

## Doomsday Engine - Feature #2390

Feature # 2304 (New): OGG/FLAC custom loop tags

### [FMOD] Ogg Vorbis custom loop point tags

2019-12-31 11:00 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2019-12-31
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	3rd party compatibility		
<b>Target version:</b>	2.3		

#### Description

The FMOD music backend should:

- Parse the OGG file to find out if there are LOOP\_START and LOOP\_END specified in the comment section.
- Set the loop values with FMOD::Sound::setLoopPoints(), as PCM sample counts.

#### History

#1 - 2019-12-31 11:05 - skyjake

- Subject changed from [FMOD] OGG custom loop tags to [FMOD] Ogg Vorbis custom loop point tags