

Sonic Visualiser - Bug #1844

crash on attempting to play audio at a "low" sampling rate

2018-10-09 10:51 AM - Chris Cannam

Status:	New	Start date:	2018-10-09
Priority:	Normal	Due date:	
Assignee:	Chris Cannam	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<ul style="list-style-type: none">- Load an audio file sampled at 128Hz- Hit Play			
SV crashes with an uncaught exception:			
<pre>Resampler::process: libsamplerate error: SRC ratio outside [1/256, 256] range. terminate called after throwing an instance of 'breakfastquay::Resampler::Exception'</pre>			
With a rate this low, it's not unreasonable to refuse or fail to play - but it should do so explicitly and not just crash.			