Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #1201

XSF plugin timing issue

November 22, 2022 18:21 - dakrk !

Status:	Rejected	**Start date:**	November 22, 2022
Priority:	Minor	**Due date:**	
Assignee:		**% Done:**	0%
Category:	plugins/xsf	**Estimated time:**	0.00 hour
Target version:			
Affects version:	4.2		

Description

~~(Not too sure about the title but didn't know how to word it any other way)~~
After listening to a few 2SFs, the audio becomes gradually more offset. As in, once you've finished listening to a song and it's fading out and then a new song starts, you can hear a small part of the previous song starting from when it switched.
This is not noticeable at first but will become more noticeable and have a longer period the more you listen to 2SFs.
This bug is present on other players with the same XSF plugin, so I don't think it's an issue with the port to Audacious.

History

#1 - February 14, 2023 00:10 - Thomas Lange

- Target version deleted (4.2)

- Status changed from New to Rejected

> This bug is present on other players with the same XSF plugin, so I don't think it's an issue with the port to Audacious.

Then please report this upstream. [1] You may also contact "ahigerd" who was the last person really working on the XSF code in Audacious. [2]

[1] https://github.com/TASEmulators/desmume
[2] https://github.com/audacious-media-player/audacious-plugins/pull/97