

Doomsday Engine - Bug #335

in \*nix MIDI hangs Doomsday

2006-08-08 09:48 - mrdarka

|  |             |             |            |
|--|-------------|-------------|------------|
| Status:  | Closed      | Start date: | 2006-08-08 |
| Priority:  | Normal      | % Done:     | 100%       |
| Assignee:  | daniij      |             |            |
| Category:  |             |             |            |
| Target version:  | 1.9.0-beta4 |             |            |
| <b>Description</b><br>When setting DENG_MIDI_CMD to either "timidity" or "aplaymidi -p 65:0" (my soundcard has internal MIDI support), if while on a level the current song loops, next time the song has to either change or stop (when the level changes, when quitting), doomsday hangs. I have to killall -s 9 both doomsday and timidity/aplaymidi, else music still plays. Doomsday.out seems clean.<br><br><b>Labels:</b> Music |             |             |            |

History

#1 - 2006-09-05 11:37 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES  
user\_id=508163

Same problem here. I'm using an Audigy 2 Soundcard on Ubuntu 6.06 Dapper Drake. I've installed the Ubuntu Dapper packages from Yagisan's site (deng 1.9.0-beta4). The problem doesn't occur when I'm either disabling the background music or using the OpenAL driver (-oal option), but then there's also no midi music output. Playing midis with KMid or any other player that supports it works flawlessly.

#2 - 2006-09-25 14:15 - yagisan

Logged In: YES  
user\_id=1248824

Not setting DENG\_MIDI\_CMD and allowing sdl\_mixer to control midi output does not cause this bug to occur. Downgrading priority - but it warrants further investigation.

#3 - 2006-09-25 14:42 - mrdarka

Logged In: YES  
user\_id=1042746

Re: Not setting DENG\_MIDI\_CMD and allowing sdl\_mixer to control midi output does not cause this bug to occur.

That isn't exactly true. If your sound card has a hardware sequencer (my Audigy2 does) and SDL\_mixer finds an option in timidity.cfg that it doesn't recognize, it attempts to use native midi:  
[http://www.libsdl.org/cgi/viewvc.cgi/trunk/SDL\\_mixer/native\\_midi\\_gpl/README?revision=1605&view=markup](http://www.libsdl.org/cgi/viewvc.cgi/trunk/SDL_mixer/native_midi_gpl/README?revision=1605&view=markup)  
Unfortunately that seems even more broken ;). It causes weird short hangs at the menu and sometimes even crashes in both doomsday and prboom.

#4 - 2006-09-25 15:25 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES  
user\_id=508163

I just wanted to say that mrdarka is right on this. Same problem here :).

**#5 - 2006-09-25 17:30 - yagisan**

Logged In: YES  
user\_id=1248824

I **do** have native MIDI (SB Live 5.1 Value), but did not reproduce that error. mrdarka's comments indicate sdl\_mixer may be broken. I'll look into duplicating this on my system with current svn within a few days.

**#6 - 2009-02-01 21:34 - danij**

According to Kurikai this problem is now fixed in current svn trunk.