

Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #254

Sound freezes for a second multiple times per song

February 16, 2013 16:24 - der ku_

Status:	Rejected	Start date:	February 16, 2013
Priority:	Major	Due date:	
Assignee:		% Done:	0%
Category:	core	Estimated time:	0.00 hour
Target version:			
Affects version:	3.3.3		
Description Subj. Both in GTK and in Winamp interfaces. My system is pretty overloaded (Firefox eats most of RAM and lots of CPU), but SMPlayer and other software don't show such problems. Giving audacious a niceness of -2 didn't help. My playlist is also fairly long (almost 700 entries), if it may affect that. EDIT: The issue resolved itself after upgrading to 3.3.4 and restarting audacious, I believe, it was caused by moving audacious' "memory portion" to swap, maybe some optimiting can be done to prevent this from affecting playback.			

History

#1 - February 16, 2013 18:15 - John Lindgren

- Status changed from New to Rejected

If you heavily overload your system, audio will start skipping. That is a fact of life, not a bug.