

## Doomsday Engine - Bug #841

### Music Slows, Stalls, then Crash

2009-12-30 00:14 - tolwyn

<b>Status:</b> Closed	<b>Start date:</b> 2009-12-30
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> Playing a custom PWAD in development (see attached) and I had Doomsday crash to desktop. I have the error as well. I'm not sure what's going on, as the music just started to stutter, then hang, then WAVE sound hung (still played). Dani, I'll send the updated PWAD to you through the forum.	
<b>Labels:</b> Music	

#### History

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##### #1 - 2009-12-29 19:30 - tolwyn

Doomsday out File

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/29c1ad58/c747/attachment/doomsday.out](http://sourceforge.net/p/deng/bugs/_discuss/thread/29c1ad58/c747/attachment/doomsday.out)

##### #2 - 2009-12-30 00:14 - tolwyn

Windows Error (RTF Format)

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/29c1ad58/5372/attachment/doomsdayerror.zip](http://sourceforge.net/p/deng/bugs/_discuss/thread/29c1ad58/5372/attachment/doomsdayerror.zip)

##### #3 - 2009-12-30 00:15 - danij

By all means send the PWAD over for us to have a look at. However I don't think there is much we can do about this as it doesn't look to be a problem in Doomsday itself.

##### #4 - 2010-02-27 23:37 - skyjake

- **status:** pending --> closed

Closing this as obsolete. Might be related to the old memory zone bug.