

Doomsday Engine - Bug #635

No Music

2009-03-02 16:58 - spacewreckage

Status: Closed	Start date: 2009-03-02
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description I get no music in any game with Beta 6. External music packs also seem to not work.	
Labels: Sound (OpenAL)	

History

#1 - 2009-03-02 21:31 - danij

The OpenAL audio plugin does not feature a music playback interface. Currently the only audio plugin which allows for music playback is dsWinMM but this is Windows-specific and conversely, does not feature a sfx playback interface.

The audio system is being reworked to allow multiple plugins to be used concurrently, allowing the user to pick which to use for playback of each type of audio (music/sfx/cd).

Right now, the only way to get both sfx and music is to use the default SDL_mixer plugin for audio playback.

Both of these issues are known about and have actually already been reported, so I'll close as duplicate.