Doomsday Engine - Bug #2458

2.3.1 stable: changing audio backend while game is running hangs doomsday

2021-04-29 11:32 - thesourcehim

Status:	New	**Start date:**	2021-04-29
Priority:	Normal	**% Done:**	0%
Assignee:	skyjake		
Category:			
Target version:	2.3.x		

Description

If any game is running and I try to change audio backend, application becomes unresponsive when I press Apply.