Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #508

Volume bug triggered when playing certain mono mp3

February 15, 2015 15:30 - Oscar Molin

Status:	Rejected	Start date:	February 15, 2015
Priority:	Major	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Affects version:	3.5.2		

Description

I'm using audascious 3.52, arch linux x64 and intel HD audio soundcard. Audascious plays through pulseaudio to spdif.

If I play a certain mp3, which is 112kbps mono audio, and then open a youtube video while playing, the volume changes to maybe 1000%. That means it's so loud it almost breaks my speakers, and horribly distorted of course.

If I turn the audascious volume down to maybe 2%, it will now play at about the same volume as is did before when the volume was set to 100%.

This only happens when playing this file, other mp3s, aacs etc don't have this issue, and if I play the file in another player like vlc and open youtube, it doesnt happen.

So far only the combination youtube and audascious has reproduced the problem. Note that the youtube volume is no affected, only the audascious volume. The actual volume levels in pulseaudio are also not affected, it only the audascious audio that is "amplified". I have a feeling somehow this is a problem in the mp3 decoder, or that the file is corrupted, or both.

Turn down the volume before you try this. I was very surprised it could get so loud even though the audio goes through spdif to my receiver.

File to reproduce:

http://traffic.libsyn.com/legionofskanks/LOSepisode114.mp3

History

#1 - February 15, 2015 22:22 - John Lindgren

- Status changed from New to Rejected

You should report this bug to PulseAudio. This is not a bug in Audacious.

May 06, 2025 1/1