Rewriting CoreAudio-based elements for macOS

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Why a rewrite?

- `osxaudiosrc` and `osxaudiosink` exist and work alright...
- ... but two major features are missing:
  - **dynamic device switching** - ideally without any gaps in input/output
  - **handling device errors gracefully** - don't stop the pipeline when the device crashes
- `osxaudio` has a convoluted architecture and became a pile of hacks over the years
  - navigating the codebase is a pain
  - hard to track down where CoreAudio is called, when state is changed, etc.
  - it's quicker to write it all from the ground up, learning from past mistakes

New elements and how they work

- `coreaudiosrc` and `coreaudiosink` - macOS only for now
- three main layers: element, ringbuffer, context (inspired by WASAPI elements)
- a **context** wraps a single device and handles **all CoreAudio calls** related to it
- **ringbuffer**:
  - main loop processes GStreamer (start, caps etc.) and user (device changes) requests
  - separate thread for creating and warming up new contexts in the background
  - can **hotswap** contexts when ready
  - can function **without a context** (e.g. when a device is disconnected)

Benefits of the new implementation

- live **device switching** with minimal gaps in audio
  - even with BT, AirPlay etc. devices - waits for connection to be established
  - automatic convert and resample to the original device's format
- **won't crash or freeze** the pipeline anymore when a device errors out
  - also applies to device changes: wrong switch will hurt a lot less 🙂
  - a high resolution timer takes care of consuming/producing samples when the device goes missing
- otherwise **on par with** `osxaudio` on macOS
- should be a solid foundation for any future additions

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Future plans / possibilities

- get it all merged upstream 🙂
- add more device switching modes (e.g. force renegotiation)
- add native loopback audio capture (CATap API)
- allow input/output channel selection
  - e.g. a 4ch input device, but you only want sound from a particular channel/plug
- got any ideas? let me know!
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- rewrite it in rust

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