Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #113

Ogg Vorbis detection and linking issues?

May 17, 2012 22:57 - Michael Schwendt

Status:	Closed	Start date:	May 17, 2012	
Priority:	Minor	Due date:		
Assignee:		% Done:	100%	
Category:	plugins/filewriter	Estimated time:	0.00 hour	
Target version:	3.2.3			
Affects version:				
Description				

This is in reply to the "Audacious 3.2.2 does not compile in OpenSuSE 12.1" thread in the forum, but with regard to latest git code.

[...]

audacious-plugins

src/filewriter/Makefile

• uses \${OGG VORBIS CFLAGS} but not \${OGG VORBIS LIBS}

/src/configure.ac

- runs a pkgconfig module check for Ogg Vorbis in two locations, defining OGG VORBIS CFLAGS and OGG VORBIS LIBS two times, once for \$have oggvorbis, the second time for \$have vorbisenc in the filewriter vorbis check, both checks can be disabled independently, so this is okay, but:
- includes the optional libvorbisfile library "vorbisfile.pc" in both Ogg Vorbis module checks, because the base "vorbis" plugin depends on it - the filewriter doesn't
- in the filewriter vorbis check, the "ogg vorbis vorbisfile" check is repeated when it really wants "ogg vorbis vorbisenc". Instead, an explicit pkg-config command-line invocation is added to the FILEWRITER CFLAGS and FILEWRITER LIBS variables to query "vorbisenc.pc"

Attached (albeit untested) patch would fix that. For the filewriter, it introduces OGG VORBISENC CFLAGS and OGG VORBISENC LIBS.

History

#1 - May 19, 2012 19:27 - John Lindgren

- Category set to plugins/filewriter
- Target version set to 3.2.3
- % Done changed from 0 to 100

I made things simple and just used the same command line switch (--disable-vorbis), same pkg-config check, and same CFLAGS and LIBS for both the Vorbis decoder and the Vorbis encoder in filewriter.

https://github.com/audacious-media-player/audacious-plugins/commit/ea1d4a56a0bd32e8496344b363ec9eda459120ac

#2 - May 19, 2012 19:27 - John Lindgren

- Status changed from New to Closed

Files

audacious-plugins-oggvorbis-2.patch