

Project Synopsis

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1 FAST & LIGHT CONSOLE-BASED MUSIC PLAYER

This project aims to build a fast, light and high-quality music player that is console-based with a simple and easy-to-use GUI written on shell scripts made for Linux systems. The music player will be able to decode most modern extensions of audio files.

1.1 UTILITY REQUIREMENTS

The utility requires very little computing power to function and is very efficient with CPU usage. For GNU/Linux OS, the utility has about 3% to 4% CPU usage on playing a high quality VBR MP3 on a Pentium 366MHz machine.

Requirements are listed as below:

- mpg123 - MPEG player and decoder library
- Linux OS
- Atleast 100MHz of computing power

1.2 INNOVATIVENESS & USEFULNESS

The music player is being developed keeping in mind minimal usage of computing power while having an easy-to-use GUI to play high quality music.

Some proposed features of the utility are:

- Support for various audio subsystems
- Simple but powerful control modes for frontend GUI
- Support for playback through URL
- Support for music playback on Cloud
- Many audio data settings: resampling, choose channel, mono, ...
- Support for Relative Volume Adjustment / Replay Gain

1.3 CURRENT STATUS OF DEVELOPMENT

- Basic functionality of music player achieved.
- Frontend GUI under development and is being developed using Zenity library for shell scripts.
- Integration of proposed features into the GUI of the utility left.