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$ chmod +x update_mib.sh $./update_mib.sh // Copyright (c).NET Foundation and contributors. All rights reserved. // Licensed under the MIT license. See LICENSE file in the project root for full license information. using System.ComponentModel.DataAnnotations; using FluentValidation; namespace WebMarkupMin.Sample.Mvc.Models { public class Movie { [Range(0, int.MaxValue)] public int Id { get; set; } public string Name { get; set; } [Required] [DataType(DataType.Currency)] public decimal Price { get; set; } public DateTime ReleaseDate { get; set; } } }Q: SDL_Mixer callback I am trying to set up a basic game in C++ with SDL, it is mostly functional but has one small issue that I can't seem to solve. I am running SDL_Mixer_PlayMusic() in the constructor and SDL_Mixer_Load() in main. When I play the file (a wav) I get nothing in the game, or in the console. But when I play the file in the console, it works perfectly. What can I do? I am running Windows 7 64bit and using Visual Studio 2010 Ultimate. Thanks. This is my code: #include //Play music class Music public: Music(int loop); void playMusic(); private: int loop; }; Music::Music(int loop) this->loop = loop; } void Music::playMusic() Mix_OpenAudio(44100, Mix_Channels(2), Mix_LoadW 520fdb1ae7

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