

# Third iteration

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**Participants:** André Lindhjem, Kjetil Holien, Terje Risa, Øyvind Nerbråten

**Last iteration:** We had the same problems with GStreamer in C as we had with Ruby. Therefore we decided to not use GStreamer at all. We implemented MP3 playback with MAD and libao, and this seems to work well. We have tried libxml2 for parsing XML, this is also implemented in C. The parsing is fast and we no longer have problem with the parsing speed. Our main focus last iteration was coding and therefore we did not prioritize the documentation as much as we planned. At this time we only have parsing for the 2.02 standard.

**Current iteration:** Our goals this iteration:

- Document our decisions on GStreamer, Ruby parsing and our problems with the Daisy standards.
- Error handling in our code and bug fixing.
- Be able to parse the new Daisy standard.
- Look into how we should implement wave and MP4.