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Thread: [Java AudioSystem .wav Scratchy/Bad Quality](#)

TomTheBeast - January 22, 2018, 8:12 pm

Hey, I'm working on a sound system for a game I'm working on, and I'm using java's Audiosystem to load and play the sound files. The sounds are fine near max or loud volume, but if I lower it, to let's say, around -27 decibels, it's scratchy, bad, and distorted. Any clues on what I can do?

Code public void run()

```
{
    try {
        if (isSong)
            stream = AudioSystem.getAudioInputStream(new File(location));
        else
            stream = AudioSystem.getAudioInputStream(soundStream);
        info = new DataLine.Info(Clip.class, stream.getFormat());
        sound = (Clip) AudioSystem.getLine(info);
        sound.open(stream);
        volumeControl = (FloatControl) sound.getControl(FloatControl.Type.MASTER_GAIN);
        volumeControl.setValue(getDecibels(Configuration.volume));
        if (delay > 0) {
            Thread.sleep(delay);
        }
        sound.start();
        playing = true;
        while (sound.isRunning()) {
            Thread.sleep(250);
        }
        if (!isSong) {
            Thread.sleep(10000);
            playing = false;
            sound.close();
            stream.close();
            player.interrupt();
        }
    } catch (Exception e) {
        player.interrupt();
        e.printStackTrace();
    }
}
```

public static float getDecibels(int level)

```
{
    System.err.println("GetDecibels: Volume:" + level + ", lvl:" + (-35.0 + ((level * 4) / 10)));
    return (float) -35.0 + ((level * 4) / 10);
}
```

I'm also using the same thing to play MIDI files, and they play perfectly fine no matter the volume. It's only the .wav files that get distorted and scratchy.

I've tried changing the audio format, but defaultly, playing like this, Java is already playing it at its

maximum quality.

Psifour - January 28, 2018, 7:09 pm

Can you pm me a link for your wav? Specifically I want to know the length and how many bits it is. What device are you running your code on that is showing this issue or is it present on multiple devices? What version of the JDK/JRE are you using?

If you can get me that stuff I can take a look at your problem and try to get you sorted out. May take me a day or two to get back to you, but just send me a reminder by PM if I don't acknowledge your answer in a timely manner.

Folks - January 29, 2018, 9:31 am

Code try {

```
File yourFile = new File("a.wav");
AudioInputStream stream = AudioSystem.getAudioInputStream(yourFile);
AudioFormat format = stream.getFormat();
DataLine.Info info = new DataLine.Info(Clip.class, format);
Clip clip = (Clip) AudioSystem.getLine(info);
```

```
clip.open(stream);
```

```
FloatControl gainControl = (FloatControl) clip.getControl(FloatControl.Type.MASTER_GAIN);
gainControl.setValue(-10.0f);
```

```
clip.start();
```

```
}
```

```
catch (Exception e) {
```

```
    System.out.println("Error?");
```

```
}
```

This works for me and doesn't sound grainy. I'm almost sure this is what you have too but I can't see all your code. Is it possible it is your headphones causing the grain?