

## Audacious - Bug #2

### [pulse] Volume changes made when not playing have no effect

December 14, 2011 01:08 - John Lindgren

<b>Status:</b> Closed	<b>Start date:</b> December 14, 2011
<b>Priority:</b> Major	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b> plugins/pulse audio	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 3.1.2	
<b>Affects version:</b> 3.1.1	

**Description**

pulse\_set\_volume() doesn't actually change anything when not playing; it only sets the local "volume" variable. As a result, the volume jumps back to the previous setting as soon as you start to play a song.

### History

#1 - December 16, 2011 18:45 - John Lindgren

- Status changed from New to Closed

- % Done changed from 0 to 100

<https://github.com/audacious-media-player/audacious-plugins/commit/13305ca61e55417fcdf8ecd5fe2cfb695167ff99>

<https://github.com/audacious-media-player/audacious-plugins/commit/6ee8400e80e5309c69cc74e2d7643dd3cb35886d>