



Audacity

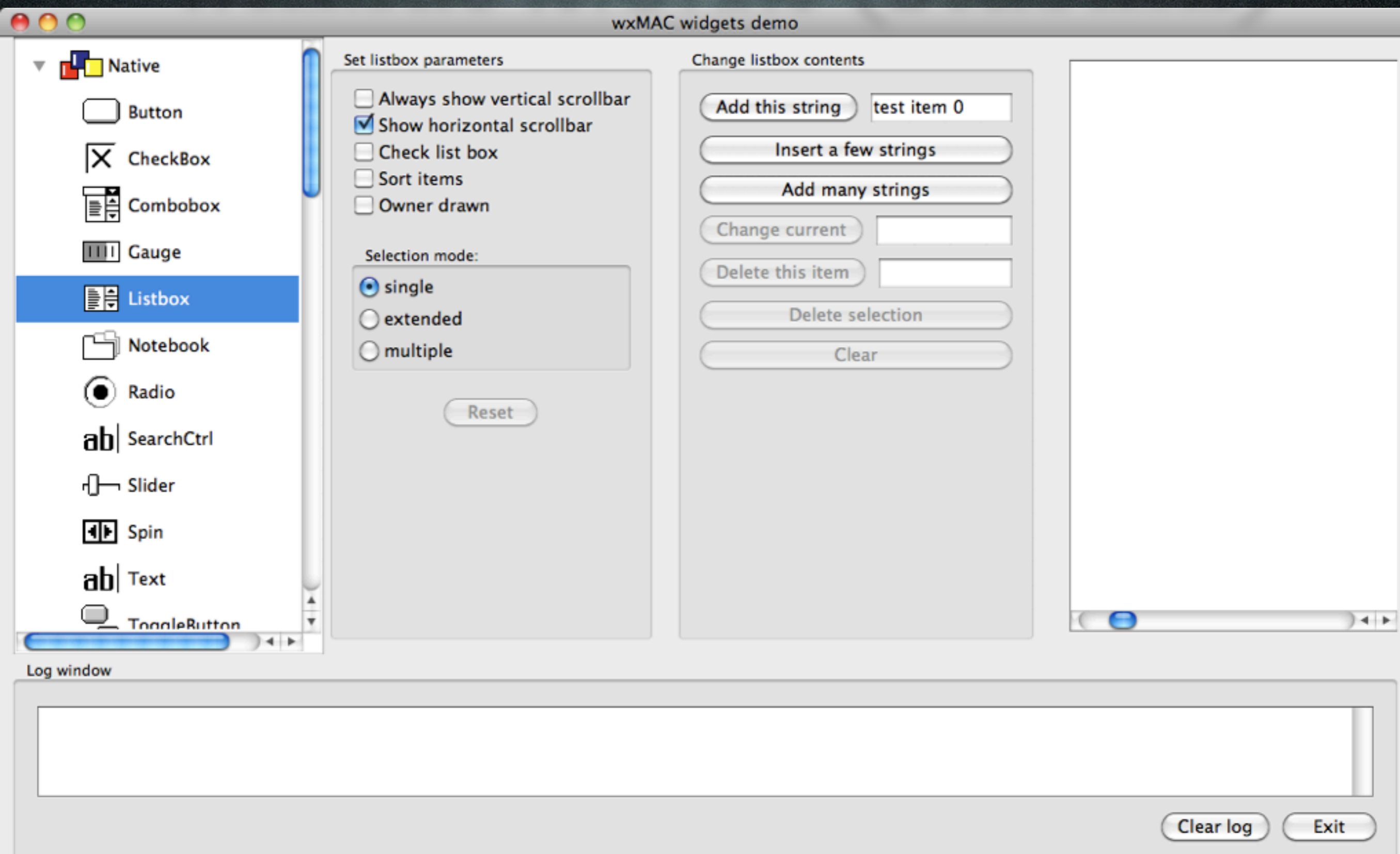
Audacity

Miroslav Matějů

Můj úkol

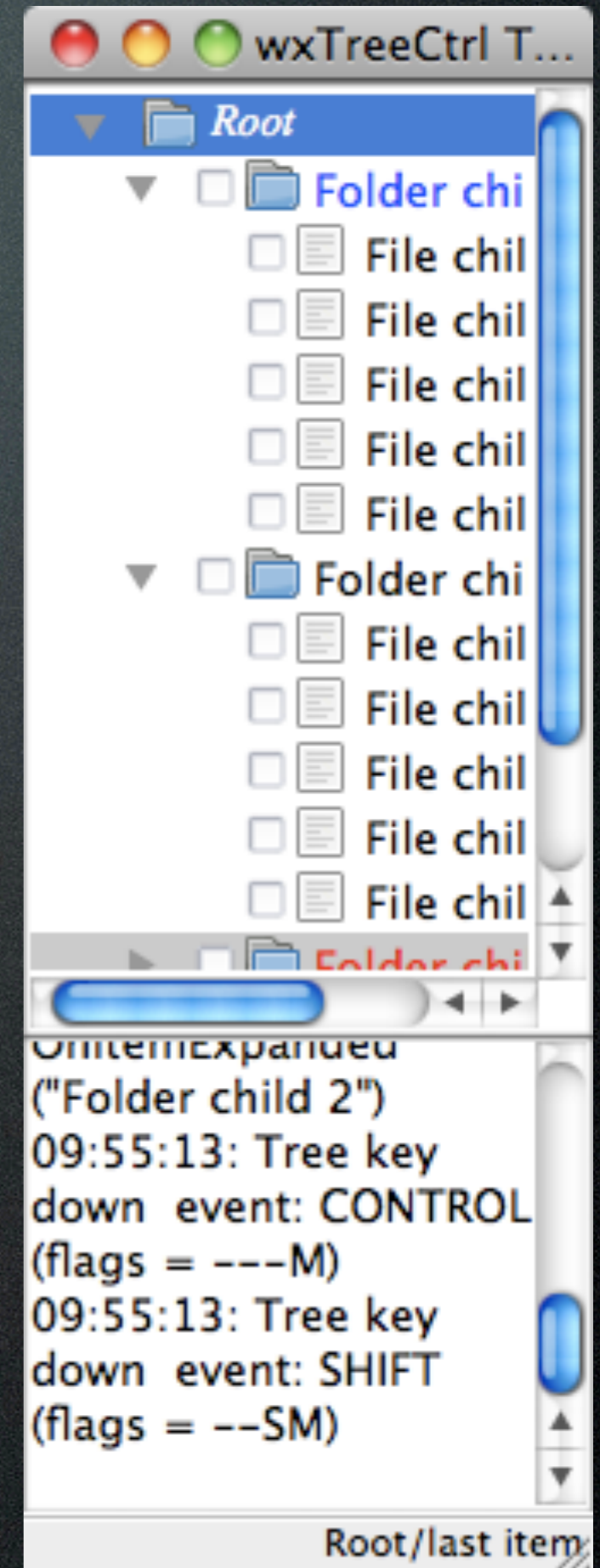
- Řešení chyb a nedodělků především v souvislosti s OS X,
 - například vodorovné skrolování pomocí myši/trackpadu
 - pravděpodobně zde bude nutné zasahovat do knihovny wxWidgets

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



... Introduction ...

... Keywords ...

Audacity Bugzilla

- [New Audacity Bug](#)
- [New Audacity Patch](#)
- [Using Audacity Bugzilla](#)
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Bug 50 - Calculation of "disk space remains for recording (time)" incorrect when recording in 24 bit quality

Status: NEW

Reported: 2010-01-28 12:46 EST by James Crook

Product: Audacity

Modified: 2012-03-25 09:46 EDT ([History](#))

Component: Application Core

CC List: 1 user ([show](#))

Version: 1.3.11

Platform: All All

See Also:

Steps To Reproduce:

Importance: P3 Repeatable

Release Note: GROUP:Playback and Recording

Assigned Default Assignee

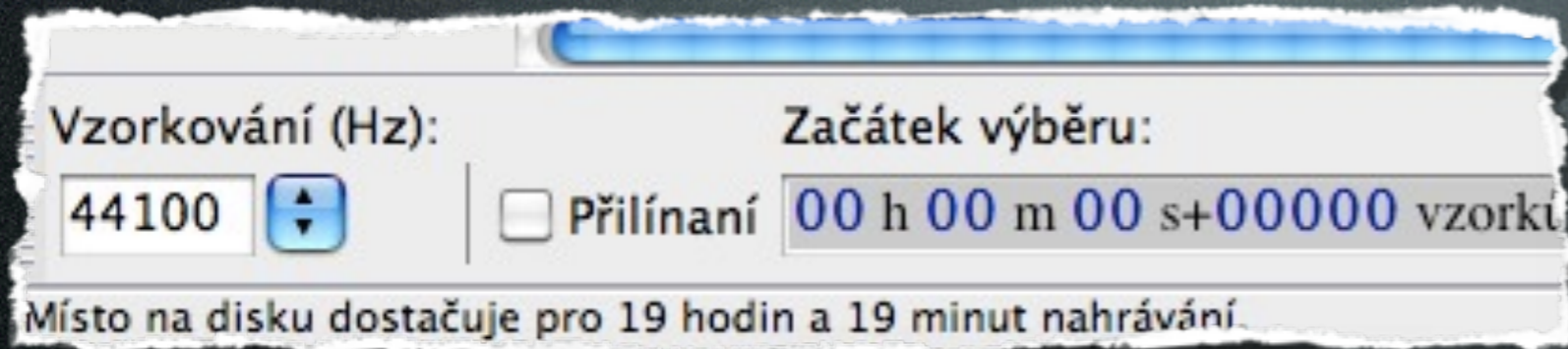
To: for New Bugs

* Calculation of "disk space remains for recording (time)" incorrect when recording in 24 bit quality.

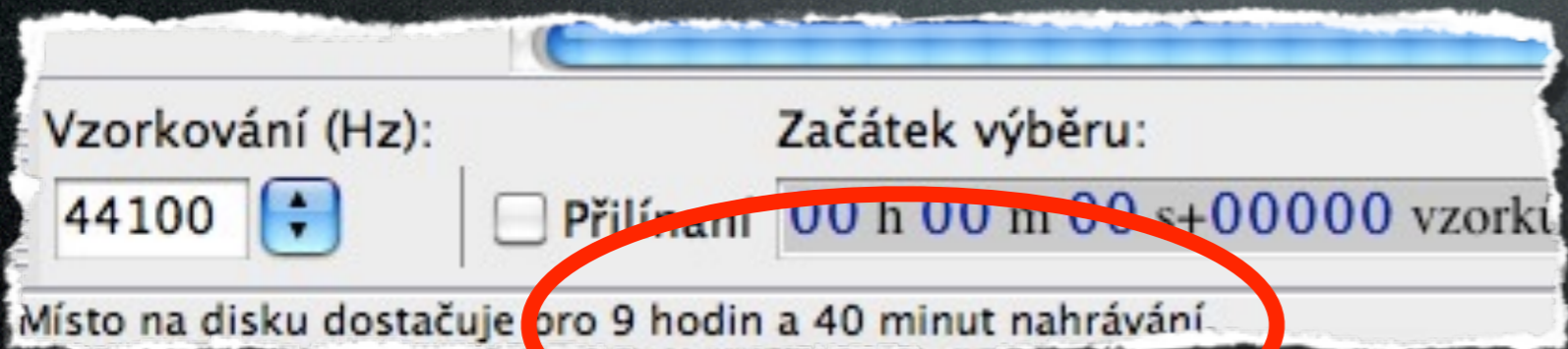
URL:

Keywords: Cherry

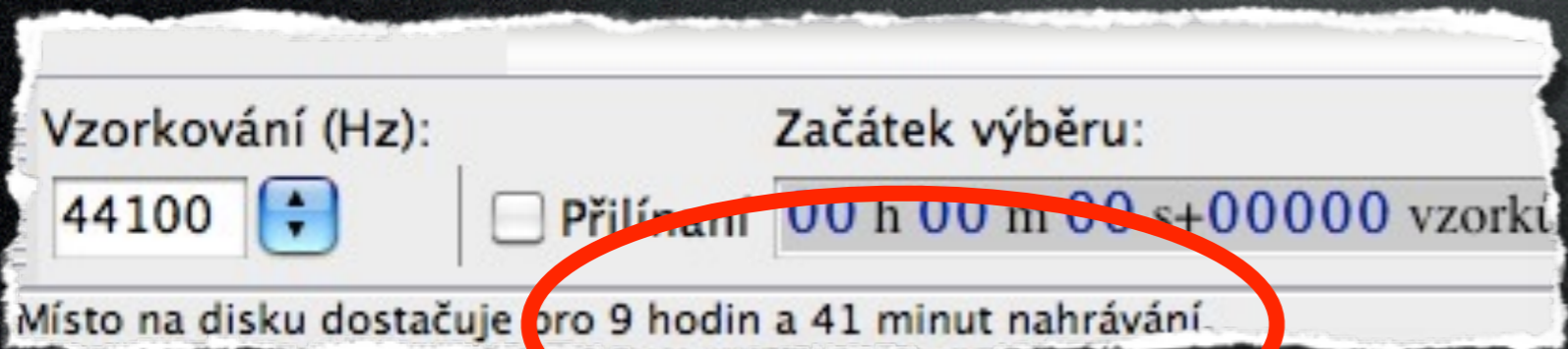
Zbývající čas nahrávání



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)
((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)
```

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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