The problem seems to be the switching_usage variable that is supposed to prevent music ending callback from starting a new track when music of the style is intentionally stopped. That's not only unnecessary, but actually breaks things. Callback does not get called at all when music is intentionally stopped. Thus the switching_usage is not cleared. Once stopping of menu music sets switching_usage, it remains until callback is called in the game, causing it to think that music should not continue.

This analysis might have been wrong, and the actual root cause being Bug #910605. The reason callback was not called was that it was not set at all for single "music_menu" track. It seems that together this removal of "switching_usage" variable and fix to Bug #910605 cause menu music not to stop when entering game if there's no in-game music to override it. I don't think we need to touch (revert) this before 2.6.3 any more, as lack of fix for Bug #910605 mitigates the problem. I'll open a new ticket about reverting this after 2.6.3.

#5 - 2020-12-29 09:13 AM - Marko Lindqvist
Marko Lindqvist wrote:

I'll open a new ticket about reverting this after 2.6.3.

-> Bug #910919

Files