

Modular - Bug #190

DSP flickr

2009-07-12 02:58 pm - Nils Peters

Status:	Closed	Start date:	2009-07-12
Priority:	High	Due date:	
Assignee:	Trond Lossius	% Done:	0%
Category:		Estimated time:	6.00 hours
Target version:	0.5.1	Spent time:	0.70 hour
Branch:		OS:	
Description			
<p>Pascal wrote:</p> <p>does anyone know what the "DSP flicker" bug comes from ?</p> <p>i.e. :</p> <p>open a patch with a jmod.control turn audio on open a patch with a jmod.control (while leaving audio on) the audio goes crasy and turns on/off forever...?</p> <p>Trond replied:</p> <p>It has nothing to with Jamoma modular, dsp or multicore code as such, but is a problem caused by how the adstaus~ object is used in some moduls that under certain conditions cause conflicts that leads to audio bein turned on and off repeatedly.</p> <p>Please add a bug issue to the modular tracker and assign to Me, and I'll see how it can be solved.</p>			

History

#1 - 2009-07-16 11:44 am - Trond Lossius

- Target version set to 0.5

#2 - 2009-07-30 10:17 pm - Trond Lossius

- Estimated time set to 6.00

This bug is reproducible using only jmod.control as a module to turn on and of audio.

To test:

- 1) Open the below patch
- 2) Turn on audio,
- 3) Open one more instance while audio is running.

Repeat the above steps until the problem presents itself.

-----begin_max5_patcher-----

573.3ocyVFsjjaBBEF9Z8ovgqsofZR112gdauoSmNDf3xtH3HXaxtylm8pfZL

```
azMFmLY1aD4.x4+7wAN9puGXiZGSCB9dVuB77d02yyZp1fWSeOPFdGQf01oA
jr+o17DHZMjgsy3Lq3Z1gVyxxLtTvL1OA0XLGaHOxko+ofQLNWtDBW.CCPHa
SxRamus.F76iKjPz79UhSs9rRGeAgZ84VkHzHwYL6P+jUPwRb6Xt0vrOm47KP
ySkXAnyO0erl+hc3ZwTa8Me+5GgSDLarwGqXPFDonChisgcDz1D6HxZ3nPHd
.H.6bZK.dJSQWrkKLrhCKpzYkiGEFvNfDdNZvEoMIHfr8+PQKEriCIWvzLo
Aa3JYUxXfCvyhmYP0QR2n5bckWu9Ltf8j3n8JzEx3RNG1OLqDNtzTC2sBE19
RS+5laZRxownjyEJtLwjtmS+X35QC7MXYJ3Vt0OuaZRZtbY92zr5yxEMrWnX
xv.H5C.vR24wD3j1igmCfXvLDqInxYWsXQwVUF4zbSOayzkaD31kyQ1SDrCA
8tm8JCjHayJ3LJv8Ys91ewEcX4qjp0uPlt1Sks6rN7fVdoZeCvmnngq80nnK
V6af5bWp5Fxc6wXwzrPQdlQoE3TMO RBbqx6Qb6DABt78+4kkP01OcaPqJKHs
BtoDTvQ2QYZCWZEYU4r9j47HmRYx9mTx3zbUU4mtXdvThopHzDTTzcUQqflh
pOOGftePBMUMec+zZoHXXMEeeykNk.iKo4tyU04M++iuyTPp
-----end_max5_patcher-----
```

#3 - 2009-07-30 10:18 pm - Trond Lossius

Trond Lossius wrote:

This bug is reproducible using only jmod.control as a module to turn on and of audio.

To test:

- 1) Open the below patch*
- 2) Turn on audio,*
- 3) Open one more instance while audio is running.*

Repeat the above steps until the problem presents itself.

```
-----begin_max5_patcher-----
573.3ocyVFsjabBEF9Z8ovgqsofZR112gdauoSmNDf3xtH3HXaxtlym8pfZL
azMFmLY1aD4.x4+7wAN9puGXiZGSCB9dVuB77d02yyZp1fWSeOPFdGQf01oA
jr+o17DHZMjgsy3Lq3Z1gVyxxLtTvL1OA0XLGaHOxko+ofQLNWtDBW.CCPHa
SxRamus.F76iKjPz79UhSs9rRGeAgZ84VkHzHwYL6P+jUPwRb6Xt0vrOm47KP
ySkXAnyO0erl+hc3ZwTa8Me+5GgSDLarwGqXPFDonChisgcDz1D6HxZ3nPHd
.H.6bZK.dJSQWrkKLrhCKpzYkiGEFvNfDdNZvEoMIHfr8+PQKEriCIWvzLo
Aa3JYUxXfCvyhmYP0QR2n5bckWu9Ltf8j3n8JzEx3RNG1OLqDNtzTC2sBE19
RS+5laZRxownjyEJtLwjtmS+X35QC7MXYJ3Vt0OuaZRZtbY92zr5yxEMrWnX
xv.H5C.vR24wD3j1igmCfXvLDqInxYWsXQwVUF4zbSOayzkaD31kyQ1SDrCA
8tm8JCjHayJ3LJv8Ys91ewEcX4qjp0uPlt1Sks6rN7fVdoZeCvmnngq80nnK
V6af5bWp5Fxc6wXwzrPQdlQoE3TMO RBbqx6Qb6DABt78+4kkP01OcaPqJKHs
BtoDTvQ2QYZCWZEYU4r9j47HmRYx9mTx3zbUU4mtXdvThopHzDTTzcUQqflh
pOOGftePBMUMec+zZoHXXMEeeykNk.iKo4tyU04M++iuyTPp
-----end_max5_patcher-----
```

#4 - 2009-07-30 10:24 pm - Trond Lossius

Deleting the jmod.control module, the problem goes away. I did not manage to reproduce opening 50 instances of the below patch while audio was running:

```
-----begin_max5_patcher-----
```

515.3ocyVErbaBCD8L7UvnyDOR.1Ns+C8ZuzISFYzZGkAjXPho1IS72dfU.w
w1zhoNd5EVu6Jz6sOsrXu56QVo2BFRv2C9Ufm2q9ddXnl.ds9djb91zLtAWF
QA+Vu5YRnKkE1Zcg0RCruKrpJWpx.K9Jr1fEba5SR0IGKgTqCx4T5LZX.igl
j4ny2lQCd3iMRWYODmjBDyZdbGi0g4Zsxp34.l5mPofq3c4b6gcWA3vkXjaT
7LRONMurQ9BltgLMQey2u4Q3HEIUX8AkmuChGVChiwXNhhlXmhrjNnHDeFQf
1CZm.7btVLasLyBk6mUyyZfGTLHg8BR3oRCubSaCBle2OzhpL3ijEkfATVtU
pUGTSXMP0odlfpNP6lvTXpQ8x63Z4ShSsWv9KcblmJ12OoFNox1Htqyzb7Gs
9MlqZSxk0pUSUTbch18OG+mgKGrvWwUaHWyi9oMoloc3xzmzr3+kAMvKBd54
Efn+f.L288XBcTmwzSEfXxDHqIUW.WLYYwHKibbt0CMimtQjqWOW5tzLXevA
yYuvBIBMKnS3Btu51NbMjLo53+G.VNMw+rdYzUkoc3zc6SPTOTBvXkj7FgCV
Tb8ZX8q4loP.pCO3xkhBc8zvVNLv.iKhRrQPI5siRrOA24ozQR4WMmVLVJcC
O4FAkhtoGb2OBfs7efQ0Nu4+Nntsr9F
-----end_max5_patcher-----

#5 - 2009-08-09 01:22 pm - Pascal Baltazar

- *Priority changed from Normal to High*

do we take a decision on this one ?

removing soft fades ?

postponing to 0.5.1 (not very good...)

could there be a solution for a newly opened jmod.control module to know another one is already present, and then act accordingly... (e.g. bypassing this swithcing thing...) ???

any ideas ?

I think we should do something about this before the release, it can be very frightening...

#6 - 2009-08-09 04:15 pm - Trond Lossius

Hi,

I haven't gotten around to keep working on it yet. I'll first see if I can get it working in a such a way that smooth fade in/out can be preserved.

#7 - 2009-08-09 04:31 pm - Pascal Baltazar

- *Status changed from New to Closed*

this bug is gone with jmod.control... so long, and thanks for all the fish !

#8 - 2009-08-09 04:36 pm - Trond Lossius

- *Status changed from Closed to Assigned*

I am afraid not. We have the same issue in jmod.input~ and jcom.output~...

#9 - 2009-08-09 11:39 pm - Pascal Baltazar

- *Target version changed from 0.5 to 0.5.1*

I don't see any problem any more

the reason is because the problematic part of the patch isn't connected anymore..

we can re-introduce it later, for 0.5.1, for instance...

#10 - 2009-10-25 09:52 pm - Trond Lossius

- Status changed from Assigned to Closed

Duplicates #193. Fixed in rev ed532a84 on master branch.