

Doomsday Engine - Bug #1807

[FMOD] Crash when starting a song

2014-05-19 19:39 - skyjake

Status:	Closed	Start date:	2014-05-19
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.14.4		
Description			
The FMOD audio plugin does not take a copy of a string that is being provided as a temporary (the sound font file name).			

Associated revisions

Revision f2a20735 - 2014-05-19 19:40 - skyjake

Fixed|FMOD: Crash when starting a song

One must take a copy of the provided sound font file name.

IssueID #1807

Revision 7de1b983 - 2014-05-20 00:22 - skyjake

Fixed|FMOD: Crash when starting a song

One must take a copy of the provided sound font file name.

IssueID #1807