

Wt - Bug #1174

problem with WSound loop on android and iOS

02/28/2012 01:17 PM - Pieter Libin

Status:	New	Start date:	02/28/2012
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
When using a WSound with a loop, such as used in the beep example in the widget gallery there are problems on android and iOS.			
Android: sound is only played once			
iOS: nothing is played			