



## Sound & Services

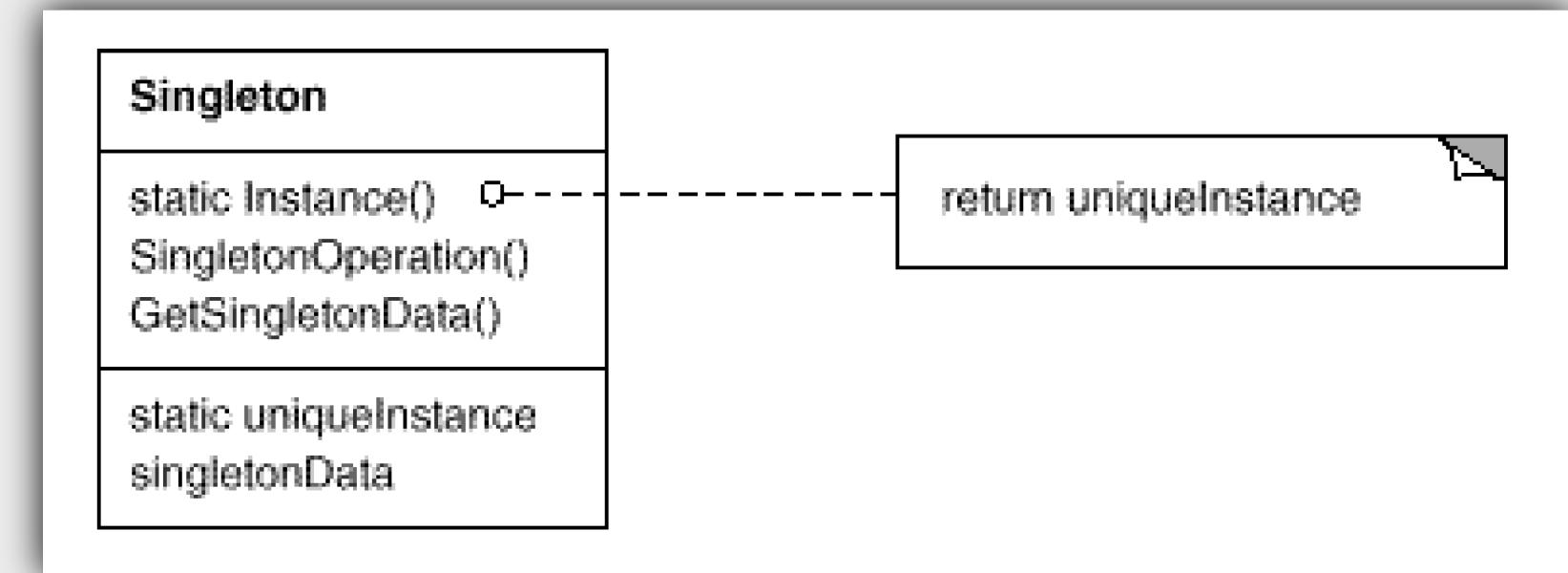
# Soundsystem

We're going to try and create a sound system for our engine.

Main function: playing a sound at a certain volume.

Who are our clients and how do we get them to play a sound? (Remember Event Queue)

# Singleton



“Ensure a class has only one instance and provide a global point of access to it.”

# Implementation ?

```
using sound_id = unsigned short;
class sound_system
{
    static sound_system* instance;
public:
    static sound_system* instance()
    {
        if(instance == nullptr)
            instance = new sound_system();
        return instance;
    }

    void play(sound_id id, float volume)
    {
        // ... code that plays sound "id" at given volume ...
    }
};
```

# Implementation ?

```
using sound_id = unsigned short;
class sound_system
{
    static sound_system* instance;
    sound_system() = default;
public:
    static sound_system* instance()
    {
        if(instance == nullptr)
            instance = new sound_system();
        return instance;
    }

    void play(sound_id id, float volume)
    {
        // ... code that plays sound "id" at given volume ...
    }
};
```

# Implementation ?

```
using sound_id = unsigned short;
class sound_system
{
    static sound_system* instance;
    sound_system() = default;
    sound_system(const sound_system& other) = delete;
    sound_system(sound_system&& other) = delete;
    sound_system& operator=(const sound_system& other) = delete;
    sound_system& operator=(sound_system&& other) = delete;
public:
    static sound_system* instance()
    {
        if(instance == nullptr)
            instance = new sound_system();
        return instance;
    }

    void play(sound_id id, float volume)
    {
        // ... code that plays sound "id" at given volume ...
    }
};
```

# Implementation ?

```
using sound_id = unsigned short;
class sound_system
{
    static std::mutex mutex;
    static sound_system* instance;
    sound_system() = default;
    sound_system(const sound_system& other) = delete;
    sound_system(sound_system&& other) = delete;
    sound_system& operator=(const sound_system& other) = delete;
    sound_system& operator=(sound_system&& other) = delete;
public:
    static sound_system* instance()
    {
        std::lock_guard<std::mutex> lock(mutex);
        if(instance == nullptr)
            instance = new sound_system();
        return instance;
    }

    void play(sound_id id, float volume)
    {
        // ... code that plays sound "id" at given volume ...
    }
};
```

# Implementation ?

```
using sound_id = unsigned short;
class sound_system
{
    sound_system() = default;
    sound_system(const sound_system& other) = delete;
    sound_system(sound_system&& other) = delete;
    sound_system& operator=(const sound_system& other) = delete;
    sound_system& operator=(sound_system&& other) = delete;
public:
    static sound_system& instance()
    {
        static sound_system instance{};
        return instance;
    }

    void play(sound_id id, float volume)
    {
        // ... code that plays sound "id" at given volume ...
    }
};
```

# Implementation - CRTP

```
template <typename T>
class singleton
{
public:
    static T& instance()
    {
        static T instance{};
        return instance;
    }

    virtual ~singleton() = default;
    singleton(const singleton& other) = delete;
    singleton(singleton&& other) = delete;
    singleton& operator=(const singleton& other) = delete;
    singleton& operator=(singleton&& other) = delete;

protected:
    singleton() = default;
};
```

```
using sound_id = unsigned short;
class sound_system final :
    public singleton<sound_system>
{
    friend class singleton<sound_system>;
    sound_system() = default;
public:
    void play(sound_id id, float volume)
    {
        // ... code that plays sound "id" at given volume
    }
};
```

# Singleton

But Singletons have a bad rep. It's sometimes deemed an "Anti-Pattern"

- They're still global variables
- These couple code tightly.
- And invisibly.
- Tons of singles
- Difficult to unit test

```
class SomeClass {  
public:  
    void SomeMethod() {  
        Actor a = ActorManager::instance().GetActor(someId);  
        // do something with the actor  
    }  
};
```

An alternative is **dependency injection**.

<https://stackoverflow.com/questions/137975/what-is-so-bad-about-singletons>

# Dependency injection

“Dependency injection” is a fancy word for giving an object or method its instance variables or parameters needed to do the job.

```
class SomeClass {  
public:  
    void SomeMethod(ActorManager& actorManager) {  
        Actor a = actorManager.GetActor(someId);  
        // do something with the actor  
    }  
};
```

It solves two problems: the dependency is now visible and you can unit test.

- It's still tightly coupled though.
- You don't want to pass the logging system to every method...
- Time is also an example that can be cumbersome.

<http://www.jamessshore.com/Blog/Dependency-Injection-Demystified.html>

# Service locator

Using a singleton couples the calling code to the concrete implementation of the class.

“That’s like giving 10000 strangers your phone number so they can call you” - That makes a service locator the telephone book.

The service locator itself is a singleton, or completely static.

- Services register for duty with the locator.
- Clients must keep in mind that the service might not be found!

# Implementation

The service:

```
using sound_id = unsigned short;
class sound_system
{
public:
    virtual ~sound_system() = default;
    virtual void play(const sound_id id, const float volume) = 0;

    // ...and other relevant methods of course...
};
```

Is an **interface!**

# Implementation

```
using sound_id = unsigned short;
class sound_system
{
public:
    virtual ~sound_system() = default;
    virtual void play(const sound_id id, const float volume) = 0;
};
```

The locator:

```
class servicelocator final
{
    static std::unique_ptr<sound_system> _ss_instance;
public:
    static sound_system& get_sound_system() { return *_ss_instance; }
    static void register_sound_system(std::unique_ptr<sound_system>&& ss) { _ss_instance = std::move(ss) };
};
```

Is **final**!

# Implementation

Usage:

```
class sdl_sound_system final : public sound_system :  
public:  
    void play(const sound_id id, const float volume) override {  
        // lots of sdl_mixer code  
    }  
};
```

```
void main()  
{  
    // at the start: register a sound system  
    servicelocator::register_sound_system(std::make_unique<sdl_sound_system>());  
  
    // ...lots of code...  
  
    // start using the sound system.  
    auto& ss = servicelocator::get_sound_system();  
    ss.play(10, 100);  
}
```

# Decorator

```
class logging_sound_system final : public sound_system {
    std::unique_ptr<sound_system> _real_ss;
public:
    logging_sound_system(std::unique_ptr<sound_system>&& ss) : _real_ss(std::move(ss)) {}
    virtual ~logging_sound_system() = default;

    void play(const sound_id id, const float volume) override {
        _real_ss->play(id, volume);
        std::cout << "playing " << id << " at volume " << volume << std::endl;
    }
};
```

```
void main() {
#ifndef _DEBUG
    servicelocator::register_sound_system(
        std::make_unique<logging_sound_system>(std::make_unique<sdl_sound_system>()));
#else
    servicelocator::register_sound_system(std::make_unique<sdl_sound_system>());
#endif
    // ... code ...
    auto& ss = servicelocator::get_sound_system();
    ss.play(10, 100);
}
```

# Danger!

```
void main()
{
    // uh-oh
    auto& ss = servicelocator::get_sound_system();
    ss.play(10, 100);

    // ... code

    servicelocator::register_sound_system(std::make_unique<sdl_sound_system>());

    // ... code

    auto& ss = servicelocator::get_sound_system();
    ss.play(10, 100);
}
```

# Default

```
class null_sound_system final : public sound_system
{
    void play(const sound_id, const float) override {}
};

class servicelocator final
{
    static std::unique_ptr<sound_system> _ss_instance;
public:
    static sound_system& get_sound_system() { return *_ss_instance; }
    static void register_sound_system(std::unique_ptr<sound_system>&& ss) {
        _ss_instance = ss == nullptr ? std::make_unique<null_sound_system>() : std::move(ss);
    }
};

//... somewhere in a cpp:
std::unique_ptr<sound_system> servicelocator::_ss_instance{ std::make_unique<null_sound_system>() };
```

# Service locator

You can change a service while running

- For muting the sound
- For applying a different render mode
- To have another input controller
- ...

The service locator does not have to be global, it can also be local to a class.

- The `GetComponent<T>()` method in Unity is exactly that.

# Sound

What is it that this “play” function must do?

```
void dae::sdl_sound_system::play(const sound_id id, const float volume)
{
    auto audioclip = audioclips[id];
    if (!audioclip->is_loaded())
        audioclip->load();
    audioclip->set_volume(volume);
    audioclip->play();
}
```

- Load the audioclip if not loaded
- Set volume
- Play

# Sound

With a small test sound this takes ~9ms! That's half a frame!

```
auto start = high_resolution_clock::now();

servicelocator::get_sound_system().play(pacman::pacman_dies, 1.0f);

auto end = high_resolution_clock::now();
auto elapsed = duration_cast<microseconds>(end - start).count();
std::cout << "play took: " << elapsed << "ms\n";
```

What can help?

# Exercise

Implement an audio system as a service that you get via a **service locator**.

Create these audio services:

- A regular one, that plays sounds
- A logging service, that **also** logs the sounds to std::cout

You can use **SDL\_mixer** for this:

- [https://github.com/libsdl-org/SDL\\_mixer](https://github.com/libsdl-org/SDL_mixer)
- But other sound systems are allowed too.

# Exercise

The audio needs to be loaded and played on **a different thread**

Make use of an **Event Queue** to add “play sound” requests for the other thread

Your thread processes the requests from the queue and while there is nothing in it, **does nothing**.

- Think: how would you implement this? The sound thread needs to be **notified** when there is work to be done.

Also think about **Pimpl!** We do not want to expose the used audio library to the user of our engine.

Submit a version of your engine + game where some sounds can be played

- Preferably via in game actions/events
- Or with a key if you don't have a game yet

The engine must be a **static library** by now.

# Singletons in Unity

What I often see

```
public class GameController
{
    public GameController Instance { get; private set; }

    private void Awake()
    {
        if(Instance == null)
            Instance = this;
        else
            Destroy(gameObject);
    }

    // ... more code ...
}
```

What's wrong with this?

(<https://gamedevbeginner.com/singletons-in-unity-the-right-way/> is a collection of more bad examples)

# Check this

```
public abstract class MonoSingleton<T> : MonoBehaviour where T : MonoSingleton<T>
{
    static T m_Instance;
    static bool hasBeenCalled;
    public static T Instance { get {
        if (m_Instance == null)
        {
            m_Instance = FindAnyObjectByType<T>();
            if (m_Instance == null)
            {
                if (!hasBeenCalled)
                    m_Instance = new GameObject("_" + typeof(T), typeof(T)).GetComponent<T>();
            }
            else
            {
                hasBeenCalled = true;
                DontDestroyOnLoad(m_Instance);
                m_Instance.Init();
            }
            return m_Instance;
        }
    }
}
```

# Check this

```
// If no other monobehaviour request the instance in an awake function
// executing before this one, no need to search the object.
private void Awake()
{
    DontDestroyOnLoad(this);
    if (m_Instance == null)
    {
        m_Instance = this as T;
        hasBeenCalled = true;
        m_Instance.Init();
    }
}

// This function is called when the instance is used the first time
// Put all the initializations you need here, as you would do in Awake
protected virtual void Init() { }
```

Not such a walk in the park ;)