Doomsday Engine - Bug #209

MacOS X SDLMixer: Error

2005-01-21 17:32 - numbski

Status:	Closed	**Start date:**	2005-01-21
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:			

Description

When attempting to load mp3 audio tracks by changing the Def/jDoom.ded file, you get silence and the console reports:

SDLMixer: Error

Labels: Sound (Mac)

History

#1 - 2005-01-21 19:00 - skyjake

Logged In: YES
user_id=717323

I should use QuickTime to play MP3s in addition to the MIDI music.

#2 - 2009-02-02 16:31 - danij

Whats the status on this? Are we now using QuickTime for non-MIDI music?

#3 - 2009-02-02 18:07 - skyjake

The status is that on OS X all music is played through QuickTime. However, there is a slight problem in the system: it only works correctly when it's provided a full file name with the correct file name extension. So if someone tries to play (say) a data lump containing MP3 music, it won't recognize it. An mp3 file (virtual or not) should work fine, though.

#4 - 2009-02-02 20:00 - danij

Perhaps then if passed a file buffer rather than a file path, our QuickTime playback wrapper should dump the data to a file in our working directory and pass that to QuickTime?

Related to this but is our current code for loading audio plugins under *nix used/or usable under OS X? I'm currently working on fixing up some of the problems with the audio system(s) in preparation for 1.9.0-beta6 and I'm thinking about splitting the QuickTime music interface into a plugin.

#5 - 2009-02-02 20:02 - danij

Ah I see. The issue is that we don't know what file extension to give the data lump even if we do dump it to disk.