﻿I'm sorry, but an uncaught exception occurred.

While running game code:

File "game/script.rpy", line 1225, in script

stop mucic

File "renpy/common/000statements.rpy", line 263, in execute\_stop\_music

renpy.music.stop(fadeout=eval(p["fadeout"]), channel=channel)

Exception: Audio channel u'mucic' is unknown.

-- Full Traceback ------------------------------------------------------------

Full traceback:

File "game/script.rpy", line 1225, in script

stop mucic

File "renpy/ast.py", line 1969, in execute

self.call("execute")

File "renpy/ast.py", line 1957, in call

return renpy.statements.call(method, parsed, \*args, \*\*kwargs)

File "renpy/statements.py", line 278, in call

return method(parsed, \*args, \*\*kwargs)

File "renpy/common/000statements.rpy", line 263, in execute\_stop\_music

renpy.music.stop(fadeout=eval(p["fadeout"]), channel=channel)

File "renpy/audio/music.py", line 282, in stop

c = get\_channel(channel)

File "renpy/audio/audio.py", line 864, in get\_channel

raise Exception("Audio channel %r is unknown." % name)

Exception: Audio channel u'mucic' is unknown.

Windows-10-10.0.19041

Ren'Py 7.4.4.1439

Prologue : Le Mémorial 1.0

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