

Doomsday Engine - Bug #2076

FluidSynth uses deprecated GLib threading API (OS X)

2015-06-01 10:26 - skyjake

Status:	Closed	Start date:	2015-06-01
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	1.15		

Description

Even in the latest version of FluidSynth (1.1.6), they are using GLib threading functions that were deprecated in GLib 2.32. These must be removed since they will eventually stop working.

Currently only the OS X build uses the embedded version of FluidSynth, so Linux and Windows are not affected by this issue at the moment.

History

#1 - 2015-06-01 10:27 - skyjake

- Description updated

#2 - 2015-06-01 12:18 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 90 to 100