

## Bela - Bug #1385

### When audio thread does not start, render gets called regardless

2015-08-25 12:51 PM - Giulio Moro

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