

Subject: : AmigaOS4

Topic: : Enhancer sound.datatype pause/resume

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URL:

```
if (!SoundPause)
{
  IDataTypes->DoDTMethod(SoundObject,NULL,NULL,DTM_TRIGGER,NULL,STM_PAUSE,NULL);
  SoundPause=TRUE;
}
else
{
  IDataTypes->DoDTMethod(SoundObject,NULL,NULL,DTM_TRIGGER,NULL,STM_RESUME,NULL);
  SoundPause=FALSE;
}
```

This code works, but when resume the audio is partially garbled. Almost like it is playing from 2 spots, just slightly off, at the same time.

sound.datatype 53.27, X5000.