

Freeciv - Bug #910919

Music not ending when it should

2020-12-29 09:13 AM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Client	Estimated time:	0.00 hour
Sprint/Milestone:	2.6.4		
Description			
We should revert Bug #905818 , as I commented there:			
"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."			

History

#1 - 2020-12-29 03:38 PM - Marko Lindqvist

- File *0032-Revert-hrm-905818-to-fix-stopping-music.patch* added
- Status changed from *In Progress* to *Resolved*

#2 - 2020-12-30 05:10 AM - Marko Lindqvist

- File *0015-Revert-hrm-905818-to-fix-stopping-music.patch* added
- Rebased to apply on top of current HEAD instead of top of Bug [#683570](#)

Getting these patches in in correct order will avoid the "very broken" version in between.

#3 - 2020-12-31 06:32 PM - Marko Lindqvist

- Status changed from *Resolved* to *Closed*
- Assignee set to *Marko Lindqvist*

Files

0032-Revert-hrm-905818-to-fix-stopping-music.patch	1.39 KB	2020-12-29	Marko Lindqvist
0015-Revert-hrm-905818-to-fix-stopping-music.patch	1.34 KB	2020-12-30	Marko Lindqvist