Doomsday Engine - Bug #894

MIDI Crashing Heretic Shadows of the Serpent Riders

2010-04-14 02:35 - filipetolhuizen

Status:	Closed	**Start date:**	2010-04-14
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

I noticed when I loaded my savegame on E6L3 it crashed when the music was about to play again for the 3rd time. It seems like using an older version of SDL_Mixer library (1.2.8) fixed this. I'm using the Win32 version of the latest beta build of Doomsday Engine running on Windows XP 32 bits. My soundcard is an Audigy 2 ZS

Labels: Music

History

#1 - 2010-04-18 01:02 - danij

This appears to be the same as this issue: http://sourceforge.net/tracker/?func=detail&aid=2984519&group_id=74815&atid=542099