

Ryzom - Feature # 787

Status:	Closed	Priority:	Normal
Author:	kaetemi	Category:	NeL: General
Created:	01/27/2010	Assignee:	kaetemi
Updated:	10/02/2010	Due date:	
Subject:	Streamable sound sources		
Description			
<p>Implement streamable sound sources in higher level sound code.</p> <p>These can be used to playback decoded music by filling the source's buffers (swapped double buffer) with data while it's playing (possibly from a different thread that is decoding the music).</p> <p>Related to #99, which is the low-level implementation necessary for this to work.</p>			

History

#1 - 02/06/2010 05:35 pm - kaetemi

- Status changed from *New* to *Closed*
- % Done changed from 0 to 100

#2 - 09/29/2010 09:47 pm - kervala

- Project changed from *NeL* to *Ryzom*
- Category deleted (*Sound*)
- Target version deleted (*0.8.0*)

#3 - 10/02/2010 11:49 am - kervala

- Category set to *NeL: General*
- Target version set to *Version 0.8.0*