

## Doomsday Engine - Bug #2458

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

2021-04-29 11:32 - thesourcehim

<b>Status:</b>	New	<b>Start date:</b>	2021-04-29
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	2.3.x		
<b>Description</b>			
If any game is running and I try to change audio backend, application becomes unresponsive when I press Apply.			