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Subject: Re: Google Summer of Code 2014  
Posted by [Klugier](#) on Thu, 13 Feb 2014 00:40:56 GMT  
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Hello,

So, this is my idea beta version (Please review):

--- U++ Independend Audio Module ---

Proposed by:

Difficulty:  
Hard

Required skills/knowledge

C++, C, minimal U++ knowledge, debugging, low-level programing, understanding somebody's code, reading & understanding documentation, createing multiplatform code;

Expected result:

U++ audio module works on multiple operating system such as Microsoft Windows, GNU/Linux, FreeBSD. But, we will be happy if the code will work at least on two platforms.

Brief Explanation

U++ currently handle audio only with other high level libraries for instance SDL. The main task is to create independent module. To achieve this you will need to use low level API for each operating system which U++ supports such as WinAPI or Alsa.

Mentor:

??? // <- I am looking for mentors

Roadmap:

Investigate audio libraries for each operating system which Ultimate++ supports.

Study U++ API design

Design U++ audio API

Write audio code for each platform

Sincerely,  
Klugier

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