Subject: Bass audio library issue?
Posted by cdoty on Sun, 27 Apr 2008 08:23:20 GMT
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While trying to add the Bass audio library to a program, I found a problem calling a function in the library. I'm using the Windows version of U++ (and Bass audio library). I'm using the included MinGW compiler.

I'm using Bass 2.4 from:
http://www.un4seen.com/

The call to Bass_Init() locks. I've tested it in either console or gui mode. I've built a standard console mode application under VC6, and it works fine.

I cannot find any documented cases of problems with MinGW and Bass.

File Attachments

1) ConsoleTest.zip, downloaded 452 times