

## Doomsday Engine - Bug #686

### No music played

2009-05-08 08:39 - zoleg06

<b>Status:</b> Closed	<b>Start date:</b> 2009-05-08
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> 1.9.0 b6.2 No midi or external (ogg or mp3) music played with OpenAL and DSound driver; the same music (menu music) plays in the menu and in game if used SDL driver. Vista x64 SP2, 8Gb ram, working Creative SB X-Fi, midi and external works on previous builds (1.9.0 b5.1).	
<b>Labels:</b> Music	

### History

#### #1 - 2009-05-08 08:39 - zoleg06

doomsday.out for OpenAL, DSound and SDL

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/385089b2/5e7e/attachment/doomsday\\_out.tar.bz2](http://sourceforge.net/p/deng/bugs/_discuss/thread/385089b2/5e7e/attachment/doomsday_out.tar.bz2)

#### #2 - 2009-05-11 13:33 - danij

Closing as duplicate.