR7 0x8000 /* Modem off – if supported */
–
–/* extended audio ID register bit defines */
–#define AC97_EXTID_VRA 0x0001
–#define AC97_EXTID_DRA 0x0002
–#define AC97_EXTID_SPDIF 0x0004
–#define AC97_EXTID_VRM 0x0008
–#define AC97_EXTID_DSA0 0x0010
–#define AC97_EXTID_DSA1 0x0020
–#define AC97_EXTID_CDAC 0x0040
–#define AC97_EXTID_SDAC 0x0080
–#define AC97_EXTID_LDAC 0x0100
–#define AC97_EXTID_AMAP 0x0200
–#define AC97_EXTID_REV0 0x0400
–#define AC97_EXTID_REV1 0x0800
–#define AC97_EXTID_ID0 0x4000
–#define AC97_EXTID_ID1 0x8000
–
–/* extended status register bit defines */
–#define AC97_EXTSTAT_VRA 0x0001
–#define AC97_EXTSTAT_DRA 0x0002
–#define AC97_EXTSTAT_SPDIF 0x0004
–#define AC97_EXTSTAT_VRM 0x0008
–#define AC97_EXTSTAT_SPSA0 0x0010
–#define AC97_EXTSTAT_SPSA1 0x0020
–#define AC97_EXTSTAT_CDAC 0x0040
–#define AC97_EXTSTAT_SDAC 0x0080
–#define AC97_EXTSTAT_LDAC 0x0100
–#define AC97_EXTSTAT_MADC 0x0200
–#define AC97_EXTSTAT_SPCV 0x0400
–#define AC97_EXTSTAT_PRI 0x0800
–#define AC97_EXTSTAT_PRJ 0x1000
```

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```

-#define AC97_EXTSTAT_PRK 0x2000
-#define AC97_EXTSTAT_PRL 0x4000
-
-/* useful power states */
-#define AC97_PWR_D0 0x0000 /* everything on */
-#define AC97_PWR_D1 AC97_PWR_PR0|AC97_PWR_PR1|AC97_PWR_PR4
-#define AC97_PWR_D2
AC97_PWR_PR0|AC97_PWR_PR1|AC97_PWR_PR2|AC97_PWR_PR3|AC97_PWR_PR4
-#define AC97_PWR_D3
AC97_PWR_PR0|AC97_PWR_PR1|AC97_PWR_PR2|AC97_PWR_PR3|AC97_PWR_PR4
-#define AC97_PWR_ANLOFF AC97_PWR_PR2|AC97_PWR_PR3 /* analog section off */
-
-/* Total number of defined registers. */
-#define AC97_REG_CNT 64
-
-
-/* OSS interface to the ac97s.. */
-#define AC97_STEREO_MASK (SOUND_MASK_VOLUME|SOUND_MASK_PCM|\
- SOUND_MASK_LINE|SOUND_MASK_CD|\
- SOUND_MASK_ALTPCM|SOUND_MASK_IGAIN|\
- SOUND_MASK_LINE1|SOUND_MASK_VIDEO)
-
-#define AC97_SUPPORTED_MASK (AC97_STEREO_MASK | \
- SOUND_MASK_BASS|SOUND_MASK_TREBLE|\
- SOUND_MASK_SPEAKER|SOUND_MASK_MIC|\
- SOUND_MASK_PHONEIN|SOUND_MASK_PHONEOUT)
-
-#define AC97_RECORD_MASK (SOUND_MASK_MIC|\
- SOUND_MASK_CD|SOUND_MASK_IGAIN|SOUND_MASK_VIDEO|\
- SOUND_MASK_LINE1| SOUND_MASK_LINE|\
- SOUND_MASK_PHONEIN)
-
-/* original check is not good enough in case FOO is greater than
- * SOUND_MIXER_NRDEVICES because the supported_mixers has exactly
- * SOUND_MIXER_NRDEVICES elements.
- * before matching the given mixer against the bitmask in supported_mixers we
- * check if mixer number exceeds maximum allowed size which is as mentioned
- * above SOUND_MIXER_NRDEVICES */
-#define supported_mixer(CODEC,FOO) ((FOO >= 0) && \
- (FOO < SOUND_MIXER_NRDEVICES) && \
- (CODEC)->supported_mixers & (1<<FOO) )
-
-struct ac97_codec {
-/* Linked list of codecs */
- struct list_head list;
-
-/* AC97 controller connected with */
- void *private_data;
-
- char *name;
- int id;

```

```

- int dev_mixer;
- int type;
- u32 model;
-
- int modem:1;
-
- struct ac97_ops *codec_ops;
-
- /* controller specific lower level ac97 accessing routines.
- must be re-entrant safe */
- u16 (*codec_read) (struct ac97_codec *codec, u8 reg);
- void (*codec_write) (struct ac97_codec *codec, u8 reg, u16 val);
-
- /* Wait for codec-ready. Ok to sleep here. */
- void (*codec_wait) (struct ac97_codec *codec);
-
- /* callback used by helper drivers for interesting ac97 setups */
- void (*codec_unregister) (struct ac97_codec *codec);
-
- struct ac97_driver *driver;
- void *driver_private; /* Private data for the driver */
-
- spinlock_t lock;
-
- /* OSS mixer masks */
- int modcnt;
- int supported_mixers;
- int stereo_mixers;
- int record_sources;
-
- /* Property flags */
- int flags;
-
- int bit_resolution;
-
- /* OSS mixer interface */
- int (*read_mixer) (struct ac97_codec *codec, int oss_channel);
- void (*write_mixer)(struct ac97_codec *codec, int oss_channel,
- unsigned int left, unsigned int right);
- int (*recmask_io) (struct ac97_codec *codec, int rw, int mask);
- int (*mixer_ioctl)(struct ac97_codec *codec, unsigned int cmd, unsigned long arg);
-
- /* saved OSS mixer states */
- unsigned int mixer_state[SOUND_MIXER_NRDEVICES];
-
- /* Software Modem interface */
- int (*modem_ioctl)(struct ac97_codec *codec, unsigned int cmd, unsigned long arg);
- };
-
- /*
- * Operation structures for each known AC97 chip

```

```

- */
-
-struct ac97_ops
-{
- /* Initialise */
- int (*init)(struct ac97_codec *c);
- /* Amplifier control */
- int (*amplifier)(struct ac97_codec *codec, int on);
- /* Digital mode control */
- int (*digital)(struct ac97_codec *codec, int slots, int rate, int mode);
-#define AUDIO_DIGITAL 0x8000
-#define AUDIO_PRO 0x4000
-#define AUDIO_DRS 0x2000
-#define AUDIO_CCMASK 0x003F
-
-#define AC97_DELUDED_MODEM 1 /* Audio codec reports its a modem */
-#define AC97_NO_PCM_VOLUME 2 /* Volume control is missing */
-};
-
-extern int ac97_read_proc (char *page_out, char **start, off_t off,
- int count, int *eof, void *data);
-extern int ac97_probe_codec(struct ac97_codec *);
-extern unsigned int ac97_set_adc_rate(struct ac97_codec *codec, unsigned int rate);
-extern unsigned int ac97_set_dac_rate(struct ac97_codec *codec, unsigned int rate);
-extern int ac97_save_state(struct ac97_codec *codec);
-extern int ac97_restore_state(struct ac97_codec *codec);
-
-extern struct ac97_codec *ac97_alloc_codec(void);
-extern void ac97_release_codec(struct ac97_codec *codec);
-
-struct ac97_driver {
- struct list_head list;
- char *name;
- u32 codec_id;
- u32 codec_mask;
- int (*probe) (struct ac97_codec *codec, struct ac97_driver *driver);
- void (*remove) (struct ac97_codec *codec, struct ac97_driver *driver);
-};
-
-extern int ac97_register_driver(struct ac97_driver *driver);
-extern void ac97_unregister_driver(struct ac97_driver *driver);
-
-/* quirk types */
-enum {
- AC97_TUNE_DEFAULT = -1, /* use default from quirk list (not valid in list) */
- AC97_TUNE_NONE = 0, /* nothing extra to do */
- AC97_TUNE_HP_ONLY, /* headphone (true line-out) control as master only */
- AC97_TUNE_SWAP_HP, /* swap headphone and master controls */
- AC97_TUNE_SWAP_SURROUND, /* swap master and surround controls */
- AC97_TUNE_AD_SHARING, /* for AD1985, turn on OMS bit and use headphone */
- AC97_TUNE_ALC_JACK, /* for Realtek, enable JACK detection */

```

```

-};
-
-struct ac97_quirk {
- unsigned short vendor; /* PCI vendor id */
- unsigned short device; /* PCI device id */
- unsigned short mask; /* device id bit mask, 0 = accept all */
- const char *name; /* name shown as info */
- int type; /* quirk type above */
-};
-
-struct pci_dev;
-extern int ac97_tune_hardware(struct pci_dev *pdev, struct ac97_quirk *quirk, int override);
-
-#endif /* _AC97_CODEC_H_ */
--- /dev/null 2004-11-25 03:16:25.000000000 +0100
+++ linux-2.6.10-rc2-mm3-full/sound/oss/ac97_codec.h 2004-11-30 02:09:16.000000000 +0100
@@ -0,0 +1,340 @@
+#ifndef _AC97_CODEC_H_
+#define _AC97_CODEC_H_
+
+#include <linux/types.h>
+#include <linux/soundcard.h>
+
+/* AC97 1.0 */
+#define AC97_RESET 0x0000 //
+#define AC97_MASTER_VOL_STEREO 0x0002 // Line Out
+#define AC97_HEADPHONE_VOL 0x0004 //
+#define AC97_MASTER_VOL_MONO 0x0006 // TAD Output
+#define AC97_MASTER_TONE 0x0008 //
+#define AC97_PCBEEP_VOL 0x000a // none
+#define AC97_PHONE_VOL 0x000c // TAD Input (mono)
+#define AC97_MIC_VOL 0x000e // MIC Input (mono)
+#define AC97_LINEIN_VOL 0x0010 // Line Input (stereo)
+#define AC97_CD_VOL 0x0012 // CD Input (stereo)
+#define AC97_VIDEO_VOL 0x0014 // none
+#define AC97_AUX_VOL 0x0016 // Aux Input (stereo)
+#define AC97_PCMOUT_VOL 0x0018 // Wave Output (stereo)
+#define AC97_RECORD_SELECT 0x001a //
+#define AC97_RECORD_GAIN 0x001c
+#define AC97_RECORD_GAIN_MIC 0x001e
+#define AC97_GENERAL_PURPOSE 0x0020
+#define AC97_3D_CONTROL 0x0022
+#define AC97_MODEM_RATE 0x0024
+#define AC97_POWER_CONTROL 0x0026
+
+/* AC'97 2.0 */
+#define AC97_EXTENDED_ID 0x0028 /* Extended Audio ID */
+#define AC97_EXTENDED_STATUS 0x002A /* Extended Audio Status */
+#define AC97_PCM_FRONT_DAC_RATE 0x002C /* PCM Front DAC Rate */
+#define AC97_PCM_SURR_DAC_RATE 0x002E /* PCM Surround DAC Rate */
+#define AC97_PCM_LFE_DAC_RATE 0x0030 /* PCM LFE DAC Rate */

```

Linux-Kernel: [2.6 patch] move OSS ac97_codec.h to sound/oss/

```
+#define AC97_PCM_LR_ADC_RATE 0x0032 /* PCM LR ADC Rate */
+#define AC97_PCM_MIC_ADC_RATE 0x0034 /* PCM MIC ADC Rate */
+#define AC97_CENTER_LFE_MASTER 0x0036 /* Center + LFE Master Volume */
+#define AC97_SURROUND_MASTER 0x0038 /* Surround (Rear) Master Volume */
+#define AC97_RESERVED_3A 0x003A /* Reserved in AC '97 < 2.2 */
+
+/* AC'97 2.2 */
+#define AC97_SPDIF_CONTROL 0x003A /* S/PDIF Control */
+
+/* range 0x3c-0x58 - MODEM */
+#define AC97_EXTENDED_MODEM_ID 0x003C
+#define AC97_EXTEND_MODEM_STAT 0x003E
+#define AC97_LINE1_RATE 0x0040
+#define AC97_LINE2_RATE 0x0042
+#define AC97_HANDSET_RATE 0x0044
+#define AC97_LINE1_LEVEL 0x0046
+#define AC97_LINE2_LEVEL 0x0048
+#define AC97_HANDSET_LEVEL 0x004A
+#define AC97_GPIO_CONFIG 0x004C
+#define AC97_GPIO_POLARITY 0x004E
+#define AC97_GPIO_STICKY 0x0050
+#define AC97_GPIO_WAKE_UP 0x0052
+#define AC97_GPIO_STATUS 0x0054
+#define AC97_MISC_MODEM_STAT 0x0056
+#define AC97_RESERVED_58 0x0058
+
+/* registers 0x005a - 0x007a are vendor reserved */
+
+#define AC97_VENDOR_ID1 0x007c
+#define AC97_VENDOR_ID2 0x007e
+
+/* volume control bit defines */
+#define AC97_MUTE 0x8000
+#define AC97_MICBOOST 0x0040
+#define AC97_LEFTVOL 0x3f00
+#define AC97_RIGHTVOL 0x003f
+
+/* record mux defines */
+#define AC97_RECMUX_MIC 0x0000
+#define AC97_RECMUX_CD 0x0101
+#define AC97_RECMUX_VIDEO 0x0202
+#define AC97_RECMUX_AUX 0x0303
+#define AC97_RECMUX_LINE 0x0404
+#define AC97_RECMUX_STEREO_MIX 0x0505
+#define AC97_RECMUX_MONO_MIX 0x0606
+#define AC97_RECMUX_PHONE 0x0707
+
+/* general purpose register bit defines */
+#define AC97_GP_LPBK 0x0080 /* Loopback mode */
+#define AC97_GP_MS 0x0100 /* Mic Select 0=Mic1, 1=Mic2 */
+#define AC97_GP_MIX 0x0200 /* Mono output select 0=Mix, 1=Mic */
```

Linux-Kernel: [2.6 patch] move OSS ac97_codec.h to sound/oss/

```
+#define AC97_GP_RLBK 0x0400 /* Remote Loopback – Modem line codec */
+#define AC97_GP_LLBK 0x0800 /* Local Loopback – Modem Line codec */
+#define AC97_GP_LD 0x1000 /* Loudness 1=on */
+#define AC97_GP_3D 0x2000 /* 3D Enhancement 1=on */
+#define AC97_GP_ST 0x4000 /* Stereo Enhancement 1=on */
+#define AC97_GP_POP 0x8000 /* Pcm Out Path, 0=pre 3D, 1=post 3D */
+
+/* extended audio status and control bit defines */
+#define AC97_EA_VRA 0x0001 /* Variable bit rate enable bit */
+#define AC97_EA_DRA 0x0002 /* Double-rate audio enable bit */
+#define AC97_EA_SPDIF 0x0004 /* S/PDIF Enable bit */
+#define AC97_EA_VRM 0x0008 /* Variable bit rate for MIC enable bit */
+#define AC97_EA_CDAC 0x0040 /* PCM Center DAC is ready (Read only) */
+#define AC97_EA_SDAC 0x0040 /* PCM Surround DACs are ready (Read only) */
+#define AC97_EA_LDAC 0x0080 /* PCM LFE DAC is ready (Read only) */
+#define AC97_EA_MDAC 0x0100 /* MIC ADC is ready (Read only) */
+#define AC97_EA_SPCV 0x0400 /* S/PDIF configuration valid (Read only) */
+#define AC97_EA_PRI 0x0800 /* Turns the PCM Center DAC off */
+#define AC97_EA_PRJ 0x1000 /* Turns the PCM Surround DACs off */
+#define AC97_EA_PRK 0x2000 /* Turns the PCM LFE DAC off */
+#define AC97_EA_PRL 0x4000 /* Turns the MIC ADC off */
+#define AC97_EA_SLOT_MASK 0xffcf /* Mask for slot assignment bits */
+#define AC97_EA_SPSA_3_4 0x0000 /* Slot assigned to 3 & 4 */
+#define AC97_EA_SPSA_7_8 0x0010 /* Slot assigned to 7 & 8 */
+#define AC97_EA_SPSA_6_9 0x0020 /* Slot assigned to 6 & 9 */
+#define AC97_EA_SPSA_10_11 0x0030 /* Slot assigned to 10 & 11 */
+
+/* S/PDIF control bit defines */
+#define AC97_SC_PRO 0x0001 /* Professional status */
+#define AC97_SC_NAUDIO 0x0002 /* Non audio stream */
+#define AC97_SC_COPY 0x0004 /* Copyright status */
+#define AC97_SC_PRE 0x0008 /* Preemphasis status */
+#define AC97_SC_CC_MASK 0x07f0 /* Category Code mask */
+#define AC97_SC_L 0x0800 /* Generation Level status */
+#define AC97_SC_SPSR_MASK 0xcfff /* S/PDIF Sample Rate bits */
+#define AC97_SC_SPSR_44K 0x0000 /* Use 44.1kHz Sample rate */
+#define AC97_SC_SPSR_48K 0x2000 /* Use 48kHz Sample rate */
+#define AC97_SC_SPSR_32K 0x3000 /* Use 32kHz Sample rate */
+#define AC97_SC_DRS 0x4000 /* Double Rate S/PDIF */
+#define AC97_SC_V 0x8000 /* Validity status */
+
+/* powerdown control and status bit defines */
+
+/* status */
+#define AC97_PWR_MDM 0x0010 /* Modem section ready */
+#define AC97_PWR_REF 0x0008 /* Vref nominal */
+#define AC97_PWR_ANL 0x0004 /* Analog section ready */
+#define AC97_PWR_DAC 0x0002 /* DAC section ready */
+#define AC97_PWR_ADC 0x0001 /* ADC section ready */
+
+/* control */
```

Linux-Kernel: [2.6 patch] move OSS ac97_codec.h to sound/oss/

```
+#define AC97_PWR_PR0 0x0100 /* ADC and Mux powerdown */
+#define AC97_PWR_PR1 0x0200 /* DAC powerdown */
+#define AC97_PWR_PR2 0x0400 /* Output mixer powerdown (Vref on) */
+#define AC97_PWR_PR3 0x0800 /* Output mixer powerdown (Vref off) */
+#define AC97_PWR_PR4 0x1000 /* AC-link powerdown */
+#define AC97_PWR_PR5 0x2000 /* Internal Clk disable */
+#define AC97_PWR_PR6 0x4000 /* HP amp powerdown */
+#define AC97_PWR_PR7 0x8000 /* Modem off - if supported */
+
+/* extended audio ID register bit defines */
+#define AC97_EXTID_VRA 0x0001
+#define AC97_EXTID_DRA 0x0002
+#define AC97_EXTID_SPDIF 0x0004
+#define AC97_EXTID_VRM 0x0008
+#define AC97_EXTID_DSA0 0x0010
+#define AC97_EXTID_DSA1 0x0020
+#define AC97_EXTID_CDAC 0x0040
+#define AC97_EXTID_SDAC 0x0080
+#define AC97_EXTID_LDAC 0x0100
+#define AC97_EXTID_AMAP 0x0200
+#define AC97_EXTID_REV0 0x0400
+#define AC97_EXTID_REV1 0x0800
+#define AC97_EXTID_ID0 0x4000
+#define AC97_EXTID_ID1 0x8000
+
+/* extended status register bit defines */
+#define AC97_EXTSTAT_VRA 0x0001
+#define AC97_EXTSTAT_DRA 0x0002
+#define AC97_EXTSTAT_SPDIF 0x0004
+#define AC97_EXTSTAT_VRM 0x0008
+#define AC97_EXTSTAT_SPSA0 0x0010
+#define AC97_EXTSTAT_SPSA1 0x0020
+#define AC97_EXTSTAT_CDAC 0x0040
+#define AC97_EXTSTAT_SDAC 0x0080
+#define AC97_EXTSTAT_LDAC 0x0100
+#define AC97_EXTSTAT_MADC 0x0200
+#define AC97_EXTSTAT_SPCV 0x0400
+#define AC97_EXTSTAT_PRI 0x0800
+#define AC97_EXTSTAT_PRJ 0x1000
+#define AC97_EXTSTAT_PRK 0x2000
+#define AC97_EXTSTAT_PRL 0x4000
+
+/* useful power states */
+#define AC97_PWR_D0 0x0000 /* everything on */
+#define AC97_PWR_D1 AC97_PWR_PR0|AC97_PWR_PR1|AC97_PWR_PR4
+#define AC97_PWR_D2
AC97_PWR_PR0|AC97_PWR_PR1|AC97_PWR_PR2|AC97_PWR_PR3|AC97_PWR_PR4
+#define AC97_PWR_D3
AC97_PWR_PR0|AC97_PWR_PR1|AC97_PWR_PR2|AC97_PWR_PR3|AC97_PWR_PR4
+#define AC97_PWR_ANLOFF AC97_PWR_PR2|AC97_PWR_PR3 /* analog section off */
+
```

```

+/* Total number of defined registers. */
+#define AC97_REG_CNT 64
+
+
+/* OSS interface to the ac97s.. */
+#define AC97_STEREO_MASK (SOUND_MASK_VOLUME|SOUND_MASK_PCM|\
+ SOUND_MASK_LINE|SOUND_MASK_CD|\
+ SOUND_MASK_ALTPCM|SOUND_MASK_IGAIN|\
+ SOUND_MASK_LINE1|SOUND_MASK_VIDEO)
+
+#define AC97_SUPPORTED_MASK (AC97_STEREO_MASK |\
+ SOUND_MASK_BASS|SOUND_MASK_TREBLE|\
+ SOUND_MASK_SPEAKER|SOUND_MASK_MIC|\
+ SOUND_MASK_PHONEIN|SOUND_MASK_PHONEOUT)
+
+#define AC97_RECORD_MASK (SOUND_MASK_MIC|\
+ SOUND_MASK_CD|SOUND_MASK_IGAIN|SOUND_MASK_VIDEO|\
+ SOUND_MASK_LINE1| SOUND_MASK_LINE|\
+ SOUND_MASK_PHONEIN)
+
+/* original check is not good enough in case FOO is greater than
+ * SOUND_MIXER_NRDEVICES because the supported_mixers has exactly
+ * SOUND_MIXER_NRDEVICES elements.
+ * before matching the given mixer against the bitmask in supported_mixers we
+ * check if mixer number exceeds maximum allowed size which is as mentioned
+ * above SOUND_MIXER_NRDEVICES */
+#define supported_mixer(CODEC,FOO) ((FOO >= 0) && \
+ (FOO < SOUND_MIXER_NRDEVICES) && \
+ (CODEC)->supported_mixers & (1<<FOO) )
+
+struct ac97_codec {
+ /* Linked list of codecs */
+ struct list_head list;
+
+ /* AC97 controller connected with */
+ void *private_data;
+
+ char *name;
+ int id;
+ int dev_mixer;
+ int type;
+ u32 model;
+
+ int modem:1;
+
+ struct ac97_ops *codec_ops;
+
+ /* controller specific lower level ac97 accessing routines.
+ must be re-entrant safe */
+ u16 (*codec_read) (struct ac97_codec *codec, u8 reg);
+ void (*codec_write) (struct ac97_codec *codec, u8 reg, u16 val);

```

Linux–Kernel: [2.6 patch] move OSS ac97_codec.h to sound/oss/

```
+
+ /* Wait for codec-ready. Ok to sleep here. */
+ void (*codec_wait) (struct ac97_codec *codec);
+
+ /* callback used by helper drivers for interesting ac97 setups */
+ void (*codec_unregister) (struct ac97_codec *codec);
+
+ struct ac97_driver *driver;
+ void *driver_private; /* Private data for the driver */
+
+ spinlock_t lock;
+
+ /* OSS mixer masks */
+ int modcnt;
+ int supported_mixers;
+ int stereo_mixers;
+ int record_sources;
+
+ /* Property flags */
+ int flags;
+
+ int bit_resolution;
+
+ /* OSS mixer interface */
+ int (*read_mixer) (struct ac97_codec *codec, int oss_channel);
+ void (*write_mixer)(struct ac97_codec *codec, int oss_channel,
+ unsigned int left, unsigned int right);
+ int (*recmask_io) (struct ac97_codec *codec, int rw, int mask);
+ int (*mixer_ioctl)(struct ac97_codec *codec, unsigned int cmd, unsigned long arg);
+
+ /* saved OSS mixer states */
+ unsigned int mixer_state[SOUND_MIXER_NRDEVICES];
+
+ /* Software Modem interface */
+ int (*modem_ioctl)(struct ac97_codec *codec, unsigned int cmd, unsigned long arg);
+ };
+
+ /*
+ * Operation structures for each known AC97 chip
+ */
+
+ struct ac97_ops
+ {
+ /* Initialise */
+ int (*init)(struct ac97_codec *c);
+ /* Amplifier control */
+ int (*amplifier)(struct ac97_codec *codec, int on);
+ /* Digital mode control */
+ int (*digital)(struct ac97_codec *codec, int slots, int rate, int mode);
+ #define AUDIO_DIGITAL 0x8000
+ #define AUDIO_PRO 0x4000
```

Linux–Kernel: [2.6 patch] move OSS ac97_codec.h to sound/oss/

```

+define AUDIO_DRS 0x2000
+define AUDIO_CCMASK 0x003F
+
+define AC97_DELUDED_MODEM 1 /* Audio codec reports its a modem */
+define AC97_NO_PCM_VOLUME 2 /* Volume control is missing */
+};
+
+extern int ac97_read_proc (char *page_out, char **start, off_t off,
+ int count, int *eof, void *data);
+extern int ac97_probe_codec(struct ac97_codec *);
+extern unsigned int ac97_set_adc_rate(struct ac97_codec *codec, unsigned int rate);
+extern unsigned int ac97_set_dac_rate(struct ac97_codec *codec, unsigned int rate);
+extern int ac97_save_state(struct ac97_codec *codec);
+extern int ac97_restore_state(struct ac97_codec *codec);
+
+extern struct ac97_codec *ac97_alloc_codec(void);
+extern void ac97_release_codec(struct ac97_codec *codec);
+
+struct ac97_driver {
+ struct list_head list;
+ char *name;
+ u32 codec_id;
+ u32 codec_mask;
+ int (*probe) (struct ac97_codec *codec, struct ac97_driver *driver);
+ void (*remove) (struct ac97_codec *codec, struct ac97_driver *driver);
+};
+
+extern int ac97_register_driver(struct ac97_driver *driver);
+extern void ac97_unregister_driver(struct ac97_driver *driver);
+
+/* quirk types */
+enum {
+ AC97_TUNE_DEFAULT = -1, /* use default from quirk list (not valid in list) */
+ AC97_TUNE_NONE = 0, /* nothing extra to do */
+ AC97_TUNE_HP_ONLY, /* headphone (true line-out) control as master only */
+ AC97_TUNE_SWAP_HP, /* swap headphone and master controls */
+ AC97_TUNE_SWAP_SURROUND, /* swap master and surround controls */
+ AC97_TUNE_AD_SHARING, /* for AD1985, turn on OMS bit and use headphone */
+ AC97_TUNE_ALC_JACK, /* for Realtek, enable JACK detection */
+};
+
+struct ac97_quirk {
+ unsigned short vendor; /* PCI vendor id */
+ unsigned short device; /* PCI device id */
+ unsigned short mask; /* device id bit mask, 0 = accept all */
+ const char *name; /* name shown as info */
+ int type; /* quirk type above */
+};
+
+struct pci_dev;
+extern int ac97_tune_hardware(struct pci_dev *pdev, struct ac97_quirk *quirk, int override);

```

Linux-Kernel: [2.6 patch] move OSS ac97_codec.h to sound/oss/

+
+`#endif /* _AC97_CODEC_H_ */`

-
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