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Subject: Re: Sound in linux

Posted by [Klugier](#) on Wed, 24 Dec 2014 15:30:26 GMT

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Hello Mirek,

It seems that "Sys" works perfect...

```
static String FindPlayer()
{
    static String player;
    if (player.IsEmpty()) {
        const char *players[] = { "play", "ogg123", "gst123" };
        for (int i = 0; i < __countof(players); i++) {
            String out;
            if (Sys("which " + String(players[i]), out) == 0 && !out.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&");
    }
}
```

I enclose also diff...

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But, all this applications needs user installation. So, sound out of the box (without installation any package) seems to be hard. We can also make additional dependency for example with "sox" package (Debian base distribution).  
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Next problem is GCC warning, because we ignore system return value. What should we do?

```
int status = system(...)
if (status == -1) return; // <- Throw exception???
```

Sincerely,  
Klugier

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### File Attachments

1) [Sound.diff](#), downloaded 303 times

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