
Subject: Re: Sound in linux

Posted by [rainbowsally](#) on Thu, 25 Dec 2014 12:57:23 GMT

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Hi Klugier and Mirek and Linux developers.

Klugier wrote on Wed, 24 December 2014 16:30Hello Mirek,

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

Klugier: No throwing an exception wouldn't be helpful. Just ignore the result. Warnings should be shown at compile time, if at all.

Mirek: also, note that the "question" for the question sound in the freedesktop files is window-question.* not dialog-question.* so the code posted here a while back, as written might not find the right file.

I may start checking this stuff out more diligently in the future... Still figuring out how stuff works.

All: We don't want to hard-code something like ogg123 as the handler or even as a possible handler for the sound files if we plan to ever handle any other extension than .oga or .ogg because ogg123 only handles ogg.

We don't even want it to be an option because if we play something with some other extension it won't work at best and it might hang (zombie) or cause a horrible clicking white-noise racket by playing the wrong format.

This "racket" does happen with other players trying to play mp3s, not sure about ogg123.

Mirek: this brings us back to the serious problem of lack of standards in linux. "play" from the sox package handles practically every format except mp3. Or perhaps we need to develop our own sounds and the player for them. But then, of course, we have the fun task of detecting the system driver, of which there are currently about 5 non-standards to try to detect.

Sox (including which includes "/usr/bin/play") is indeed overkill, but it is very complete and already handles all this linux non-standards nonsense.

PS. Sorry if I misremember any of the names of the files or macros.
