

Doomsday Engine - Bug #2100

[Windows] FMOD audio plugin missing from 2.0 installation

2015-07-13 03:02 - Harley51

Status: Closed	Start date: 2015-07-13
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Defect	
Target version:	
Description I have a Sony Vaio. Game starts up fine. When I go forward in Doom up the first stairs. It get part way up and says Doomsday.exe has stopped working.	
Related issues: Related to Feature #2101: Select audio plugin using Audio Settings dialog Closed 2015-07-15	

Associated revisions

Revision 5114451a - 2015-07-27 19:47 - skyjake

Fixed|CMake|Installer: Missing/excessive installed components

FMOD was not included in the packaged components.

The Assimp static libraries are not supposed to be installed as part of the SDK.

IssueID #2100

History

#1 - 2015-07-15 06:54 - Harley51

Open GL Version is 4.0

#2 - 2015-07-15 18:04 - skyjake

This looks like an audio issue, the crash seems to have occurred during the starting of a sound effect.

```
loadAudioDriver: Loading of "fmod" failed
Failed initializing audio driver "FMOD"
Audio configuration:
  Music: SDLMixer::Music
  SFX:   SDLMixer
```

I wonder why FMOD has failed to load?

#3 - 2015-07-15 18:09 - danij

Also, why hasn't the FMOD Ex sound playback driver been switched out and the 'dummy' one used instead, when the former failed to initialize correctly? (With the latter intended to avoid repeatedly checking whether playback is possible).

#4 - 2015-07-15 18:12 - skyjake

@Harley51: What happens if you try to use "-dsound" or "-openal" command line options when launching?

#5 - 2015-07-15 18:27 - skyjake

danij wrote:

Also, why hasn't the FMOD Ex sound playback driver been switched out and the 'dummy' one used instead, when the former failed to initialize correctly? (With the latter intended to avoid repeatedly checking whether playback is possible).

Probably the logic for choosing the fallbacks is inadequate. I don't recall the details but I believe there isn't much smartness in it.

I just checked the latest 2.0 Windows build. It appears the FMOD audio plugin is entirely missing from the installation, so that would explain the problem.

I think SDL_Mixer is known to be a bit unstable on Windows, so there's nothing particularly unexpected there.

#6 - 2015-07-15 18:28 - skyjake

- Tags set to Audio, Windows, Plugin, Installer

- Subject changed from *Doomsday.exe has stopped working* to *[Windows] FMOD audio plugin missing, SDL_mixer crashes when playing back a sound effect*

- Category set to Defect

- Assignee set to skyjake

- Target version set to 49

#7 - 2015-07-15 18:29 - skyjake

- Status changed from New to In Progress

#8 - 2015-07-15 19:07 - Harley51

- File *doomsday.out.txt* added

I just updated to build 1656 and now at the main menu screen for Doom you hit Esc and it crashes right away. Entered the commands -dsound: unknown identifier -openal says the same thing.

#9 - 2015-07-15 21:05 - danij

Harley51 wrote:

I just updated to build 1656 and now at the main menu screen for Doom you hit Esc and it crashes right away. Entered the commands -dsound: unknown identifier -openal says the same thing.

-dsound and -openal are command line options, so they need to be specified before starting Doomsday.

If you are using Snowberry then you can simply choose the associated audio driver at Settings > Sound > Sound driver: (DirectSound or OpenAL, in this case). If you are running Doomsday from the command line, you can specify -dsound or -openal there.

#10 - 2015-07-15 21:16 - skyjake

danij wrote:

If you are using Snowberry

I don't think Snowberry is being used (it is a 2.0 unstable build).

#11 - 2015-07-15 21:20 - skyjake

- Related to Feature #2101: *Select audio plugin using Audio Settings dialog* added

#12 - 2015-07-15 21:25 - Harley51

danij wrote:

Harley51 wrote:

I just updated to 2.0 build 1656 and now at the main menu screen for Doom you hit Esc and it crashes right away. Entered the commands -dsound: unknown identifier -openal says the same thing.

Is there someplace else the commands are suppose to be entered. I entered them in the lower left hand corner of the doomsday screen where it says enter commands and I get this message -dsound: unknown identifier -openal says the same thing.

#13 - 2015-07-15 21:39 - skyjake

Harley51 wrote:

Is there someplace else the commands are suppose to be entered.

If you are not comfortable with command line options, I recommend you use the 1.15 stable release until 2.0 is more refined and user-friendly so that it doesn't require you to use options.

Here is information about how to use command line options in Windows (from Mozilla web browser's documentation, but applies similarly to Doomsday 2): http://kb.mozillazine.org/Command_line_arguments#How_to_use_command_line_arguments

#14 - 2015-07-15 22:01 - Harley51

I ran the commands as suggested with the same crash results.

#15 - 2015-07-27 03:16 - Harley51

Any progress on this issue.

#16 - 2015-07-27 19:42 - skyjake

- Subject changed from [Windows] FMOD audio plugin missing, SDL_mixer crashes when playing back a sound effect to [Windows] FMOD audio plugin missing from 2.0 installation

#17 - 2015-07-27 19:42 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

#18 - 2015-07-27 19:49 - skyjake

- Status changed from Resolved to Closed

Thanks for the reminder. FMOD should now be installed in the next build, fixing the problem.

#19 - 2015-07-29 02:51 - Harley51

Thank you skyjake. That at this point has fixed this problem. This Sony Vaio is touchy on a lot of different software's.

#20 - 2017-02-25 12:02 - skyjake

- Target version deleted (49)

Files

doomsday.out.txt	12.2 KB	2015-07-13	Harley51
doomsday.out.txt	12.4 KB	2015-07-15	Harley51