

## Ryzom - Feature # 787

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kaetemi	<b>Category:</b>	NeL: General
<b>Created:</b>	01/27/2010	<b>Assignee:</b>	kaetemi
<b>Updated:</b>	10/02/2010	<b>Due date:</b>	
<b>Subject:</b>	Streamable sound sources		
<b>Description</b>			
<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*