Doomsday Engine - Bug #405

Pitch changes do not work, can't change frequencies

2007-01-30 22:55 - phoenix9000

Status:	Closed		**Start date:**	2007-01-30
Priority:	High		**% Done:**	100%
Assignee:				
Category:				
Target version:	1.9.0-beta5			

Description

Random pitch variations do not work when using the DS8 built in driver. I tried this using Ultimate Doom. The sample rate selector and 16-bit toggle do not seem to work in the Control Pannel inside JDoom either. Changing the audio driver in the Snowberry interface to DS6 (Compatibility) re-enables the pitch variations and the aforementioned sound controls work again. The only downside to this is the sounds "pop" frequently at any sample rate and bit depth playing them back using DS6. This was most obvious using the stopmusic command and idling or revving the chainsaw. Changing Direct Sound Acceleration using Dxdiag had no effect on popping behavior using the DS6 driver in Snowberry. System information:

Operating system: Windows XP Professional
Sound hardware and driver: Realtek AC-97 Audio Version 5.10.0000.6200, WHQL, 11/23/2006
Fresh install of Doomsday 1.9.0-beta5

Labels: Sound (DS8)

History

#1 - 2007-05-28 06:16 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#2 - 2007-05-29 11:51 - danij

Logged In: YES
user_id=849456
Originator: NO

My system uses the same on-board sound chipset as mentioned in this report. I will investigate.