

## Doomsday Engine - Bug #2384

### [FluidSynth] Music volume setting has no effect

2019-12-27 21:10 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2019-12-27
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.2.1		
<b>Description</b>			
When FluidSynth was playing music on its own (not via Doomsday's SFX backend), the music volume level was not being set at all.			
This scenario occurs for example when FMOD is not available.			

#### Associated revisions

##### Revision f769ca6b - 2019-12-27 21:13 - skyjake

FluidSynth: Changed how music volume is applied

IssueID #2384

##### Revision bb5f9089 - 2019-12-27 21:20 - skyjake

FluidSynth: Changed how music volume is applied

IssueID #2384

##### Revision a2525878 - 2020-01-05 13:08 - skyjake

Fixed|FluidSynth|Audio: Excessive lag on music volume setting

Apply changes to music volume immediately if possible.

IssueID #2384

##### Revision aa14c21c - 2020-01-05 13:09 - skyjake

Fixed|FluidSynth|Audio: Excessive lag on music volume setting

Apply changes to music volume immediately if possible.

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#### History

##### #1 - 2019-12-31 11:12 - skyjake

One more detail to note: because FluidSynth uses a buffer to store generated samples, changes in the gain setting become effective only after a short (second or two) delay. This may make the music setting seem unresponsive at first. A better approach would be to only resort to changing the gain if the music isn't being streamed manually to the SFX backend (in which case one can apply immediate changes to the channel volume).

##### #2 - 2020-01-05 17:12 - skyjake

Latency issue addressed by [a2525878](#).

##### #3 - 2020-02-01 17:05 - skyjake

- Status changed from Resolved to Closed