

## Ryzom - Bug # 324

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	02/02/2009	<b>Assignee:</b>	kaetemi
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Add method to get a list of all supported sound formats/extensions (ogg, mp3, wav, etc...) for each sound driver		
<b>Description</b>			
Fmod supports a lot of formats (mp3, ogg, modules, etc...) but other sound drivers only support the minimum (wav) so we should add an extension to get a list of all of them.			

### History

#### #1 - 02/10/2009 08:59 pm - kaetemi

- Status changed from New to Validated

FMod driver music is implemented trough FSOUND\_Stream, and doesn't have an FMUSIC implementation, so modules aren't supported afaik.

The FMod driver currently has music support implemented for: container/audio files with .ogg, .mp3, .mp2, .wav, .raw extensions.

The XAudio2 driver currently has music support implemented for: container/audio files with .ogg extension (no .wav stream).

Other drivers don't have a music implementation. Music implementation will be moved up to high level nlsound trough buffer streaming implementation in lowlevel drivers (todo #99), with support for additional driver-specific implementation for extra formats in drivers.

#### #2 - 02/10/2009 09:00 pm - kaetemi

- Status changed from Validated to Assigned

- Assignee set to kaetemi

#### #3 - 02/10/2009 10:10 pm - kaetemi

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r956.

#### #4 - 02/11/2009 10:19 am - kervalva

- Target version set to Version 0.7.0

#### #5 - 05/11/2009 07:25 pm - sfb

- Status changed from Resolved to Closed

#### #6 - 09/29/2010 09:28 pm - kervalva

- Project changed from NeL to Ryzom

- Category deleted (Sound Lowlevel)

- Target version deleted (Version 0.7.0)

#### #7 - 09/30/2010 11:51 am - kervalva

- Category set to NeL: General

- Target version set to Version 0.7.0

