

## Emulator - Emulator Issues #9235

### Audio Sample rate is wrong

01/08/2016 06:10 AM - phire

<b>Status:</b> Fixed	<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> Yes
<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>
<b>Description</b>	
According to Extrems, the GameCube is configured to a sample rate of (54000000 / 1124) Hz	
This is a slight difference from the 48000 Hz we currently have (48042.7Hz)	

#### History

##### #1 - 08/08/2017 09:30 AM - JMC4789

- Status changed from New to Accepted
- Easy changed from No to Yes

##### #2 - 05/23/2018 11:35 PM - JMC4789

- Status changed from Accepted to Fixed

We've made it as accurate as we can without a bigger rewrite. The issues caused by the difference are now fixed.