
Subject: Sound in linux

Posted by [rainbowsally](#) on Tue, 16 Dec 2014 09:51:19 GMT

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These are freedesktop sounds but I don't know what installed them. They were in my suse 11.4 and my mint 15

```
/usr/share/sounds/freedesktop/stereo/dialog-error.oga
/usr/share/sounds/freedesktop/stereo/dialog-warning.oga
/usr/share/sounds/freedesktop/stereo/dialog-information.oga
```

Probably the most generic player with ability to suppress commandline noise is sox. It installs the /usr/bin/play program.

Here's what I have for uppsrc/Core/Util.cpp for the linux sounds.

```
-----

#ifdef PLATFORM_POSIX
static void LinuxBeep(const char *fn)
{
    // return;
    // // This is not the right way to do that... (causes zombies,
    // ignores Gnome settings)
    char hb[100];
    char* h = hb; // so we can see the string in the debugger
    sprintf(h, "play -q /usr/share/sounds/freedesktop/stereo/dialog-%s.oga 2>/dev/null &", fn);
    // strcat(h, fn);
    // #ifdef CPU_BLACKFIN
    // if(vfork()) return;
    // #else
    // if(fork()) return;
    // #endif
    // IGNORE_RESULT(
    //     0 == system(h);
    // );
    // _exit(EXIT_SUCCESS);
}
#endif

void BeepInformation()
{
    {
#ifdef PLATFORM_WIN32
        MessageBeep(MB_ICONINFORMATION);
#else
        LinuxBeep("information");
#endif
    }
}
```

```
void BeepExclamation()
{
#ifdef PLATFORM_WIN32
    MessageBeep(MB_ICONEXCLAMATION);
#else
    LinuxBeep("warning");
#endif
}
```

```
void BeepQuestion()
{
#ifdef PLATFORM_WIN32
    MessageBeep(MB_ICONQUESTION);
#else
    LinuxBeep("information");
    // write(1, "\a", 1); ???
#endif
}
```

UPP is so cool it hurts. :) Thank you.