

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