

Doomsday Engine - Bug #750

sdl_mixer + external sound files getting cut short

2009-08-30 09:31 - eunbolt

Status: Closed	Start date: 2009-08-30
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description while using Per Kristian's high quality sound effects pack. sounds get cut short. only one channel is used and using the "sound-info 1" coimmand the results end up like 04: blahblahblah (C000000/W00085) Has been confirmed under windows aswell Labels: Sound (Linux)	

History

#1 - 2010-04-25 00:41 - danij

I'm currently working on this issue and should have a fix ready shortly.