

Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #2

[pulse] Volume changes made when not playing have no effect

December 14, 2011 01:08 - John Lindgren

Status:	Closed	Start date:	December 14, 2011
Priority:	Major	Due date:	
Assignee:		% Done:	100%
Category:	plugins/pulse audio	Estimated time:	0.00 hour
Target version:	3.1.2		
Affects version:	3.1.1		
Description pulse_set_volume() doesn't actually change anything when not playing; it only sets the local "volume" variable. As a result, the volume jumps back to the previous setting as soon as you start to play a song.			

History

#1 - December 16, 2011 18:45 - John Lindgren

- Status changed from New to Closed
- % Done changed from 0 to 100

<https://github.com/audacious-media-player/audacious-plugins/commit/13305ca61e55417fcd8ecd5fe2cfb695167ff99>

<https://github.com/audacious-media-player/audacious-plugins/commit/6ee8400e80e5309c69cc74e2d7643dd3cb35886d>