
Subject: Re: Sound in linux

Posted by [Klugier](#) on Thu, 25 Dec 2014 12:56:32 GMT

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Hello Mirek,

I think you should also protect the situation when player string is empty. It can leads to meaningless system call, that cost more resources than normal function call. The system needs to detect that invoking command is wrong.

Code:

```
if (!player.IsEmpty()) {
    String fn = "/usr/share/sounds/" + CurrentSoundTheme + "/stereo/dialog-" + name;
    // Call only if player is detected!!!
    IGNORE_RESULT(system(player + " -q " + fn +
        (FileExists(fn + ".ogg") ? ".ogg" :
        FileExists(fn + ".oga") ? ".oga" :
        FileExists(fn + ".wav") ? ".wav" :
        ".*)
    + " >/dev/null 2>/dev/null&"));
}
```

Sincerely,
Klugier
