Ryzom - Bug # 1496

Status:	Resolved	**Priority:**	Normal
Author:	simco	**Category:**	OS: GNU/Linux
Created:	09/28/2012	**Assignee:**	kervala
Updated:	09/29/2012	**Due date:**	
Subject:	Fall back to OpenAL default device		

Description

On my system (64-bits ArchLinux: Linux 3.5.3, Glibc 2.16, OpenAL 1.14, Alsalib 1.0.26), the NeL OpenAL driver can't find a proper output device. The game has no sound and crashes when unticking and ticking again "Enable sound".
Here is a patch that fixes the former issue —finding a proper output device— by making the NeL OpenAL driver fall back to a default device.

History

#1 - 09/28/2012 10:08 pm - simco

Just to make it clear, it also *indirectly* fixes the crash when re-enabling sound, which was caused by an assertion:

    2012/09/27 19:32:59 <Unknown> WRN f5351700 main_loop.cpp 847 : Creating sound manager...
    2012/09/27 19:32:59 <Unknown> AST f5351700 singleton.h 136 : "_instance() == NULL"

#2 - 09/28/2012 10:09 pm - kervala

Thanks a lot for your patch, I'll try it and commit this week-end :)

#3 - 09/29/2012 12:45 pm - kervala

- *Status changed from New to Validated*

- *Assignee set to kervala*

#4 - 09/29/2012 01:00 pm - kervala

- *Status changed from Validated to Resolved*

- *% Done changed from 90 to 100*

Applied in changeset commit:89347b2b591f.

Files

openal_fall_back_to_default_device.diff	828 Bytes	09/28/2012	simco