

## CocoMUD client - Feature #112

### Add OGG files to the play sound dialog

10/22/2017 05:27 PM - Vincent Le Goff

<b>Status:</b>	Closed	<b>% Done:</b>	100%
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Vincent Le Goff		
<b>Category:</b>	Customization		
<b>Sprint/Milestone:</b>	14		
<b>Description</b>			
CocoMUD natively supports OGG files, but because they aren't offered as a valid choice and the documentation doesn't mention them, users don't often know they can use it.			

#### Associated revisions

**Revision 9d93b0bd - 11/07/2017 06:54 PM - Vincent Le Goff**

Fix #112: OGG files are now available in the interface

#### History

**#1 - 11/01/2017 11:03 AM - Vincent Le Goff**

- *Sprint/Milestone set to 14*

**#2 - 11/07/2017 06:56 PM - Vincent Le Goff**

- *Checklist item [x] Add the OGG support in the play sound dialog set to Done*
- *Status changed from Open to In Progress*
- *Assignee set to Vincent Le Goff*
- *% Done changed from 0 to 80*

Fixed in commit [9d93b0bd466e7718b2250acd0d937ac1832f3a88](#).

**#3 - 11/08/2017 01:59 PM - Vincent Le Goff**

- *Checklist item [x] Update the trigger documentation to add the supported file formats set to Done*
- *Status changed from In Progress to Closed*
- *% Done changed from 50 to 100*