

Subject: : AmigaOS4

Topic: : Enhancer sound.datatype pause/resume

Re: Enhancer sound.datatype pause/resume

Author: : xenic

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URL:

@mritter0

I added your pause and resume code to a small playsound program. I added a small AmigaDOS Delay() before pausing the play and a small AmigaDOS Delay() before resuming sound play. I used a 5 second 8SVX vocal message and converted that message to RIFF-WAV for testing. I tested with the OS4FE 8SVX and WAV datatypes; then tested with the Enhancer WAV datatype. In all cases the Enhancer sound.datatype was used.

The OS4 8SVX and WAV datatypes seemed to skip a fraction of a second of the sound when play was resumed but the sound played normally.

When I performed the same test with the Enhancer WAV datatype, the sound play resumed with the same garbling you described.

I can confirm the garbling problem with the Enhancer WAV datatype when the sound play is paused and then resumed.