

Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Feature #659

Audacious ported to BeOS

August 12, 2016 15:34 - Carlo Bramini

Status:	Closed	Start date:	August 12, 2016
Priority:	Minor	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	3.8		
Affects version:			
Description			
<p>I compiled successfully Audacious under Haiku OS. I had to do only two fixes to make it working:</p> <p>1) "-lm" for adding math library is not supported in BeOS. So, I have replaced all hard-coded references to it with a <code>\$(LIB_MATH)</code>, which is set at configure time.</p> <p>2) ffaudio plugin failed to compile. Into ffaudio-core, I had to move <code>#include <pthread.h></code> after <code>#include "ffaudio-stdinc.h"</code>, otherwise compilation failed because missing <code>UINT64_C</code> macro definition. Evidently, <code>stdint.h</code> is included before declaration of <code>__STDC_CONSTANT_MACROS</code>, so the solution is to declare <code>__STDC_CONSTANT_MACROS</code> from makefile or more easy to make inclusion of <code>ffaudio-stdinc.h</code> appear before.</p> <p>I have compiled almost everything with <code>--disable-gtk --enable-qt</code>.</p> <p>Attached screenshots show the player running very well with the QT skins and gui interfaces.</p> <p>I hope you will see it interesting. Sincerely.</p>			

History

#1 - August 13, 2016 00:29 - John Lindgren

- Status changed from New to Closed

- Target version set to 3.8

- % Done changed from 0 to 100

Fixed the header ordering issue. Uncommon math libraries are not of interest.

#2 - September 02, 2017 13:19 - Sergey Reznikov

It's not BeOS and not Haiku OS, it's just Haiku:

Math library issue was fixed in Haiku itself some time ago.

I just pushed recipes for Audacious to HaikuPorts repo.:

<https://github.com/haikuports/haikuports/tree/master/media-video/audacious>

<https://github.com/haikuports/haikuports/tree/master/media-plugins/audacious-plugins>

There are a few problems though:

1. SDL2 audio output is broken (a bug in SDL2 port), so SDL1 is used for now. Preferably native audio output needs to be written.
2. Audacious can't find toolbar icons so they are replaced with text, just like on attached screenshots.

Files

VirtualBox_haiku_12_08_2016_15_12_12.png	136 KB	August 12, 2016	Carlo Bramini
VirtualBox_haiku_12_08_2016_15_12_41.png	84.3 KB	August 12, 2016	Carlo Bramini