

Ryzom - Bug # 1326

Status:	Feedback	Priority:	Normal
Author:	rti	Category:	NeL: Sound
Created:	06/30/2011	Assignee:	
Updated:	04/12/2012	Due date:	
Subject:	"Looping" Sound Artefacts		
Description			
<p>Some weird sound artefacts appear with OpenAL (Soft and Apple's) on Mac OS X.</p> <p>It seems like small buffers tend to loop randomly. So some animal sounds are played for quite a while. Then stop. Does this problem appear on Linux as well? Could this be a problem with the OpenAL driver?</p>			

History

#1 - 07/03/2011 11:55 am - kervala

I never noticed this problem under Linux, could someone confirm ?

#2 - 09/21/2011 10:58 am - GelluleX

If I understand the issue correctly. Confirmed on OSX 10.7.1.

#3 - 02/03/2012 07:14 am - Sams

I've been getting this problem myself on ubuntu 11.10.

#4 - 04/12/2012 08:32 pm - kaetemi

- *Category changed from Client: General to NeL: Sound*

- *Status changed from New to Feedback*

Might be fixed in revision ff59b9136337.