Subject: playing sound files
Posted by qwerty on Tue, 15 Aug 2006 15:31:54 GMT
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can ultimate play wave files??

Subject: Re: playing sound files
Posted by mirek on Tue, 15 Aug 2006 18:04:45 GMT
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No support in U++. However, host platforms can.

In Win32, it is easy. In linux, you can use

system("playsnd " + path);

- this is what I plan to use for playing "prompt beeps".

Mirek

Subject: Re: playing sound files
Posted by qwerty on Thu, 17 Aug 2006 08:30:42 GMT
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I've used SDL_mixer in the end... do you think it can be useful in future?

Subject: Re: playing sound files
Posted by mirek on Thu, 17 Aug 2006 11:22:19 GMT
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Sound support? Most likely.

Mirek

Subject: Re: playing sound files
Posted by qwerty on Fri, 18 Aug 2006 07:21:28 GMT
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I mean, if it is relevant to use SDL_mixer... ???

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