

Audacious - Bug #566

Queue manager is not updating its list view reliably (Qt)

August 09, 2015 01:34 - Thomas Lange

Status:	Closed	Start date:	August 08, 2015
Priority:	Minor	Due date:	
Assignee:		% Done:	100%
Category:	libaudqt	Estimated time:	0.00 hour
Target version:	3.7.1		
Affects version:	3.7		
Description			
<p>The Qt queue manager view is often not synchronized with the actually queued tracks. This includes adding and removing entries.</p> <p>Examples:</p> <ol style="list-style-type: none">1. Queue some tracks2. Play next song <p>-> Queued track is played but still visible in the list, it seems like the dialog needs to be focussed for a refresh.</p> <ol style="list-style-type: none">1. Start Audacious2. Queue some tracks3. Open the queue manager <p>-> Tracks are shown correctly</p> <ol style="list-style-type: none">4. Queue more tracks <p>-> Newly queued tracks are not shown, even when reopening the window</p> <ol style="list-style-type: none">1. Start Audacious2. Open the queue manager3. Close it4. Queue some tracks5. Open the queue manager again <p>-> Queued tracks are never shown</p>			
<p>Another unrelated issue is that the hooks are not disconnected on shutdown, causing warnings like this: "WARNING hook.cc:132 [leak_cb]: Hook not disconnected: playlist activate (1)"</p>			

History

#1 - November 21, 2015 18:42 - John Lindgren

- Subject changed from Queue manager is not updating its list view reliably to Queue manager is not updating its list view reliably (Qt)

#2 - November 25, 2015 16:21 - John Lindgren

- Status changed from New to Closed

- Target version changed from 3.7 to 3.7.1

- % Done changed from 0 to 100

#3 - November 25, 2015 18:49 - Thomas Lange

Thanks, it is much better now. However queued tracks are still not shown after these steps:

1. Start Audacious
2. Queue some tracks
3. Open the queue manager

When the playlist is focused, the tracks get displayed. But after step 3 the focus is on the queue manager. Can you reproduce this?

#4 - November 26, 2015 05:21 - John Lindgren

Should be fixed now.