
Subject: Re: Sound in linux

Posted by [Klugier](#) on Thu, 25 Dec 2014 13:23:04 GMT

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Hello rainbowsally,

Quote:

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.

ogg123 can detect that it cannot play .wav file. It not hangs and not produce noise (Checked by playing wav file). So, we can change the importance of players (* gst123 can handle all interesting formats):

```
const char *players[] = { "play", "gst123", "ogg123" };
```

Moreover, I would like to notice that having more trusted players in list we have more likely that someone has got this program.

Sincerely,
Klugier
