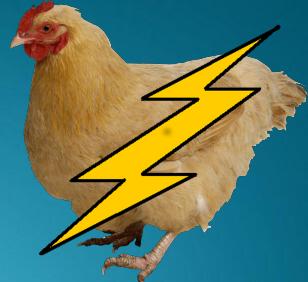


Fix #5 Playing a sound on file transfer



- When a user sends a file to another user, Pidgin does not give a notification sound like it does when a regular IM is sent.
- This is inconvenient to users who keep Pidgin running in the background.

Estimated Time vs Actual Time



- **Estimated time:** 2 - 3 Hours
- **Actual Time:** 4 Hours ; simple fix, most of the time was spent looking through the code for needed functions

EIS vs AIS



EIS (6 functions):

- static const struct pidgin_sound_event sounds[PURPLE_NUM_SOUNDS];
- purple_prefs_add_bool
- purple_prefs_add_path
- purple_signal_connect
- typedef enum _PurpleSoundEventID
- void purple_xfer_request(PurpleXfer *xfer)

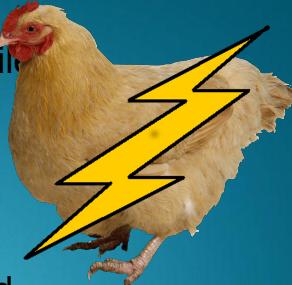
AIS (5 functions):

- static const struct pidgin_sound_event sounds[PURPLE_NUM_SOUNDS];
- purple_prefs_add_bool
- purple_prefs_add_path
- typedef enum _PurpleSoundEventID
- void purple_xfer_request(PurpleXfer *xfer)

libpurple/ft.c

```
590 590    if (purple_xfer_get_type(xfer) == PURPLE_XFER_RECEIVE)
591 591    {
592 592        purple_sound_play_event(PURPLE_SOUND_RECEIVE, NULL); //Play sound on file transfer request
593 593        purple_sound_play_event(PURPLE_SOUND_FILE_TRANSFER, NULL); //Play sound on file transfer request
594 594        purple_signal_emit(purple_xfers_get_handle(), "file-recv-request", xfer);
595 595        if (purple_xfer_get_status(xfer) == PURPLE_XFER_STATUS_CANCEL_LOCAL)
596 596    }
```

Sound activated on file transfer request



libpurple/sound.h

```
43 43    PURPLE_SOUND_BUDDY_ARRIVE = 0, /**< Buddy signs on. */
44 44    PURPLE_SOUND_BUDDY_LEAVE,    /**< Buddy signs off. */
45 45    PURPLE_SOUND_RECEIVE,      /**< Receive an IM. */
46 46    PURPLE_SOUND_FILE_TRANSFER, /*< Receive an IM. */
47 47    PURPLE_SOUND_FIRST_RECEIVE, /*< Receive an IM that starts a conv. */
48 48    PURPLE_SOUND_SEND,         /**< Send an IM. */
49 49    PURPLE_SOUND_CHAT_JOIN,   /**< Someone joins a chat. */
```

Sound function linked to event

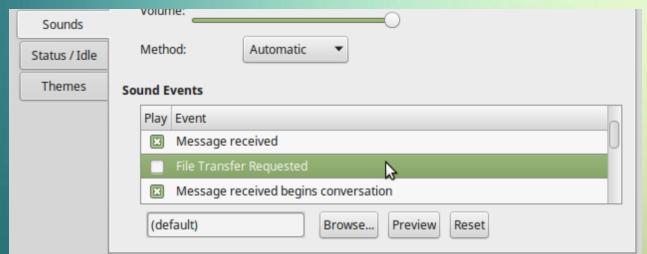
pidgin/gtksound.c

```
64 64    {N_("Buddy logs in"), "login", "login.wav"},
65 65    {N_("Buddy logs out"), "logout", "logout.wav"},
66 66    {N_("Message received"), "im_recv", "receive.wav"},
67 67    {N_("File Transfer Requested"), "ft_req", "receive.wav"},
68 68    {N_("Message received begins conversation"), "first_im_recv", "receive.wav"},
69 69    {N_("Message sent"), "send_im", "send.wav"},
70 70    {N_("Person enters chat"), "join_chat", "login.wav"},

...
291 292    purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/logout", "");
292 293    purple_prefs_add_bool(PIDGIN_PREFS_ROOT "/sound/enabled/im_recv", TRUE);
293 294    purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/im_recv", "");
294 295    purple_prefs_add_bool(PIDGIN_PREFS_ROOT "/sound/enabled/ft_req", TRUE);
295 296    purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/ft_req", "");
296 297    purple_prefs_add_bool(PIDGIN_PREFS_ROOT "/sound/enabled/first_im_recv", FALSE);
297 298    purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/first_im_recv", "");
298 299    purple_prefs_add_bool(PIDGIN_PREFS_ROOT "/sound/enabled/send_im", TRUE);
```

Sound enabling/disabling added to preferences

Sound effect can be disabled from preferences.



- Final fix:

6 inserted lines

Tests



- Messages were sent from Yahoo Messenger to Pidgin to test multiple sound effects: Regular IM, <ding>, and File Transfer. File Transfer produced no sound.
- After the fix, the same test was done and the sound from the File Transfer request can now be heard. Attempting to disable the sound through the preferences is also successful.