

# Re: Sound problems

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*Source:* <http://linux.derkeiler.com/Mailing-Lists/Debian/2006-02/msg01938.html>

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- *From:* Jan Schledermann <[spamtrap@xxxxxxxxxxxxxxxxxxxxx](mailto:spamtrap@xxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Sat, 18 Feb 2006 00:22:25 +0100
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Rosina Bignall wrote:

Hi –

For some reason, the sound quit working. But after running alsoconf, it's somewhat working again. Events in KDE work, and some apps, but other apps don't, including some simple ones:

<snip>

Thanks,  
Rosina

You don't mention what kind of sound server you are using on your system. In KDE you should probably be using ALSA (with arts emulation). The problems you are mentioning could be caused by "the real" arts conflicting with ALSA.

Try the following in the control center:

- 1) Chose ALSA as the sound server instead of "auto" (if it is on auto).
- 2) Set the time-out on idling to a much lower value than the default, say 3 seconds. This will prevent the soundserver from being allocated for a longer period of time to only ONE app.

Best regards  
Jan

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\*\* Do not use the reply-to address. It'll end up in the trash can  
\*\* Mail me at: [janATschledermann.or"REMOVE\\_THIS"](mailto:janATschledermann.or)g

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