

## Audacious - Bug #1201

### XSF plugin timing issue

November 22, 2022 18:21 - dakrk !

<b>Status:</b>	Rejected	<b>Start date:</b>	November 22, 2022
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	plugins/xsf	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Affects version:</b>	4.2		
<b>Description</b> (Not too sure about the title but didn't know how to word it any other way) After listening to a few 2SFs, the audio becomes gradually more offset. As in, once you've finished listening to a song and it's fading out and then a new song starts, you can hear a small part of the previous song starting from when it switched. This is not noticeable at first but will become more noticeable and have a longer period the more you listen to 2SFs. This bug is present on other players with the same XSF plugin, so I don't think it's an issue with the port to Audacious.			

#### History

##### #1 - February 14, 2023 00:10 - Thomas Lange

- Target version deleted (4.2)
- Status changed from New to Rejected

This bug is present on other players with the same XSF plugin, so I don't think it's an issue with the port to Audacious.

Then please report this upstream. [1] You may also contact "ahigerd" who was the last person really working on the XSF code in Audacious. [2]

[1] <https://github.com/TASEmulators/desmume>

[2] <https://github.com/audacious-media-player/audacious-plugins/pull/97>