**#17694** -<https://redmine.vnc.biz/issues/17694>

1. **Description**:

When the users get a new videochat invitation in addtion to blink the browser window and showing the pop up, generate "blink" sound on video invitation

- Should we use another audio file or use /sound/receive-message.mp3 (<https://redmine.vnc.biz/projects/prosody-packaging/repository/changes/mini/sounds/receive-message.mp3?rev=master>) ?

=> Create two symlinks pointing to *receive-message.mp3* with the names *receive-videoconference-invitation.mp3* and *receive-groupchat-invitation.mp3*

This way we can change in the future the sounds if needed ;)

- We apply the sound for only video conference invitation or also group chat invitation ?

=> For every event that needs user interaction and/or attention apply a sound.

1. **Analytic**
   1. **Root cause**:
   2. **Solutions**:

+ Research how to play sound on jappix mini.

+ Customize soundPlay function to change audio file flexibility.

+ Add play sound on some events:

- video conference invitation

- group chat invitation

- receive file transfer

+ Add symlinks to receive-message.mp3 with the names receive-videoconference-invitation.mp3, receive-groupchat-invitation.mp3 and receive-filetransfer.mp3.

1. **Implementation**
   1. **Code:**

* Customize soundPlay function

|  |
| --- |
| self.soundPlay = function(name\_sound) { ...  '<source src="' + JAPPIX\_STATIC + '/sounds/' + name\_sound + '.mp3"   '<source src="' + JAPPIX\_STATIC + '/sounds/' + name\_sound + '.oga"  ... } |