

Subject: : AmigaOS4

Topic: : Enhancer sound.datatype pause/resume

Re: Enhancer sound.datatype pause/resume

Author: : xenic

Date: : 2017/9/7 14:39:35

URL:

@mritter0

Quote:

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.

The problem could be in one of the sound datatypes (WAV, 8SVX, mpega etc). What type of sound are you playing?