Doomsday Engine - Bug #579

[OpenAL] No sound after startup (sometimes)

2008-12-18 15:54 - danij

Status:	Closed		**Start date:**	2008-12-18
Priority:	Low		**% Done:**	100%
Assignee:				
Category:				
Target version:	1.9.0-beta5			

Description

When both 16bit sound effects and 3D sound is enabled, sometimes there will be no sound at all after start up. Occasionally everything will work as expected but samples are played when they shouldn't (for example, in jHeretic, firing the Dragon Claw will produce the menu select sound as well as the correct sound).

Both problems can be rectified by going into the control panel and disabling then re-enabling both features.

Perhaps this is a Windows specific issue but I wouldn't expect it to be.

Labels: Sound (OpenAL)

History

#1 - 2012-03-02 12:32 - skyjake

Decreased priority because FMOD is now available.

#2 - 2012-06-29 00:43 - danij

This issue was addressed for the 1.9.7 release when a bug in the high level sound system config was fixed.