

Artikulate port to GStreamer-1.x is ready to merge

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As an pronunciation trainer, Artikulate does not only need sound output, but also sound input. For sound output the (Linux) world is kind of simple and it only costs some lines of code to integrate Phonon or a similar framework into your application. For sound input it is trickier, especially if you do not want to work with a C-style API (when coding a C++/Qt application, C-style API feels very strange). The solution to this problem is QtGStreamer, which provides Qt-style C++ bindings for GStreamer, and hence access to the currently best multimedia framework.

[2]

[KDE](#)

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/108>

[2] <http://cordlandwehr.wordpress.com/2014/06/21/artikulate-ready-for-gstreamer-1-x/>