

Re: Real player doesn't work on F9 under KDE -- Solved

Source: <http://linux.derkeiler.com/Mailing-Lists/Fedora/2008-06/msg02527.html>

- *From:* "Patrick O'Callaghan" <pocallaghan@xxxxxxxx>
 - *Date:* Fri, 20 Jun 2008 11:11:18 -0430
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On Fri, 2008-06-20 at 00:05 -0430, Patrick O'Callaghan wrote:

On Fri, 2008-06-20 at 02:55 +0200, Bassel Safadi wrote:

On Fri, Jun 20, 2008 at 2:00 AM, Patrick O'Callaghan <pocallaghan@xxxxxxxx> wrote:
I don't have desktop effects (you mean Compiz etc. right?).
Anyway,
here's the full dope:

```
[poc@bree:S1] realplay  
http://news.bbc.co.uk/news/n5ctrl/summaries/world/bb/video/world\_bb.ram?ad=1&ct=50  
[1] 22691
```

```
[poc@bree:S1] Opening ALSA PCM device default  
Opening ALSA PCM device default  
The program 'realplay.bin' received an X Window System  
error.
```

This probably reflects a bug in the program.

The error was 'BadMatch (invalid parameter attributes)'.
(Details: serial 43 error_code 8 request_code 140
minor_code 13)
(Note to programmers: normally, X errors are reported
asynchronously;
that is, you will receive the error a while after
causing it.
To debug your program, run it with the --sync
command line
option to change this behavior. You can then get a
meaningful
backtrace from your debugger if you break on the
gdk_x_error() function.)

```
[1]+ Done realplay  
http://news.bbc.co.uk/news/n5ctrl/summaries/world/bb/video/world\_bb.ram?ad=1
```

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Ok,

first let's ensure that XVideo isn't used by any other program when this crash happens.

if that doesn't help and you can open real player, maybe from gnome, disabling XVideo well probably fix your problem, in realplayer go to Tools>Preferences>Hardware and then Disable XVideo.

OK, I was able to run realplayer with no arguments and change the preferences to turn off XVideo. The only sound options are Alsa and OSS, so I left it on Alsa. Now when I run a clip (same one as before) I get video but the sound is basically white noise. After a few seconds the sound settles into an irritating repetitive stutter and the whole realplayer UI freezes solid and has to be killed. Even after killing it the stutter continues until I kill the pulseaudio demon.

I just found this <http://www.pulseaudio.org/wiki/PerfectSetup> which has a lot of useful info. In particular, it says:

Real Player 10 cannot be used with either Esound (note) or PulseAudio at this time. However, you can either use Real Player 8, or use MPlayer with the RealPlayer codecs.

I had no success with the Mplayer codecs (I copied them to /usr/lib64/codecs), even running mplayer from the command line on a .ram file, so I tried the legacy RP8 player. It's only for i386 and the installer won't run because of missing libraries.

So in a moment of insanity I configured the realplay preferences to use OSS instead of Alsa, and lo and behold it worked! The only flaw is that the volume controls have no effect, even when running under pasuspender.

That was from the command line. From FF3 it still doesn't do anything (though my FF preferences say to use realplay for .ram) but at least I can run it in the standalone player. The Xine plugin claims to support .ram but it isn't working at the moment. Anyway that's another story.

poc

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