

Audacious - Bug #950

Segfault when rewinding song with enabled SoX Resampler plugin

April 05, 2020 10:20 - Thomas Lange

Status:	Closed	Start date:	April 05, 2020
Priority:	Minor	Due date:	
Assignee:		% Done:	0%
Category:	plugins/sox resampler	Estimated time:	0.00 hour
Target version:	4.0.1		
Affects version:	4.0		

Description

When rewinding songs a segfault occurs if:

- the SoX Resampler plugin is enabled
- the configured sample rate is higher than the actual sample rate of the audio file

Example: Configure the SoX plugin to use 48000 Hz and play audio files with 44100 Hz.

Versions:

- Audacious 4.0
- SoX 14.4.2

Originally this has been reported here:

<https://redmine.audacious-media-player.org/boards/1/topics/2497>

History

#1 - April 05, 2020 10:30 - Thomas Lange

The crash does not happen if the Sample Rate Converter plugin (configured for the same sample rate) is used together with the SoX Resampler plugin. Is this required or can we avoid the segfault differently?

#2 - April 05, 2020 15:02 - Ariadne Conill

Can you provide a stack trace?

#3 - April 05, 2020 16:07 - Ariadne Conill

The problem has to do with calling `soxr_process()` in `flush`. This causes SoX to free its buffers. Rewinding isn't necessary, any flush will cause it. Workaround seems to be to just not do that.

#4 - April 05, 2020 16:25 - Ariadne Conill

- Target version set to 4.0.1
- Status changed from New to Closed

Fix will be in 4.0.1.