

Bela - Bug #1385
When audio thread does not start, render gets called regardless
2015-08-25 12:51 PM - Giulio Moro

Status:	New	Start date:	2015-08-25
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>For instance if you are running BeagleRT into gdb, sometimes the real-time thread will not start.</p> <p>At that point you get something like:</p> <p>Error: unable to start real-time audio</p> <p>[Thread 0xb6ca5460 (LWP 2752) exited]</p> <p>[Switching to Thread 0xb6c9d460 (LWP 2753)]</p> <p>#Somewhere here the destructor for your global-scoped objects gets called</p> <p>Breakpoint 1, 0x00012d10 in render(BeagleRTContext*, void*) ()</p> <p>(gdb)</p>			