Audacity

Miroslav Matějů

Můj úkol

- Řešení chyb a nedodělků především v souvislosti s OS X,

  - například vodorovné skrolování pomocí myši/trackpadu

    - pravděpodobně zde bude nutné zasahovat do knihovny wxWidgets

Upřesnění návodu

na kompilaci Audacity pod Mac OS X 10.6
s výchozí instalací Xcode

Re: Building on OSX 10.6 Snow Leopard

[EDIT] [✖] [V] [QUOTE]   Melebius

by **Melebius** » 12 May 2012, 08:31

Posts: 1
Joined: 12 Ma

Hi, thanks for the instructions, especially to *plivesey*. It worked for me after I made a few changes. They were necessary because I do not have 10.4 SDK installed on my computer – and it is not included by default when installing Xcode from Snow Leopard Install DVD.
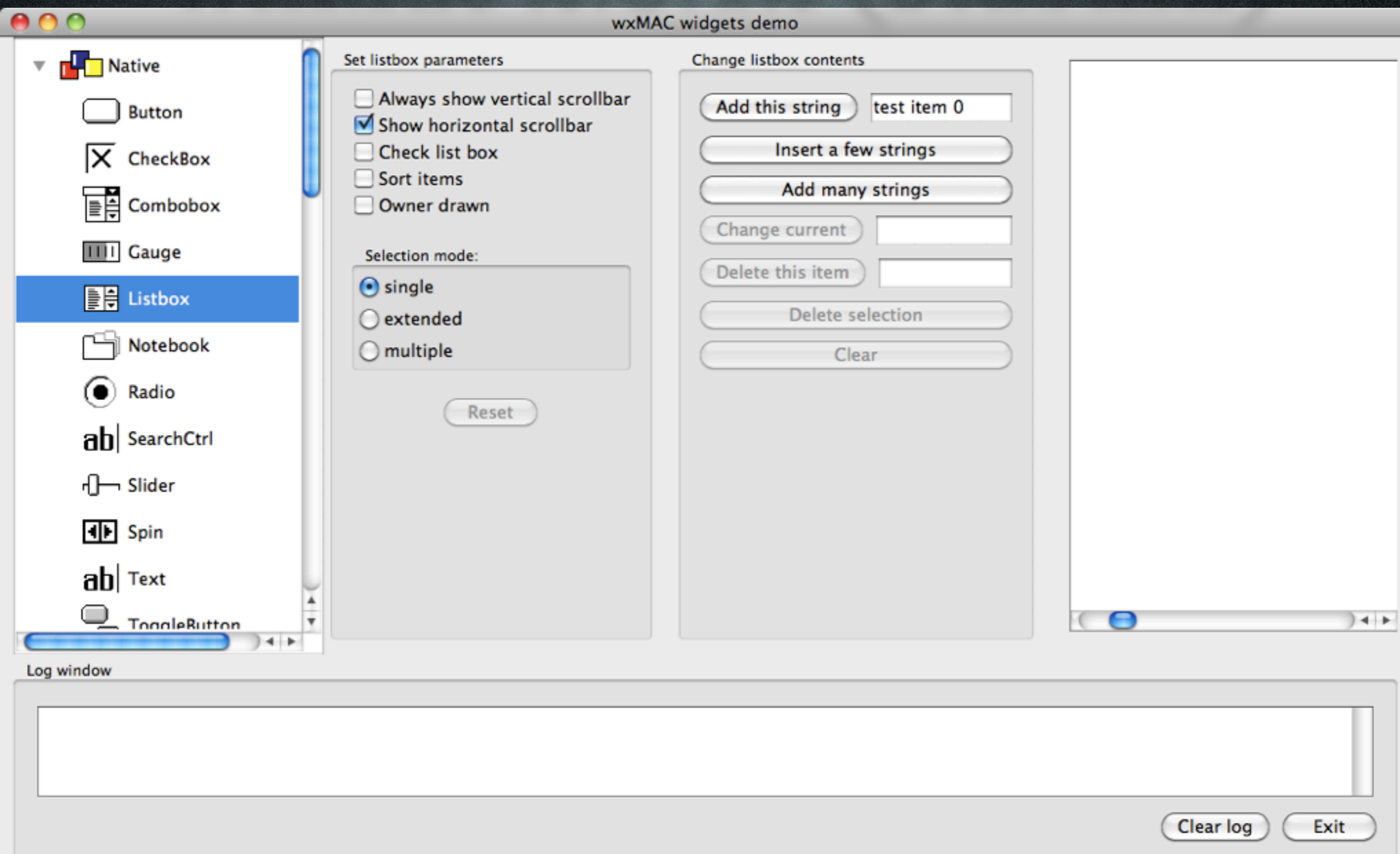
In the *buildwx.sh* script I had to change the CONF_LINE like this:

CODE: SELECT ALL

```
CONF_LINE="../configure CC=gcc-4.0 CXX=g++-4.0 LD=g++-4.0 --prefix=${PREFIX} \
           --with-macosx-sdk=/Developer/SDKs/MacOSX10.5.sdk \
           --with-macosx-version-min=10.5 --disable-compat26 \
           --with-expat=builtin --with-zlib=builtin --with-regex=builtin \
           --enable-universal_binary=yes --enable-unicode=yes"
```
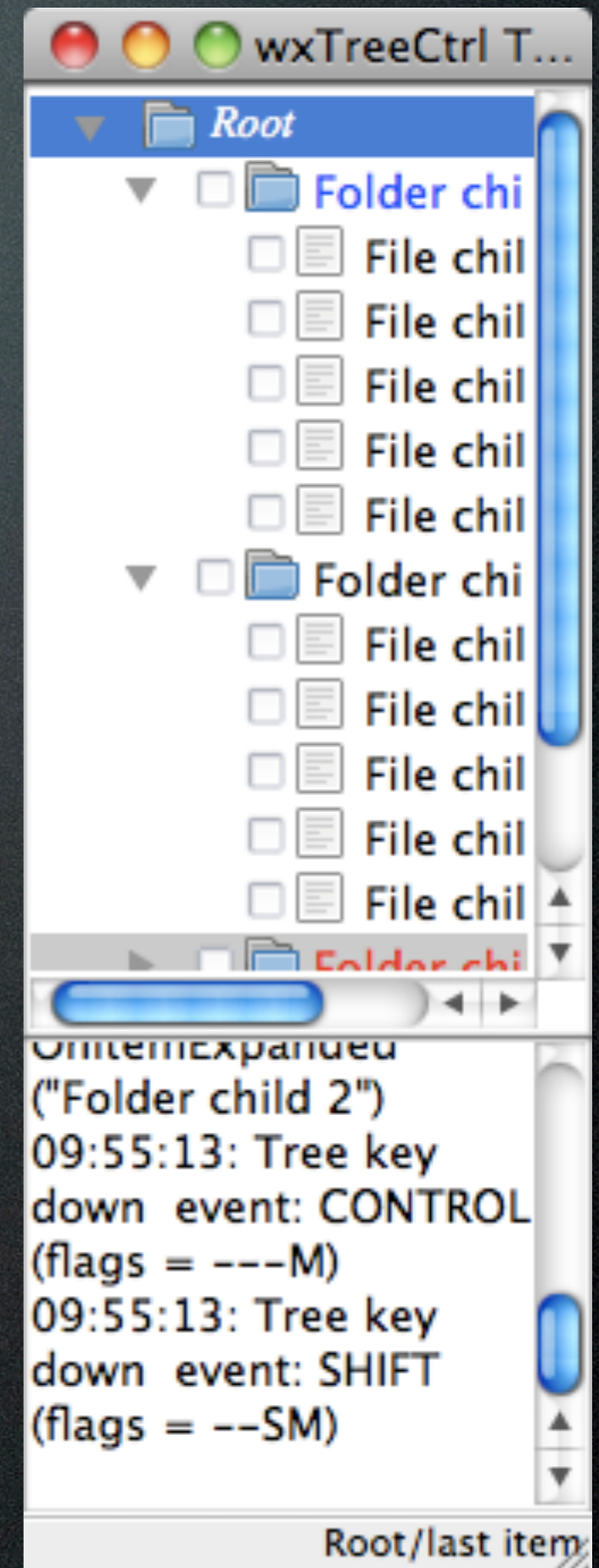
Before building Audacity using Xcode (I was not able to build it using *make*), open the *Audacity.xcodeproj*, use *Get Info* on the whole project and in the *Project "Audacity" Info* dialog, set Base SDK to *Mac OS X 10.5* on the *Build* page.

wxMac 2.8.12 (stabilní)

wxWidgets 2.9.3 (vývojová)

- Lze spouštět jen některé vzorky (samples)

- Vodorovné i všesměrové posouvání trackpadem vyzkoušeno na vzorku **wxTreeCtrl**

Řešení chyb

Zbývající čas nahrávání

16 bitů

24 bitů

32 bitů (float)

Řešení?

```
#define SAMPLE_SIZE_DISK(SampleFormat)
((SampleFormat == int24Sample) ? \
3 : SAMPLE_SIZE(SampleFormat) )

recTime /= SAMPLE_SIZE_DISK(gAudioIO->
GetCaptureFormat());
// note size on disk (=3 for 24-bit) not in
memory (=4 for 24-bit)
```
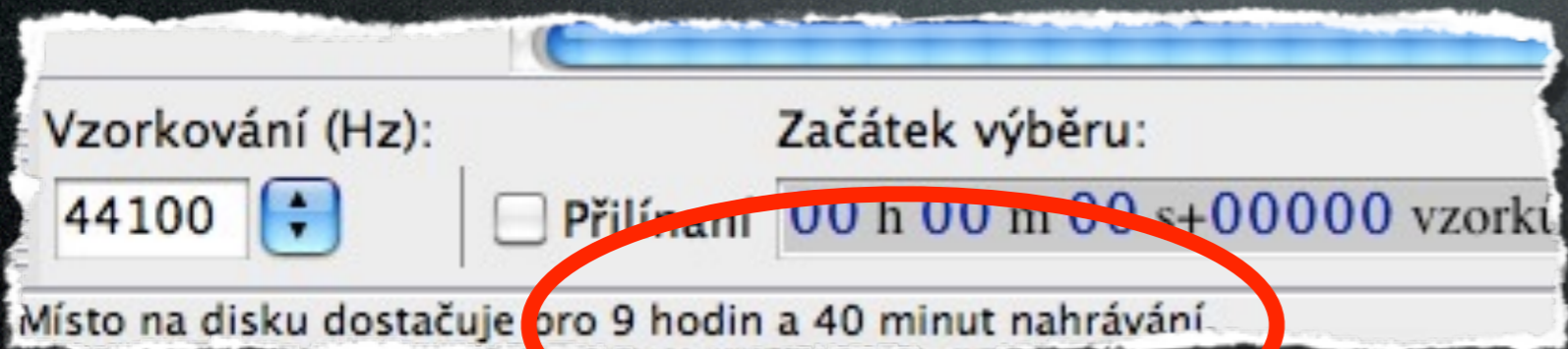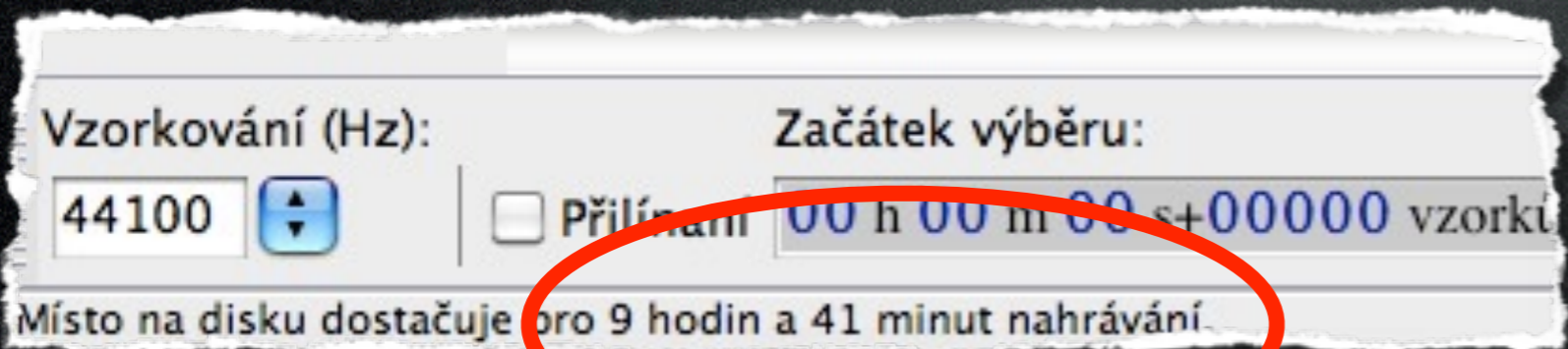
Řešení?

```
#define SAMPLE_SIZE_DISK(SampleFormat)
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GetCaptureFormat());
// note size on disk (=3 for 24-bit) not in
memory (=4 for 24-bit)
```

Nikoli...

```
if (captureFormat == int24Sample)
    captureFormat = floatSample;
```

Patchfile

```
Index: src/AudioIO.cpp
===================================================================
--- src/AudioIO.cpp(revision 11739)
+++ src/AudioIO.cpp(working copy)
@@ -955,6 +955,7 @@
// Special case: Our 24-bit sample format is different from PortAudio's
// 3-byte packed format. So just make PortAudio return float samples,
// since we need float values anyway to apply the gain.
+    mSaveFormat = captureFormat;
if (captureFormat == int24Sample)
captureFormat = floatSample;

Index: src/AudioIO.h
===================================================================
--- src/AudioIO.h   (revision 11739)
+++ src/AudioIO.h   (working copy)
@@ -286,6 +286,15 @@
double GetStreamTime();

sampleFormat GetCaptureFormat() { return mCaptureFormat; }
+
+    /** \brief The format of samples used for saving to disk
+        *
+        * For recording 24-bit samples, there are 32-bit float
```

Zdroje

- http://audacity.sourceforge.net/

- http://bugzilla.audacityteam.org/

- logo Audacity: http://blog.bm-valence.fr/index.php/2011/09/numeriser-ses-vinyles-et-cassettes-audio-avec-audacity/audacity/

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