

## Doomsday Engine - Bug #923

### freezing 6.9

2010-06-26 18:22 - stavstav2

<b>Status:</b> Closed	<b>Start date:</b> 2010-06-26
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> played thru doom2, game froze about 20-30 times at random points, it seems that the screen just freezes for 5 seconds or so however the game continues to go on in the engine and oftentimes you find yourself dead at the end of the freeze.  however it does not crash. after the freeze it does a whole bunch of things on screen super fast like its trying to catch up or something.  it did not happen at all in 6.5  im using abs pack, jdrp, and hi-res texture pack all current newest versions.  <b>Labels:</b> Gameplay	

#### History

##### #1 - 2010-09-28 17:56 - danij

This sounds very much like the known issue with SDL\_mixer locking the system when the music loops. Unfortunately there isn't much we can do about the problem.