

AOZ Studio Beta - Bug #858

Play Audio sometimes playing the wrong audio in the internal player

10/30/2021 12:33 PM - Paul Kitching

Status:	Resolved	Start date:	10/30/2021
Priority:	Normal	Due date:	
Assignee:	Baptiste Bideaux	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B10) u16		

Description

If I use the same audio number to play a different piece of audio using F2 for the internal player, I often get the previous sound playing, and sometimes over the top of the next one.

```
#splashScreen:False
tunes=3
tunenum=1
dim tune$(3)
tune$(1)="One.mp3"
tune$(2)="Two.mp3"
tune$(3)="Three.mp3"
load asset "tunes\"+tune$(tunenum), 50
print str$(tunenum), "tunes\"+tune$(tunenum)
play audio 50:audio loop on 50:volume audio 50,90
do
  if timer>4
    add tunenum,1,1 to tunes
    print tunenum
    stop audio 50
    audio loop off 50
    load asset "tunes\"+tune$(tunenum), 50
    print str$(tunenum), "tunes\"+tune$(tunenum)
    play audio 50
    audio loop on 50
    volume audio 50,90
    timer=0
  end if
  wait vbl
loop
```

When I test this with short samples I usually get a repeated sample, and doing the same in a game using longer tuners I often get the previous tune playing again but it plays the next one at the same time.

This seems to work correctly in a browser.

History

#1 - 10/30/2021 12:56 PM - Paul Kitching

I think it's doing it in a browser sometimes, too. I haven't had it with the example above using my test mp3s (it was in a game I'm finishing off), but once that's fixed it should fix it when played in a browser. It looks like the player is more likely to do it.

#2 - 10/30/2021 04:55 PM - Paul Kitching

I tried using a different asset number for each tune, but when I tried
tunenum=1
play audio 49+tunenum
I get an error saying the message identifier isn't found and audio_not_loaded

#3 - 10/30/2021 05:20 PM - Paul Kitching

I've found a workaround.

If you put a wait 0.5 after a load asset so it waits before playing it, it will then work.

#4 - 11/06/2021 11:51 AM - Baptiste Bideaux

- Status changed from New to Resolved

- Assignee changed from Francois Lionet to Baptiste Bideaux

The Load Asset command detects if a file already uses the reference given as an argument and does not perform the second loading.

By Example:

Load Asset "asset1.png", 50 // Loading the asset1.png file and stores it under the reference 50.

...

Load Asset "asset2.png", 50 // The load will not collapse because the reference 50 is used by another image.

...

If you want to update an asset already loaded, you should to delete the previous asset :

Load Asset "asset1.png", 50 // Loading the asset1.png file and stores it under the reference 50.

...

Del Asset "image", 50 // Delete of the images bank the asset referenced 50.

Load Asset "asset2.png", 50 // Loading the asset2.png file and stores it under the reference 50.

...