

## Tvheadend - Bug #5351

### Re-Recording issue: Weak stream

2018-11-26 16:17 - Mark Nowiasz

<b>Status:</b>	New	<b>Start date:</b>	2018-11-26
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Affected Versions:</b>	
<b>Found in version:</b>	4.2.7.		
<b>Description</b>			
Hi,			
Occasionally I'm having some stream issues (DVB-C), which isn't the problem here. I've recorded one film with 60 data errors, tvheadend automatically rerecorded the movie, which was quite acceptable (only 4 data errors). So far so good, but TVHeadend insisted that the superior recording (the one with 4 instead of 60 errors) had a "Weak stream" and was considered a "Failed Recording". Thankfully the recording in question hasn't been automatically deleted :-/			
But this is odd behaviour - I mean, why would TVHeadend prefer the worse recording to the good one?			

### History

#### #1 - 2018-12-31 17:17 - Joe User

I have seen this also.  
From the source code:

```
static int
dvr_entry_rerecord(dvr_entry_t *de)
{
    uint32_t rerecord;
    epg_broadcast_t *e, *ev;
    dvr_entry_t *de2;
    char buf[512];
    int64_t fsize1, fsize2;
    time_t pre;
    uint32_t warm;
    htmsg_t *conf;

    if (dvr_in_init || de->de_dont_rerecord)
        return 0;
    rerecord = dvr_entry_get_rerecord_errors(de);
    if (rerecord == 0)
        return 0;
    if ((de2 = de->de_parent) != NULL) {
        if (de->de_sched_state == DVR_COMPLETED &&
            de->de_errors == 0 &&
            de->de_data_errors < de->de_parent->de_data_errors) {
            fsize1 = dvr_get_filesize(de, DVR_FILESIZE_TOTAL);
            fsize2 = dvr_get_filesize(de2, DVR_FILESIZE_TOTAL);
            if (fsize1 / 5 < fsize2 / 6) {
                goto not_so_good;
            } else {
                dvr_entry_cancel_delete(de2, 1);
            }
        } else if (de->de_sched_state == DVR_COMPLETED) {
            if (dvr_get_filesize(de, 0) < 0) {
delete_me:
                dvr_entry_cancel_delete(de, 0);
                dvr_entry_rerecord(de2);
                return 1;
            }
        }
    }
not_so_good:
    de->de_retention = DVR_RET_ONREMOVE;
    de->de_removal = DVR_RET_REM_1DAY;
    dvr_entry_change_parent_child(de->de_parent, NULL, NULL, 1);
}
```

```
dvr_entry_completed(de, SM_CODE_WEAK_STREAM);
return 0;
} else if (de->de_sched_state == DVR_MISSED_TIME) {
goto delete_me;
}
```

So it is not about errors, but file size.

```
if (fsize1 / 5 < fsize2 / 6) {
goto not_so_good;
```

where fsize1 is current and fsize2 is parent (old). So, basically the new file must be at least 20% larger than the previous recording.

Although I checked a few and this did not even seem correct because I had two recordings which were almost the same size. Could be an issue with calculating the file size???

### #2 - 2019-01-01 16:40 - Jaroslav Kysela

It seems like that the second '}' else if (de->de\_sched\_state == DVR\_COMPLETED) {' condition is reached for a reason, so the file size check is not executed. Perhaps, de\_errors are not zero ?

### #3 - 2019-01-06 13:12 - Joe User

I was thinking that, but I just checked a few "weak stream" recordings that showed up today and none of them had any "errors" just 200-400 "Data errors" (signal issues).

Original recording: size 787MB, 0 "Errors" and 318 "Data errors" and the "weak stream" recording has a size of 787MB, 0 "Errors" and 338 "Data errors".

Original recording: size 788MB, 0 "Errors" and 253 "Data errors" and the "weak stream" recording has a size of 787MB, 0 "Errors" and 335 "Data errors".

Original recording: size 789MB, 0 "Errors" and 108 "Data errors" and the "weak stream" recording has a size of 786MB, 0 "Errors" and 411 "Data errors".

In the recording profile I have it set to re-record if more than 100 errors.

I would like to remove the line:

```
de->de_removal = DVR_RET_REM_1DAY;
```

But due to issues I noted in other thread, I cannot upgrade to a current build. When I get that resolved, I will be able to add some more trace messages for debugging. But I will not have time for it in the near future.