

RustyPlayer: An audio player built in Rust

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Topic area(s):

GUI design, audio playback

Project vision:

I want to create an audio player using Rust. After taking Computers, Sound, and Music, I have an idea of the structure of audio files and I feel that Rust would provide a performant way to play them. For the GUI, I was thinking of using egui (<https://crates.io/crates/egui>), and rodio (<https://crates.io/crates/rodio>) for audio playback to support multiple formats.

Potential issues:

I was wondering how to bind the audio playback time to a seekable slider in egui, but I'm sure there's a way to make that work.

GitHub repo URL:

<https://github.com/aabagdi/RustyPlayer>