

Doomsday Engine - Feature #2304

OGG/FLAC custom loop tags

2018-12-13 10:08 - skyjake

Status:	New	Start date:	2018-12-13
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:			
Description			
Support for custom loop tags enabling the playback of music files designed to be looped in a specific way.			
See forum post by MusicallyInspired .			
Subtasks:			
Feature # 2390: [FMOD] Ogg Vorbis custom loop point tags			New
Feature # 2391: [SDL_mixer] Decode Ogg Vorbis manually and use custom loop points for p...			New

History

- #1 - 2018-12-16 15:46 - skyjake
 - Subject changed from OGG/FLAC custom loop targs to OGG/FLAC custom loop tags
- #2 - 2019-11-30 16:28 - skyjake
 - Target version changed from 2.3.x to 2.3
- #3 - 2019-12-31 10:47 - skyjake

Did some research. It appears the loop tags should be easy to parse from the .ogg file (UTF-8 strings in the comments), however the playback aspect is a bit trickier.

 - FMOD has support for setting loop start/end by sample. ~~It is unclear if the sound plays from the beginning and then continues looping within the range — should try it out.~~
 - SDL_mixer does not support looping. There is a custom fork called [SDL Mixer X](#) that adds support for looping. It would be preferable to use the original SDL_mixer and decode the Ogg audio manually using libvorbis, for instance.
- #4 - 2019-12-31 11:05 - skyjake
 - Target version deleted (2.3)