

Tvheadend - Bug #857

SCT_ISAUDIO macro lack EAC3 Codec

2012-01-28 16:51 - Eric Valette

Status:	Invalid	Start date:	2012-01-28
Priority:	Normal	Due date:	
Assignee:	Andreas Smas	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	2.13	Affected Versions:	
Found in version:	git		
Description			
I fixed it long time ago on my ts enabled branch. Its still not fixed upstream...			

History

#1 - 2012-01-28 17:31 - Hein Rigolo

- Status changed from New to Need feedback

If you have fixed then please attach a patch or pull request for it.

#2 - 2012-01-28 17:41 - Eric Valette

The TS pull request has been there for month and includes the patch. If you are a developer, adding a or test to a macros should not be too hard for you.

If your brain is not up to speed here it is:

<https://github.com/EricV/tvheadend/commit/09014fe0a2896c45b8d4f1f3e26bf38eb120725e>

#3 - 2012-08-01 00:14 - Adam Sutton

- Status changed from Need feedback to Invalid

Eric,

if this has still not be solved, and isn't solved by John's latest work, please shout.

#4 - 2012-08-01 10:40 - Eric Valette

Adam Sutton wrote:

Eric,

if this has still not be solved, and isn't solved by John's latest work, please shout.

The way you proceed old bug request is ridiculous. Search for SCT_ISAUDIO and look at its definition and explain me because EAC3 is excluded from this list.

So no its not fixed.

#5 - 2012-08-01 10:49 - Adam Sutton

Eric,

I'm sorry you feel that way.

But you know the state of the project, Andreas hasn't work on it (properly) for over a year. As a result there are 100's of bug reports MOST (not all) of which are very out of date (some 2+ years old). At this stage we simply don't have the resources to individually review all issues to the level required to properly determine whether they're still relevant.

Therefore we're taking the simple approach, close the issues and ask people to feedback if things are still an issue. Most people seem to have no problem with this and are happy to share the load and help out.

Adam