Godot Documentation (Audio):

<u>File location for AudioStream.cpp:</u>

Godot-master\scene\audio

<u>Language of file:</u>

C++

<u>How to print errors:</u>

ERR_FAIL_COND_MSG(condition, message);

<u>Current Idea:</u>

-Create error condition for the audio_stream_player when db (decibel) value is assigned to NaN

Possible addition:
-Set value to 0 when NaN is detected

Solution Documentation:

File edited:

- Godot-master\scene\audio\audio_stream_player.cpp

Research:

- The AudioStream script contains the general functionality for creating an audio stream.
- An audio stream, when called (through play() function call) plays a set audio on specified audio buses.
- The volume of the audio can be modified through setting the decibel level through the set_volume_db() function.

- The bug occurs when the volume_db (volume in decibel) is set to NaN (undefined value)

Initial Solution:

- Create 2 checks: 1 within the play() function and another within the set_volume_db() function.

- The set_volume_db() check will see if a script tries to set the volume_db to NaN and will set the value instead to 0 and output a warning
- The play() check will see if the player tries to play a volume with a volume_db value of NaN and will trigger an error.