

Doomsday Engine - Bug #673

Segfault when starting jdoom with music

2009-04-18 14:46 - kevinff

Status: Closed	Start date: 2009-04-18
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	

Description

With openhal i don't have any sound/music/mus but i don't think my card is compatible.
With directsound i have sound but no external mp3 or MUS.
With sdl i have sound, i can play MUS (midi), but external mp3/ogg make the loader segfault at start (i tried unloading all other addons, and tried different music packages with mp3/ogg, always segfaults):

Zip_Read: C:\JEUX\doom\addons\addons\jdmu-doom-classic-20080930.pk3:

'data\jdoom\music\01_Bobby_Prince_-_Intro.ogg' (288606 bytes, deflated)
Mus_GetExt: Opened Song intro (File "data\jdoom\music\01_Bobby_Prince_-_Intro.ogg" 288606l bytes)
Dir_ChDir: Succeeded: C:\Users\Kevin\Documents\Doomsday Frontend\runtime\
Segmentation Violation

Con_Shutdown: Shuting down the console...

Labels: Music

History

#1 - 2009-04-18 14:46 - kevinff

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/080e09ce/039c/attachment/doomsday.out.txt

#2 - 2009-05-03 20:58 - danij

Fixed in svn for 1.9.0-beta6.2