

Subject: : AmigaOS4

Topic: : OpenAL-soft for AmigaOS

Re: OpenAL-soft for AmigaOS

Author: : kas1e

Date: : 2020/10/20 17:29:18

URL:

@salas00

Maybe you can give some advice about: I use your latest version of openal, and in the game i have that piece of code :

```
OpenALAudioSystem::~~OpenALAudioSystem() {  
    // Free sound instances before deleting sound manager, else  
    // querying if sounds are streams when deleting instances will fail  
    FreeSoundInstances();  
  
    SafeDelete(m_SoundManager);  
  
    alcMakeContextCurrent(nullptr);  
    if (context) alcDestroyContext(context);  
    if (device) alcCloseDevice(device);  
    alutExit();  
}
```

Then on exit, I have :

AL lib: (EE) alc_cleanup: 1 device not closed.

And have a warning window with "parent process has tried to exit before all children have". Error process "alsoft-mixer".

And stack tracepoint out on "ALCplaybackAHI_mixerProc"

Maybe have some ideas about it? I am sure it can be / will be the game's code in end. Or maybe the issue is that "alut" is also used, and that one from the year 2009 on os4depot.

EDIT: what is interesting is that if I print how many times it opens, it says "1". But then if I comment on the whole "free resources" function, then it says about 2 devices not closed. Like, does not matter what, but 1 device always there and opened by openall itself

EDIT2: and compiling with the old version of openall (which was previously on os4depot) shows no crash. So

chances that something in the new port seems to be high.