

Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Support #891

Volume resets after stop/start (PulseAudio network sink)

June 06, 2019 19:03 - Tupper .

Status:	Closed	Start date:	June 06, 2019
Priority:	Minor	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Affects version:	3.10		
Description Observed on 3.10 on Ubuntu 18.04.2. Repro: <ol style="list-style-type: none">1. Start a track. Track can either be a local file or a remote stream/file.2. Adjust the volume (ex: to 50%)3. Stop the track with the Stop button.4. Start the same track, or another track, by double-clicking the track. Expected: The newly selected track starts, retaining the previously set volume. Actual: The newly selected track starts, but the volume resets to 100%.			

History

#1 - June 07, 2019 10:05 - Michael Schwendt

Which audio output plugin do you use? (menu File > Settings > Audio > Output Settings)

#2 - June 07, 2019 17:23 - Tupper .

Michael Schwendt wrote:

Which audio output plugin do you use? (menu File > Settings > Audio > Output Settings)

PulseAudio.

So normally, my setup involves sending audio over the network to another PC via a Pulse network sink. However, that PC recently exploded (rest in piece, 9900k) and while I'm waiting on a replacement, I'm using the PC that's running Audacious as my main machine. The bug doesn't occur when Pulse isn't dumping into a network sink.

#3 - June 07, 2019 21:12 - Michael Schwendt

The bug doesn't occur when Pulse isn't dumping into a network sink.

Well, it is PulseAudio server that remembers stream/device volume levels and restores them on a per user/per application basis. Audacious doesn't need to save and restore the volume levels.

#4 - August 15, 2019 04:28 - John Lindgren

- *Subject changed from Volume resets when you stop a track and start a new one to Volume resets after stop/start (PulseAudio network sink)*
- *Tracker changed from Bug to Support*

#5 - August 22, 2019 17:19 - John Lindgren

- *Status changed from New to Closed*

This issue should be raised with the PulseAudio developers.