Subject: Re: Sound in linux
Posted by mirek on Wed, 17 Dec 2014 10:30:16 GMT
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rainbowsally wrote on Tue, 16 December 2014 10:51These 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.

Thanks, I have taken your code and started investigating; ended with something like this:

```
#ifdef PLATFORM_POSIX

String CurrentSoundTheme = "freedesktop";

static void LinuxBeep(const char *name)
{
 String fn = "/usr/share/sounds/" + CurrentSoundTheme + "/stereo/dialog-" + name;
 system("play -q  " + fn + (FileExists(fn + ".ogg") ? ".ogg" :
                    FileExists(fn + ".oga") ? ".oga" :
                    FileExists(fn + ".wav") ? ".wav" :
                    ".*")
     + " >/dev/null 2>/dev/null&");
}

#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 BeepError()
{
#ifdef PLATFORM_WIN32
 MessageBeep(MB_ICONERROR);
#else
 LinuxBeep("error");
#endif
}

void BeepQuestion()
{
#ifdef PLATFORM_WIN32
 MessageBeep(MB_ICONQUESTION);
#else
 LinuxBeep("question");
#endif
}
```

then in ChGtk:

```
 CurrentSoundTheme = GtkStyleString("gtk-sound-theme-name");
```

seems to work fine, playing sounds from selected theme. So from now on, thanks to you, U++ finally started to beep in Linux :)

Mirek