

## Doomsday Engine - Bug #466

### MUS Music skips on loop

2007-08-06 19:43 - morbidmorre

<b>Status:</b> Closed	<b>Start date:</b> 2007-08-06
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> <ul style="list-style-type: none"><li>• When a MUS file reaches the end of the song and loops back to the beginning there is a slight pause. (as if it is reloaded into memory?) There should be a seamless loop.</li><li>• This works in Doomsday version 1.8.6, tried the same WAD on three different systems. It also skips with the original music in DOOM/DOOM2 IWAD. Don't know about Heretic/Hexen.</li><li>• vanilla doom - no addons.</li></ul>	
<b>Labels:</b> Music	

#### History

##### #1 - 2007-08-06 19:59 - morbidmorre

Logged In: YES  
user\_id=1861760  
Originator: YES

Sorry for my confusing report. The bug occurs in Doomsday 1.9.0-beta5.1 bot NOT in Doomsday 1.8.6

##### #2 - 2008-07-05 20:27 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

You are absolutely correct in that the pause is caused by the fact that every time the MIDI is played, it is (re)converted to MUS and then (re)loaded into memory.

We'll address this when we do the (much needed) audio overhaul.

##### #3 - 2009-01-04 16:51 - danij

Now that the conversion is handled within the engine and only occurs when the current song changes this should now be fixed in svn for 1.9.0-beta6.