

LinHES - Feature # 741: Add mpd to LinHES

Status:	Rejected	Priority:	Normal
Author:	graysky	Category:	
Created:	12/22/2010	Assignee:	jams
Updated:	08/03/2011	Due date:	01/10/2011
Description:	This would make a nice non-myth add-on for people. An example conf file setup for a LH box would be good too.		

Associated revisions

12/22/2010 11:54 am - jams

mpd/mpc/libmpdclient: add mpd and simple client

refs:#741

08/03/2011 05:10 pm - mihanson

mpd: Reject. Closes #741

History

12/22/2010 11:25 am - jams

- Due date set to 01/10/2011

- Assignee set to jams

- Target version set to 7.1

Got a sample config file?

12/22/2010 12:06 pm - graysky

Of course :)

For additional installation/configuration, see the mpd page on the Arch wiki.

```
<pre>
music_directory "/myth/music"
playlist_directory "/var/lib/mpd/playlists"
db_file "/var/lib/mpd/mpd.db"
log_file "/var/log/mpd/mpd.log"
pid_file "/var/run/mpd/mpd.pid"
state_file "/var/lib/mpd/mpdstate"
user "mpd"
```

```
#
# This setting sets the address for the daemon to listen on. Careful attention
# should be paid if this is assigned to anything other than the default, any.
# This setting can deny access to control of the daemon.
#
# For network
#bind_to_address "any"
#
# And for Unix Socket
#bind_to_address "~/.mpd/socket"
#
```

```
# This setting is the TCP port that is desired for the daemon to get assigned
# to.
#
#port 6600
#
# This setting controls the type of information which is logged. Available
# setting arguments are "default", "secure" or "verbose". The "verbose" setting
# argument is recommended for troubleshooting, though can quickly stretch
# available resources on limited hardware storage.
#
#log_level "default"
#
# If you have a problem with your MP3s ending abruptly it is recommended that
# you set this argument to "no" to attempt to fix the problem. If this solves
# the problem, it is highly recommended to fix the MP3 files with vbrfix
# (available from <http://www.willwap.co.uk/Programs/vbrfix.php>), at which
# point gapless MP3 playback can be enabled.
#
gapless_mp3_playback "no"
#
# This setting enables MPD to create playlists in a format usable by other
# music players.
#
#save_absolute_paths_in_playlists "no"
#
# This setting defines a list of tag types that will be extracted during the
# audio file discovery process. Optionally, 'comment' can be added to this
# list.
#
#metadata_to_use "artist,album,title,track,name,genre,date,composer,performer,disc"
#
#####

# Symbolic link behavior #####
#
# If this setting is set to "yes", MPD will discover audio files by following
# symbolic links outside of the configured music_directory.
#
#follow_outside_symlinks "yes"
#
# If this setting is set to "yes", MPD will discover audio files by following
# symbolic links inside of the configured music_directory.
#
#follow_inside_symlinks "yes"
#
#####

# Zeroconf / Avahi Service Discovery #####
#
# If this setting is set to "yes", service information will be published with
# Zeroconf / Avahi.
```

```

#
zeroconf_enabled "yes"
#
# The argument to this setting will be the Zeroconf / Avahi unique name for
# this MPD server on the network.
#
zeroconf_name "Music Player"
#
#####

# Permissions #####
#
# If this setting is set, MPD will require password authorization. The password
# can setting can be specified multiple times for different password profiles.
#
#password          "password@read,add,control,admin"
#
# This setting specifies the permissions a user has who has not yet logged in.
#
#default_permissions "read,add,control,admin"
#
#####

# Input #####
#

input {
    plugin "curl"
#    proxy "proxy.isp.com:8080"
#    proxy_user "user"
#    proxy_password "password"
}

#
#####

# Audio Output #####
#
# MPD supports various audio output types, as well as playing through multiple
# audio outputs at the same time, through multiple audio_output settings
# blocks. Setting this block is optional, though the server will only attempt
# autodetection for one sound card.
#
# See <http://mpd.wikia.com/wiki/Configuration#Audio_Outputs> for examples of
# other audio outputs.
#
# An example of an ALSA output:
#
audio_output {
    type "alsa"
    name "My ALSA Device"

```

```

## device "hw:0,0" # optional
## format "44100:16:2" # optional
## mixer_device "default" # optional
## mixer_control "PCM" # optional
## mixer_index "0" # optional
}

#
# An example of an OSS output:
#
#audio_output {
# type "oss"
# name "My OSS Device"
## device "/dev/dsp" # optional
## format "44100:16:2" # optional
## mixer_device "/dev/mixer" # optional
## mixer_control "PCM" # optional
#}
#
# An example of a shout output (for streaming to Icecast):
#
#audio_output {
# type "shout"
# encoding "ogg" # optional
# name "My Shout Stream"
# host "localhost"
# port "8000"
# mount "/mpd.ogg"
# password "hackme"
# quality "5.0"
# bitrate "128"
# format "44100:16:1"
## protocol "icecast2" # optional
## user "source" # optional
## description "My Stream Description" # optional
## genre "jazz" # optional
## public "no" # optional
## timeout "2" # optional
#}
#
# An example of a httpd output (built-in HTTP streaming server):
#
#audio_output {
# type "httpd"
# name "My HTTP Stream"
# encoder "vorbis" # optional, vorbis or lame
# port "8000"

```

```

## quality "5.0" # do not define if bitrate is defined
## bitrate "128" # do not define if quality is defined
## format "44100:16:1"
#}
#
# An example of a pulseaudio output (streaming to a remote pulseaudio server)
#
#audio_output {
## type "pulse"
## name "My Pulse Output"
## server "remote_server" # optional
## sink "remote_server_sink" # optional
#}
#
## Example "pipe" output:
#
#audio_output {
## type "pipe"
## name "my pipe"
## command "aplay -f cd 2>/dev/null"
## Or if you're want to use AudioCompress
## command "AudioCompress -m | aplay -f cd 2>/dev/null"
## Or to send raw PCM stream through PCM:
## command "nc example.org 8765"
## format "44100:16:2"
#}
#
## An example of a null output (for no audio output):
#
#audio_output {
## type "null"
## name "My Null Output"
#}
#
# This setting will change all decoded audio to be converted to the specified
# format before being passed to the audio outputs. By default, this setting is
# disabled.
#
#audio_output_format "44100:16:2"
#
# If MPD has been compiled with libsamplerate support, this setting specifies
# the sample rate converter to use. Possible values can be found in the
# mpd.conf man page or the libsamplerate documentation. By default, this is
# setting is disabled.
#
#samplerate_converter "Fastest Sinc Interpolator"
#
#####

# Volume control mixer #####
#
# These are the global volume control settings. By default, this setting will

```

```
# be detected to the available audio output device, with preference going to
# hardware mixing. Hardware and software mixers for individual audio_output
# sections cannot yet be mixed.
#
# An example for controlling an ALSA, OSS or Pulseaudio mixer; If this
# setting is used other sound applications will be affected by the volume
# being controlled by MPD.
#
#mixer_type "" "hardware"
#
# An example for controlling all mixers through software. This will control
# all controls, even if the mixer is not supported by the device and will not
# affect any other sound producing applications.
#
mixer_type "" "software"
#
# This example will not allow MPD to touch the mixer at all and will disable
# all volume controls.
#
#mixer_type "" "disabled"
#
#####

# Normalization automatic volume adjustments #####
#
# This setting specifies the type of ReplayGain to use. This setting can have
# the argument "album" or "track". See <http://www.replaygain.org> for more
# details. This setting is disabled by default.
#
#replaygain "" "album"
#
# This setting sets the pre-amp used for files that have ReplayGain tags. By
# default this setting is disabled.
#
#replaygain_preamp "" "0"
#
# This setting enables on-the-fly normalization volume adjustment. This will
# result in the volume of all playing audio to be adjusted so the output has
# equal "loudness". This setting is disabled by default.
#
#volume_normalization "" "no"
#
#####

# MPD Internal Buffering #####
#
# This setting adjusts the size of internal decoded audio buffering. Changing
# this may have undesired effects. Don't change this if you don't know what you
# are doing.
#
audio_buffer_size "1024"
```

```
#
# This setting controls the percentage of the buffer which is filled before
# beginning to play. Increasing this reduces the chance of audio file skipping,
# at the cost of increased time prior to audio playback.
#
buffer_before_play "10%"
#
#####

# Resource Limitations #####
#
# These settings are various limitations to prevent MPD from using too many
# resources. Generally, these settings should be minimized to prevent security
# risks, depending on the operating resources.
#
#connection_timeout "60"
#max_connections "10"
#max_playlist_length "16384"
#max_command_list_size "2048"
#max_output_buffer_size "8192"
#
#####

# Character Encoding #####
#
# If file or directory names do not display correctly for your locale then you
# may need to modify this setting. After modification of this setting mpd
# --create-db must be run to change the database.
#
#filesystem_charset "UTF-8"
#
# This setting controls the encoding that ID3v1 tags should be converted from.
#
#id3v1_encoding "ISO-8859-1"
#
#####
</pre>
```

08/03/2011 05:11 pm - mihanson
- Status changed from New to Rejected