

Subject: : AmigaOS4

Topic: : Enhancer Bug thread

Re: Enhancer Bug thread

Author: : broadblues

Date: : 2019/7/26 9:40:17

URL:

@Razie

Quote:

It actually depends on the size/length of the used sound file to make it crash earlier/with fewer loops.
Looks like a buffer overrun (but i'm just parroting stuff i heard before)

I wouldn't think it would be buffer overrun that would strike at random and so might crash with just one sample, unpredictably.

One possibility is that the number of concurrent sounds exceeds a certain limit and that is not being handled properly, longer samples might overlap more and thus exceed that limit sooner.

But as I said sound.datatype is not my thing