

## Doomsday Engine - Bug #748

### Mus\_Start: Couldn't open dd-buffered-song for writing(...)

2009-08-14 08:15 - jonusc

<b>Status:</b> Closed	<b>Start date:</b> 2009-08-14
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b>	
Original thread - <a href="http://dengine.net/forums/viewtopic.php?f=7&amp;t=97">http://dengine.net/forums/viewtopic.php?f=7&amp;t=97</a>	
Using and enabling a music addon works for title screen music. Whenever a new game is started, a map warp is performed, or otherwise whenever a Music Track Change is triggered, the following error is presented in the Console/Log	
The message "Mus_Start: Couldn't open dd-buffered-song for writing. Permission denied"	
ALT+TAB'ing out of Doomsday, the file "dd-buffered-song" is in the /runtime/ folder which remains the MP3 of the title song despite the game being on E1M1 or Map01. This suggests that the dd-buffered-song is staying locked by Doomsday when initially created and not being released/unlocked, hence the Access Denied message (UAC and Folder Permissions were verified to be OK).	
<b>Labels:</b> Music	

#### History

#1 - 2009-08-11 21:37 - danij

Hopefully this issue is now fixed in 1.9.0-beta6.6 but if not please re-open this report and we will investigate further.