

## Doomsday Engine - Bug #2221

### MIDI music keeps playing after exiting

2017-03-30 08:41 - aha2940

<b>Status:</b>	Closed	<b>Start date:</b>	2017-03-30
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.0 – Home UI & Packages		
<b>Description</b>			
Hi			
I am using doomsday 2.0 RC on Fedora 25, and I configured the music for MUS Lumps with Fluidsynth. The music plays, but when I exit the game and return to the menu, the last note of the music keeps playing on the menu, which is really annoying. This does not happen if I change the MIDI music to use SDL_mixer instead of FluidSynth.			
Thanks!			

#### Associated revisions

##### Revision dd57d809 - 2017-03-30 17:30 - skyjake

Fixed|Audio|FluidSynth: Stop all playing notes after finishing music playback

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##### Revision ec2c07f9 - 2017-03-30 17:37 - skyjake

Fixed|Audio|FluidSynth: Stop all playing notes after finishing music playback

IssueID #2221

#### History

##### #1 - 2017-03-30 08:57 - skyjake

- Tags set to linux, Music
- Category set to Defect
- Status changed from New to In Progress
- Assignee set to skyjake

##### #2 - 2017-03-30 17:09 - skyjake

- Target version set to 2.0 – Home UI & Packages

##### #3 - 2017-03-30 17:32 - skyjake

- Status changed from In Progress to Resolved
- % Done changed from 0 to 100

##### #4 - 2017-03-31 08:05 - aha2940

Just tried version 2.1 of doomsday, this bug seems squashed. Thanks!

##### #5 - 2017-03-31 11:36 - skyjake

- Status changed from Resolved to Closed