

PST:EE Public Bugs - Bug #34717

Soundtracks with different sample rates should always be played back at normal speed

01/04/2018 12:19 PM - Daniel Rehr

Status: Submitted	Start date: 01/04/2018
Classification: Public Item	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
Found In Version: 3.1.4.0	

Description

1. Unpack the attached archive "smolder.zip" into [game install folder]/music/smol
2. Start the game and set slider of Options > Sound > Music to maximum value
3. Load the attached save "000000012-Music Test"
4. Listen to the music of the Smoldering Corpse Bar
5. Select the Nameless One, attack Morte, and immediately cancel the attack action
6. Wait until combat music stops and the Smoldering Corpse Bar music starts playing again
7. Listen to the music

Observed

The Bar music is played back at doubled speed.

Expected

The Bar music should be played back at normal speed.

Notes

This effect happens when the sample rates of the soundtracks are different. Sample rate of combat music is 44.1 kHz, sample rate of attached soundtrack is 22.05 kHz. Encoding type (Ogg Vorbis or ACM) doesn't seem to matter.

Internal report: #34914

History

#1 - 01/14/2018 06:20 AM - Anders Svensson

- Description updated
- Status changed from New to Submitted
- Found In Version changed from 3.1.3.0 to 3.1.4.0

Files

smolder.zip	1.1 MB	01/04/2018	Daniel Rehr
000000012-Music Test.zip	134 KB	01/04/2018	Daniel Rehr