
Subject: Re: playing sound files

Posted by [mirek](#) on Fri, 18 Aug 2006 07:27:52 GMT

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qwerty wrote on Fri, 18 August 2006 03:21I mean, if it is relevant to use SDL_mixer... ???

Why not? Use whatever to develop your app.

Well, maybe some day in the future there will be some smart and nice sound support in U++ (e.g. interesting would be do it Image-like way), but right at the moment, these plans seem to be distant.

Mirek
