

DragonFlyBSD - Bug #2067

sound/pcm: "play interrupt timeout, channel dead"

05/07/2011 10:54 PM - matthiasr

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Driver	Estimated time:	0.00 hour
Target version:	4.0.x		

Description

this fixes a "pcm0:virtual:0:dsp0.2: play interrupt timeout, channel dead" error and sound breaking off after a few seconds of playback I encountered on my Thinkpad X40. It was discussed on freebsd-current in 2004[1] but that code is no longer present in FreeBSD while we still have it.

The patch[2] removes a line fixing a channel timeout to 1 tick instead of the value calculated immediately beforehand, thus restoring the calculation.

[1] <http://lists.freebsd.org/pipermail/freebsd-current/2004-September/036805.html>

[2] <http://gitweb.dragonflybsd.org/~matthiasr/dragonfly.git/commitdiff/4d3f6d0ed343546cbd7c8cfeaf0cce3f449122b6>

History

#1 - 05/13/2011 07:27 AM - matthiasr

Interestingly, this problem is gone for me on master even with the forced timeout.

#2 - 11/20/2014 09:48 AM - cnb

- Description updated
- Category set to Driver
- Target version set to 3.8.0

This error has reappeared in 3.8

#3 - 11/20/2014 10:55 AM - dillon

- Assignee deleted (0)

There are multiple problems here not the least of which being that a timeout of 1 tick is too low anyway, because it can wind up happening 1ns later (the next tick interrupt). So the minimum is 2 and the calculation also needs to average-up fractional results. I will commit a fix which calculates it properly.

-Matt

#4 - 11/20/2014 11:03 AM - dillon

I've committed 29ca9567 to master and cherry-pick'd it over to the 4.0 release. Please test.

-Matt

#5 - 11/20/2014 04:28 PM - cnb

I just upgraded to 4.0 release, the error is still present.

pcm0:virtual:1:dsp0.3: play interrupt timeout, channel dead

Bests

#6 - 11/21/2014 05:57 AM - cnb

- Target version changed from 3.8.0 to 4.0.x