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**Reply to:** Guy Somberg  
guy@gameaudioprogrammer.com  
Guy Davidson  
guy@hatcat.com  
**Audience:** LEWG

# A Proposal to Add Audio Playback to C++

Note: this is an early draft. It's known to be incomplet and incorrekt, and it has lots of bad fomattting.

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# 1 Revision history [ioaudio.revisionhistory]

## 1.1 Revision 0 [ioaudio.revisionhistory.r0]

<sup>1</sup> October 2018, submitted for discussion by LEWG at San Diego.

## 2 Scope

**[ioaudio.scope]**

- <sup>1</sup> This Technical Specification specifies requirements for implementations of an interface that computer programs written in the C++ programming language may use to play audio.

### 3 Normative references

[ioaudio.refs]

- <sup>1</sup> The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

- (1.1) — ISO/IEC 14882, *Programming languages — C++*
- (1.2) — ISO/IEC 2382 (all parts), *Information technology — Vocabulary*
- (1.3) — ISO 80000-2:2009, *Quantities and units — Part 2: Mathematical signs and symbols to be used in the natural sciences and technology*

## 4 Terms and definitions [ioaudio.defns]

For the purposes of this document, the following terms and definitions apply. ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at <http://www.electropedia.org/>
- ISO Online browsing platform: available at <http://www.iso.org/obp>

<sup>1</sup> Terms that are used only in a small portion of this document are defined where they are used and italicized where they are defined.



# Annex A (informative)

## Bibliography

[bibliography]

<sup>1</sup> The following is a list of informative resources intended to assist in the understanding or use of this Technical Specification.

(1.1) — Somberg, Guy et al., *Game Audio Programming: Principles and Practices*. CRC Press, 2016.