

Doomsday Engine - Bug #686

No music played

2009-05-08 08:39 - zoleg06

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|--|-------------------------------|
| Status: Closed | Start date: 2009-05-08 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: 1.9.0-beta6 | |
| Description 1.9.0 b6.2 No midi or external (ogg or mp3) music played with OpenAL and DSound driver; the same music (menu music) plays in the menu and in game if used SDL driver. Vista x64 SP2, 8Gb ram, working Creative SB X-Fi, midi and external works on previous builds (1.9.0 b5.1). | |
| Labels: Music | |

History

#1 - 2009-05-08 08:39 - zoleg06

doomsday.out for OpenAL, DSound and SDL

Attachments:

- http://sourceforge.net/p/deng/bugs/discuss/thread/385089b2/5e7e/attachment/doomsday_out.tar.bz2

#2 - 2009-05-11 13:33 - danij

Closing as duplicate.