

Packages - Bug #1855

Pulseaudio seems to be a bad combination for games

2018-06-24 05:26 PM - ani

Status: not-a-bug	% Done: 0%
Priority: bug	
Assignee:	
Category:	
Description Many games that I now launch is either mute or has low volume. The volume lowers itself when I launch Wesnoth for instance and having Rhythmbox playing music in the background causes that music to automatically lower in volume by ~80% during the time that Wesnoth stays opened. Doing a "pkill -9 wesnoth" immediately restores the volume level again. I run JACK with a Pulseaudio bridge via Cadence.	

History

#1 - 2018-06-24 05:49 PM - bill-auger

- Status changed from open to info needed

i tried all of the programs you mentioned on IRC today - bombermanclone and teeworld both work perfectly for me with sound - the kobo program appears and has sound but segfaults - i opened an issue for that one

i also tried wesnoth and a new game puzzlemoppet and those also had sound and no problems

at the time, i had both JACK and pulseaudio running bridged to JACK just as you described - i do not have any of the problems you mentioned today

this issue is too vague as it is - there is not enough information here to consider this a definite bug

when was the last time you pacman -Syu ?

have you tried these games while running from a parabola LiveISO ?

have you tried turning JACK and/or pulseaudio **OFF** ? - you probably do not needed either of those for games

```
$ pulseaudio --kill
```

#2 - 2018-06-24 05:53 PM - bill-auger

- Description updated

#3 - 2018-06-24 06:08 PM - ani

The last time I ran "pacman -Syu" was yesterday.

I uninstalled pulseaudio and logged out + logged in. I started Rhythmbox and put a song on, sounds fine. I then started Wesnoth and yet again - no sound in Wesnoth.

I have not tried rebooting the computer with a LiveISO. I do not have one.

#4 - 2018-06-24 06:10 PM - ani

I am not sure what's going on here. I just now opened the XFCE audio mixer and checked what volume level Wesnoth was at - it was 30%. I raised it to near 100% and now I can hear the sounds in the game. Either way, I need to check with the other games as well now.

#5 - 2018-06-24 06:11 PM - ani

BomberClone is at near 100% and emits no audio.

#6 - 2018-06-24 06:11 PM - ani

Freecol emits audio, seems fine.

#7 - 2018-06-24 06:12 PM - ani

Kobodeluxe seems to emit audio but crashes after two or three seconds after running it.

#8 - 2018-06-24 06:13 PM - ani

Naev emits audio. All of these games by the way do not freeze as I now exit them from within the game itself.

#9 - 2018-06-24 06:14 PM - ani

Teeworlds emits audio now too. The game does not lock up by exiting it from within.

#10 - 2018-06-24 06:50 PM - bill-auger

awesome so .. ? no problem ?

#11 - 2018-06-25 08:32 PM - bill-auger

- *Status changed from info needed to not-a-bug*

- *Subject changed from JACK + Cadence + Pulseaudio seems to be a bad combination for games to Pulseaudio seems to be a bad combination for games*