

## Godot Documentation (Audio):

### File location for AudioStream.cpp:

Godot-master\scene\audio

### Language of file:

C++

### How to print errors:

ERR\_FAIL\_COND\_MSG(condition, message);

### How to print warnings:

WARN\_PRINT(message);

### Current Idea:

-Create an 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 by setting the decibel level through the set\_volume\_db() function.
- The bug occurs when the volume\_db (volume in decibels) 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.

#### Issue with Compilation:

- Nan (undefined value) does not exist within C++
- Needed to change the conditional to check if it does not go beneath -6 since that is the minimum value for a decibel value.