Alarm sound doesn\'t work
Posted by JSimR - 2009/12/30 06:00
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Ubuntu 9.10 32 bits
Rainlendar Lite v2.6 (b82)

Alarm sound doesn't work
I have selected a sound alarm in Options > Advanced, but there is no sound alarm.

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Re: Alarm sound doesn\'t work
Posted by Rainy - 2010/01/02 04:05
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What file format is the alarm file using. The support for different audio formats is rather limited so try converting it e.g. to wav format first.

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Re:Alarm sound doesn\'t work
Posted by JSimR - 2010/01/02 05:03
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The default alarm of this program: alarm.wav

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Re:Alarm sound doesn\'t work
Posted by Rainy - 2010/01/02 05:43
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Does the Rainlendar's debug log contain any errors related to the alarm?

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Re:Alarm sound doesn\'t work
Posted by JSimR - 2010/01/02 05:55
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No, nothing.
I have defined in my rainlendar2.ini the next setting:
DefaultAlarmFile=/usr/share/rainlendar2/resources/alarm.wav
LoopAlarmSound=1

When I create one event/task with alarm, I assign nothing to the alarm sound, because there is defined a default alarm sound. One example event created:
BEGIN:VEVENT
DTSTAMP:20100102T114401Z
TRANSP:OPAQUE
UID:{1ecef024-f794-11de-b065-001fd0a239e7}
SUMMARY:xxxxxxxxxxxxxxxxxxx
CATEGORIES:Seguimiento
CATEGORIES:Urgente
CLASS:PRIVATE
LAST-MODIFIED:20100102T114428Z
DTSTART:20100107T180000Z
BEGIN:VALARM
ACTION:AUDIO
TRIGGER;VALUE=DURATION:-P1D
END:VALARM
END:VEVENT

EDIT:
I have done a with the next, but it doesn't work:

```
BEGIN:VEVENT
UID:{ff6da9d0-f795-11de-81d7-001fd0a239e7}
SUMMARY:prueba
CLASS:PRIVATE
DTSTAMP:20100102T115727Z
DTSTART:20100102T120000Z
TRANSP:OPAQUE
X-RAINLENDAR-LASTALARMACK:20100102T115906Z
LAST-MODIFIED:20100102T115906Z
BEGIN:VALARM
ACTION:AUDIO
TRIGGER;VALUE=DURATION:-PT1M
ATTACH:/usr/share/rainlendar2/resources/alarm.wav
END:VALARM
END:VEVENT
```

EDIT:

Today it works!! :huh:

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Re:Alarm sound doesn\'t work

Posted by JSimR - 2010/10/16 09:39
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Other time same problem with rainlendar2-pro v2.8.b96-1 on Ubuntu 10.04 32 bits.
It doesn't work the alarm sound.
What sound system use this app on Linux?

This app has many bugs. :dry:


```
$ grep -i alarm .config/.rainlendar2/rainlendar2.ini
AlarmShowStartTime=1
AlarmShowEndTime=1
AlarmShowLocation=1
AlarmShowCalendar=0
AlarmShowDueToEvent=1
AlarmSupportMozillaAlarms=0
MaxAlarmWidth=400
HideFromAlarmAfterDays=7
DefaultAlarmFile=/usr/share/rainlendar2/resources/alarm.wav
LoopAlarmSound=1
AlarmDefaultSnoozeTime=60
KeepAlarmOnTop=1
```


```
defaultAlarms=0
defaultAlarms=0
SuppressAlarms=0
SuppressAlarms=0
Name=Alarm
```


```
$ cat .config/.rainlendar2/Default.ics
BEGIN:VCALENDAR
PRODID:-//Rainlendar/iCalendarPlugin V1.6//EN
VERSION:2.0
METHOD:PUBLISH
```

```
X-WR-CALNAME:Default
BEGIN:VEVENT
DTSTAMP:20101016T141556Z
TRANSP:TRANSPARENT
UID:{e4acb4e8-d92f-11df-9018-001fd0a239e7}
SUMMARY:prueba
CLASS:PRIVATE
DTSTART:20101016T144500Z
X-RAINLENDAR-LASTALARMACK:20101016T144409Z
LAST-MODIFIED:20101016T144409Z
BEGIN:VALARM
ACTION:AUDIO
TRIGGER;VALUE=DURATION:-PT1M
ATTACH:/usr/share/rainlendar2/resources/alarm.wav
END:VALARM
END:VEVENT
END:VCALENDAR
```

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Re:Alarm sound doesn\'t work
Posted by Rainy - 2010/10/16 12:50
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The audio playback is handled by the wxWidgets which uses OSS by default (which seems to have some problems with pulseaudio and has therefore been disabled at least in the newer Ubuntu releases). I'll check if it's possible to use some other audio framework.

==

Re:Alarm sound doesn\'t work
Posted by JSimR - 2010/10/16 14:11
_____

Rainy wrote:
The audio playback is handled by the wxWidgets which uses OSS by default (which seems to have some problems with pulseaudio and has therefore been disabled at least in the newer Ubuntu releases). I'll check if it's possible to use some other audio framework.

Is there any workaround? This feature is very important for an app like this.

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Re:Alarm sound doesn\'t work
Posted by JSimR - 2010/10/17 06:09
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This morning, when I turned on my PC, Rainlendar showed me one alarm and it rang.
But I have had several tests and it hasn't worked anymore! :dry:
Are you sure that this is a problem with pulseaudio?

==

Re:Alarm sound doesn\'t work
Posted by JSimR - 2010/10/18 07:34
_____

Kimmo Pekkola wrote in FAQs:
Does Rainlendar2 work in ?
The Linux version is compiled and tested in the latest version of Ubuntu.
Is this true? :dry:

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Re:Alarm sound doesn\'t work

Posted by Rainy - 2010/10/18 14:43

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It might have been when the FAQ was written but not anymore. Currently the Linux version is build on Ubuntu 8.04. The audio in Rainlendar should work if the /dev/dsp device exists and writing something to it produces an audible sound.

==

Re:Alarm sound doesn\'t work

Posted by JSimR - 2010/10/19 06:25

_____

Rainy wrote:
It might have been when the FAQ was written but not anymore. Currently the Linux version is build on Ubuntu 8.04. The audio in Rainlendar should work if the /dev/dsp device exists and writing something to it produces an audible sound.
Well, I've found the solution but it's a bit complicated because Ubuntu doesn't seems very interested in continuing the OSS4 support.

First at all. I have obtained this info from this blog: Howto Install OSS4 in ubuntu 10.04 (Lucid) for better sound quality

I'll explain that I've done:
Install the next packages: oss4-base oss4-dkms oss4-gtk
But there is a problem, oss4-dkms package is erroneous in Lucid. The solution is install the next packages, in this order, from Maverick release (click the download links at page bottom):
oss4-base
oss4-dkms
The last package: oss4-gtk, we have to install from Lucid release: sudo aptitude install oss4-gtk
In a terminal, run sudo dpkg-reconfigure linux-sound-base
Choose OSS. This should, among other things, prevent the ALSA modules from loading.
To configure Pulseaudio with OSS4:
Edit the default configuration file: gksu gedit /etc/pulse/default.pa
Comment out the modules for automatic hardware detection, in my case they were this lines:
Automatically load driver modules depending on the hardware available
#.ifexists module-udev-detect.so
#load-module module-udev-detect
#.else
Alternatively use the static hardware detection module (for systems that
lack udev support)
#load-module module-detect
#.endif

 Add the following line:
load-module module-oss device="/dev/dsp" sink_name=output source_name=input mmap=0
Configure Gstreamer for OSS4 output:
Install gstreamer0.10-plugins-bad: sudo aptitude install gstreamer0.10-plugins-bad
Run gstreamer-properties and set input and output to OSS.
Set up ALSA (or rather libasound) to output through OSS4 instead of the native ALSA drivers. Create a configuration file:
gedit ~/.asoundrc
Insert the following:
 pcm.!default
 {
   type oss
   device /dev/dsp
 }
 mixer.!default
 {
   type oss
   device /dev/dsp
 }

Add the following PPA to your Software Sources and run update-manager: https://launchpad.net/~dtl131/+archive/ppa
This will enable Gnome audio output and volume management to use Gstreamer instead of Pulseaudio:
sudo add-apt-repository ppa:dtl131/ppa

sudo aptitude update && sudo aptitude safe-upgrade
Configure applications that natively support it (e.g. Audacious, Audacity, Kdenlive, SMPlayer, VLC, Wine, etc.) to use OSS output.
Many applications don't (or no longer) have native support for OSS. This is no problem, these should continue to work fine through Gstreamer, ALSA emulation or Pulseaudio.
Restart computer.
The collateral effect is that it seems we'll have better sound! :)

If you want reverse back this changes, read the last part of the entry blog.

Regards. ;)

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[SOLVED] Re:Alarm sound doesn\'t work
Posted by JSimR - 2010/12/14 12:21
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Another time I have problem with this.
I have reinstalled Ubuntu 10.04 because I changed the hard disks and I've reinstalled OSS4 (like I explain in my previous post).
I have installed the last beta version of Rainlendar-pro 32 bits using the config folder of my previous installation, but I have no alarm sounds! :(
It shouldn't be so hard configure one program to obtain sounds.

I have uninstalled pulseaudio. I have sound with other programs:
$ ossinfo
Version info: OSS 4.2 (b 2003/201007311944) (0x00040100) GPL
Platform: Linux/i686 2.6.32-27-generic-pae #49-Ubuntu SMP Thu Dec 2 00:07:52 UTC 2010 (ubuntu-desktop)

Number of audio devices: 10
Number of audio engines: 14
Number of MIDI devices: 0
Number of mixer devices: 1

Device objects
 0: osscore0 OSS core services
 1: oss_hdaudio0 Intel HD Audio interrupts=374244 (374244)
    HD Audio controller Intel HD Audio
    Vendor ID   0x8086293e
    Subvendor ID 0x1458a022
     Codec 2: ALC885 (0x10ec0885/0x1458a002)
 2: oss_usb0 USB audio core services

MIDI devices (/dev/midi*)

Mixer devices
 0: High Definition Audio ALC885 (Mixer 0 of device object 1)

Audio devices
HD Audio play front   /dev/oss/oss_hdaudio0/pcm0 (device index 0)
HD Audio play rear   /dev/oss/oss_hdaudio0/pcm1 (device index 1)
HD Audio play center/LFE   /dev/oss/oss_hdaudio0/pcm2 (device index 2)
HD Audio play side   /dev/oss/oss_hdaudio0/pcm3 (device index 3)
HD Audio play pcm4   /dev/oss/oss_hdaudio0/pcm4 (device index 4)
HD Audio play spdif-out   /dev/oss/oss_hdaudio0/spdout0 (device index 5)
HD Audio rec mix   /dev/oss/oss_hdaudio0/pcmin0 (device index 6)
HD Audio rec mix   /dev/oss/oss_hdaudio0/pcmin1 (device index 7)
HD Audio rec mix   /dev/oss/oss_hdaudio0/pcmin2 (device index 8)
HD Audio rec spdifin   /dev/oss/oss_hdaudio0/spdin0 (device index 9)

Nodes
 /dev/dsp -> /dev/oss/oss_hdaudio0/pcm0
 /dev/dsp_in -> /dev/oss/oss_hdaudio0/pcm0

```
/dev/dsp_out -> /dev/oss/oss_hdaudio0/pcm0
/dev/dsp_ac3 -> /dev/oss/oss_hdaudio0/spdout0
/dev/dsp_mmap -> /dev/oss/oss_hdaudio0/pcm0
/dev/dsp_multich -> /dev/oss/oss_hdaudio0/pcm0
```

What's the problem now? :dry:

It's solved.
I have reinstalled OSS4 and now it works. :)

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```
/dev/dsp_out -> /dev/oss/oss_hdaudio0/pcm0
/dev/dsp_ac3 -> /dev/oss/oss_hdaudio0/spdout0
/dev/dsp_mmap -> /dev/oss/oss_hdaudio0/pcm0
/dev/dsp_multich -> /dev/oss/oss_hdaudio0/pcm0
```