

# Fix #6 Playing a sound on call.



- Whenever a user tries to call another user, no sound is played, making it very inconvenient to users who run Pidgin in the background.

# Estimated Time vs Actual Time



- Estimated time: 2 - 3 Hours
- Actual Time:
  - Unsuccessful Fix: 9 Hours
  - Successful Fix: 5 Hours

# EIS vs AIS



## EIS:

gtksound.c and/or sound.h

## AIS:

gtksound.c (Line 614)

sound.h (Line 55)

gtkmedia.c (Line 75 and Line 314)



### pidgin/gtkmedia.c

```
34 34 #include "gtkmedia.h"
35 35 #include "gktutils.h"
36 36 #include "pidginstock.h"
37 #include "gtksound.h"
37 38
38 39 #ifdef USE_VV
39 40 #include "media-gst.h"
...
638 639     message = g_strdup_printf(_("%s wishes to start a video session with you."),
639 640             alias);
640 641 }
642 /*play the tone */
643 purple_sound_play_event(PURPLE_SOUND_INCOMING_CALL, account);
641 644
642 645     gtkmedia->priv->request_type = PURPLE_MEDIA_NONE;
643 646     if (!purple_media_accepted(gtkmedia->priv->media, NULL, NULL)) {
```

### libpurple/sound.h

```
52 52     PURPLE_SOUND_POUNCE_DEFAULT,    /**< Default sound for a buddy pounce.      */
53 53     PURPLE_SOUND_CHAT_NICK,        /**< Someone says your name in a chat.    */
54 54     PURPLE_SOUND_GOT_ATTENTION,    /**< Got an attention                      */
55 PURPLE_SOUND_INCOMING_CALL    /**<Ring on a call                         */
55 56     PURPLE_NUM_SOUNDS           /**< Total number of sounds.                */
56 57
57 58 } PurpleSoundEventID;
```

### pidgin/gtksound.c

```
73 73     /* this isn't a terminator, it's the buddy pounce default sound event ;-) */
74 74     {NULL, "pounce_default", "alert.wav"},
75 75     {N_("Someone says your username in chat"), "nick_said", "alert.wav"}, */
76     {N_("Attention received"), "got_attention", "alert.wav"} */
76     {N_("Attention received"), "got_attention", "alert.wav"}, */
77     {N_("Incoming call"), "incoming-call", "alert.wav"}
77 78 };
78 79
79 80 static gboolean
...
311 312     purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/sent_attention", "");
312 313     purple_prefs_add_bool(PIDGIN_PREFS_ROOT "/sound/enabled/got_attention", TRUE);
313 314     purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/got_attention", "");
315     purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/incoming-call", "TRUE");
316     purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/file/incoming-call", "");
314 317         purple_prefs_add_bool(PIDGIN_PREFS_ROOT "/sound/conv_focus", TRUE);
315 318         purple_prefs_add_bool(PIDGIN_PREFS_ROOT "/sound/mute", FALSE);
316 319         purple_prefs_add_path(PIDGIN_PREFS_ROOT "/sound/command", "");
```

# Tests



- Had a friend create a sample account on pidgin, and I added him.
- I later asked him to call me to see if there was sound being generated whenever he called. If there was no sound being generated whenever he called, that meant I may have done something wrong in my code.
- However, when he did call, a sound was generated.