

## Audacious - Bug #511

### misbehavior of function VFSFile::fread(...)

February 28, 2015 10:28 - Andrey Karpenko

<b>Status:</b>	Closed	<b>Start date:</b>	February 27, 2015
<b>Priority:</b>	Major	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>	plugins/gio	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.6.1		
<b>Affects version:</b>	3.6		

#### Description

System: 3.16.0-30-generic #40-Ubuntu SMP Mon Jan 12 22:06:37 UTC 2015 x86\_64 x86\_64 x86\_64 GNU/Linux  
and 3.13.0-46-generic #75-Ubuntu SMP Tue Feb 10 15:24:04 UTC 2015 x86\_64 x86\_64 x86\_64 GNU/Linux

Description: misbehavior of function VFSFile::fread(...) in case of read from smb:// file server

Log message:

```
ERROR vfs_local.cc:116 [vfs_local_fopen]:  
smb://192.168.2.148/share/Music/Sandra.The.Platinum.Collection.(3CD).2009.Ape.Cue.Lossless/CD2/Sandra - Platinum  
Collection.ape: No such file or directory
```

Workaround: Use symlink to gvfs folder to access network files or use retry logic in the code

```
int XXX::Read(void * pBuffer, unsigned int nBytesToRead, unsigned int * pBytesRead) {  
    if(vfs!=0) {  
        int64_t cur = vfs-> ftell();  
        *pBytesRead = (unsigned int)vfs->fread(pBuffer, 1, nBytesToRead);  
        if(nBytesToRead > *pBytesRead) {  
            if(!vfs ->feof()) {  
                AUDERR;  
                AUDERR;  
                if(!vfs -> fseek(cur, VFSSeekType::VFS_SEEK_SET)) {  
                    *pBytesRead = (unsigned int)vfs->fread(pBuffer, 1, nBytesToRead);  
                    AUDERR;  
                }  
            }  
        }  
        return 0;  
    }  
    return 1;  
}
```

In case of workaround use the log looks like:

```
ERROR newplugin.cc:156 [Read]: Requested 16320 bytes, actually read 64 bytes  
ERROR newplugin.cc:158 [Read]: Trying to retry from the last place  
ERROR newplugin.cc:162 [Read]: After second attempt read 16256 bytes
```

Note: It is possible to play files from the same server without any issues with different names  
Thanks in advance

#### History

##### #1 - February 28, 2015 14:50 - John Lindgren

I don't understand this bug report at all. There is no file named newplugin.cc in Audacious or Audacious Plugins; what code are you changing? And how does adding retry logic have anything to do with a "No such file or directory" error?

##### #2 - February 28, 2015 16:14 - Andrey Karpenko

- File Audacious3.6.log added

Hi John,

I have wrote two new plugins for your great and very nice player version 3.4.x . There were some reasons to write these plugins. I can explain why if you are interested in to know it.

It was tested a lot of time. Everything was fine it works on intel and arm32 platforms.

Yesterday I have ported the old code to new version of Audacious. And a strange behavior of the Monkey's Audio plugin was found.

Please, take a look at the code on <https://github.com/wknightbor/Additional-plugins-for-Audacious-3.6>

mac.cc line 147 (retry logic)

Please, find attached log.

If you suppose it isn't a fread function problem, Please, help me to fix it.

I believe I have found something helpful to improve the player.

Thanks in advance

Andrey

### **#3 - March 03, 2015 06:47 - John Lindgren**

- *Category set to plugins/gio*

Okay, the part about the retry logic makes sense now. I expect we need to implement a loop around `g_input_stream_read()` in the GIO plugin. I assumed that `g_input_stream_read()` would behave like POSIX `fread()` and read as many bytes as requested, but it appears that this is not the case.

I still don't understand the part about the "No such file or directory" error. Are you thinking this error is due to a problem in Audacious, or was it just mentioned because it happened to be in the log?

### **#4 - March 03, 2015 20:38 - Andrey Karpenko**

Hi John

I still don't understand the part about the "No such file or directory" error. Are you thinking this error is due to a problem in Audacious, or was it just mentioned because it happened to be in the log?

Now I know there was two issues. The second was not because of player.

The error "No such file or directory" is not relevant.

Thanks

**#5 - March 06, 2015 04:02 - John Lindgren**

Fixed in Git.

**#6 - March 06, 2015 04:07 - John Lindgren**

- *Status changed from New to Closed*

- *Target version set to 3.6.1*

- *% Done changed from 0 to 100*

**Files**

---

Audacious3.6.log

17.5 KB February 28, 2015

Andrey Karpenko