

Bela - Bug #1521

Check wheter audio is running when calling BeagleRT_stopAudio()

2016-01-02 09:50 AM - Giulio Moro

Status:	New	Start date:	2016-01-02
Priority:	Normal	Due date:	
Assignee:	Giulio Moro	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
In such a way that it is safe to call BeagleRT_stopAudio() multiple times.			