

# Sonic Visualiser - Bug #1638

## The unexpected exit of the SV

2016-03-02 03:32 PM - Luwei Yang

<b>Status:</b> Closed	<b>Start date:</b> 2016-03-02
<b>Priority:</b> High	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b>	
<p>I am using some transforms, pyin:note or pyin:smoothedpitchtrack in the pYin plugin.</p> <p>When I input an audio, get spectrogram, and some pyin:note transforms (with different parameters), I experienced many times of unexpected exit of the SV. Some times I imported a new layer to show the notes (in the format [start time:end time:pitch]).</p> <p>OS: Mac OS El Capitan version 10.11.3.</p> <p>Hope get it fixed.</p> <p>Best regards, Luwei</p>	

### History

#### #1 - 2016-03-02 03:38 PM - Chris Cannam

Hi Luwei -- is this something that happens only when the pYIN plugin is being used?

(If the little progress bar for a plugin was still visible at the left edge of the SV window, up to the time when SV crashed, then the plugin is still in use -- this may mean that the plugin itself crashed, bringing SV down with it.)

#### #2 - 2016-03-09 09:39 AM - Caroline Ardrey

Hi,

I also have this problem. When using the MELODIA plugin, this happens almost every time, and certainly every time using the salience function. I use SV on two Windows machines - on my laptop SV runs in compatibility mode, with settings for XP, otherwise I get a "C++ Runtime Error" message. Looking at the above, perhaps it is the plugin itself, as I the progress bar at the bottom remains visible for a long period of time, and I can look at the visualisations produced by the plugin right up until the point where the progress bar appears to be complete, and then it crashes. Any help or advice would be much appreciated.

Thanks!

Caroline

#### #3 - 2016-04-21 02:37 PM - Luwei Yang

Chris Cannam wrote:

*Hi Luwei -- is this something that happens only when the pYIN plugin is being used?*

*(If the little progress bar for a plugin was still visible at the left edge of the SV window, up to the time when SV crashed, then the plugin is still in use -- this may mean that the plugin itself crashed, bringing SV down with it.)*

Hi Chris,

The little progress bar is visible until the SV crashed. Yeah, I think that's the plugin' problem.

**#4 - 2016-11-30 02:26 PM - Chris Cannam**

Note that from SV 3.0 (not yet released!) the plugins will by default be run in a separate process, so it should no longer be possible for them to crash SV.

Of course a crashing plugin will still be unlikely to produce any useful output!

**#5 - 2018-07-17 01:56 PM - Chris Cannam**

- *Status changed from New to Closed*