
Subject: Re: Sound in linux

Posted by [Klugier](#) on Wed, 24 Dec 2014 12:18:51 GMT

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Hello Mirek,

The detection can be done in following way:

// Copy from PrinterJob.cpp -> I think it should be part of POSIX U++ library!!!

```
static String System(const char *cmd, const String& in)
```

```
{
    String ofn = GetTempFileName();
    String ifn = GetTempFileName();
    SaveFile(ifn, in);
    String c = cmd;
    c << " >" << ofn;
    if(in.GetCount())
        c << " <" << ifn;
    String q;
    if(system(c) >= 0)
        q = LoadFile(ofn);
    FileDelete(ofn);
    FileDelete(ifn);
    return q;
}
```

```
static String FindPlayer()
```

```
{
    static String player;

    if (player.IsEmpty()) {
        const char *players[] = { "play", "ogg123" }; // <- Add all possible players here!!!

        for (int i = 0; i < __countof(players); i++) {
            if (!System("which " + String(players[i]), Null).IsEmpty()) {
                player = players[i];
                break;
            }
        }
    }

    return player;
}
```

```
static void LinuxBeep(const char *name)
```

```
{
    String player = FindPlayer();
    if (!player.IsEmpty()) {
```

```

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

```

IMO, There is a problem that function "System" is not part of U++ (I don't want to do copy&past).
Can we do something with that issue?

Sincerely,
Klugier

File Attachments

1) [Sound.diff](#), downloaded 335 times
