

## Emulator - Emulator Issues #5106

### Crackling audio from wiimote speaker with LLE

01/02/2012 11:05 AM - giaga7

<b>Status:</b>	Won't fix	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Operating system:</b>	N/A	<b>Relates to performance:</b>	No
<b>Issue type:</b>	Bug	<b>Easy:</b>	No
<b>Milestone:</b>		<b>Relates to maintainability:</b>	No
<b>Regression:</b>	No	<b>Regression start:</b>	
<b>Relates to usability:</b>	No	<b>Fixed in:</b>	

#### Description

1) Game Name and ID:

I tried wii party (SUPP01) , super mario galaxy 1 (RMGP01) & 2 (SB4P01), wii sports (RSPP01)...

2) What is the expected output? What do you see instead?

The sound from wiimote should be clean and understandable, instead it's annoying, dirty and with a strange (metallic) background sound

3) Did the game ever work correctly (i.e. not have this problem) on an earlier version of dolphin? Please specify the exact revision when the problem began.

No... for me at least, audio ihas never been good!

5) What version of dolphin are you using (32bit/64bit along with the version as it appears in the title bar, etc)?

On what operating system, drivers, and hardware? Be sure to list OS, graphics driver information, and video card model if you are having graphics problems, for example.

I'm using dolphin 3.0-305 x64 dirty by Lectrode, but I've tried with dolphin 3.0-307 x64 by mamario.

I'm on Windows 7 64 bit, i5 2500k, nvidia gtx 570 with 290.53 drivers, 8gb of RAM

6) Please provide any additional information below.

I'm using a original wiimote along with another not original one... The speaker's sound is horrible, even with speaker volume at min.

I'm using LLE DSP recompiler with Xaudio2 audio backend and 48000 Hz.

Enabled only audio DTK and audio throttle.

I'm very happy that speaker is working, but it's really unusable!:(

#### History

#1 - 01/02/2012 05:57 PM - William79371

Same here!

#2 - 01/02/2012 11:46 PM - bdr9

For me, it's horrible with both HLE and LLE.

#3 - 01/03/2012 08:52 AM - giaga7

For me HLE doesn't work!! if I set Hle instead oh LLE speaker doesn't work! Actually there's an issue about this <http://code.google.com/p/dolphin-emu/issues/detail?id=4210&q=speaker>

Anyway I noticed a lag when there are too many sounds coming from speaker... and sound is so crackling and annoying that sometime I've to deactivate it!!

**#4 - 01/05/2012 10:47 AM - skidau**

- *Status changed from New to Won't fix*

This is not fixable because the timing in Windows is not granular enough.

**#5 - 01/05/2012 03:33 PM - giaga7**

And so, speaker's sounds will never be fine?, but the issue occur in windows only or in mac and linux too? sorry for the dumb question... I started this year programming and I just want to learn as much as I can!