

## Doomsday Engine - Bug #1029

### Switch sound origin

2012-04-19 08:14 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2012-04-19
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	2.0 – Home UI & Packages		
<b>Description</b> <a href="http://www.dengine.net/forums/viewtopic.php?f=9&amp;p=6818#p6818">http://www.dengine.net/forums/viewtopic.php?f=9&amp;p=6818#p6818</a> In Vanilla, the switch code specifies that a switch sound should play in the middle of the sector the switch is attached to. However, a bug in the code changed this behaviour. This bug made it so that switch sounds were played at the location player is, when the switch is pressed (i.e to make it clear that the switch sounds didn't follow the player around if he moves during the sound playing). Dday 1.9.7 fixed this 'bug' when the code was rewritten and restored the 'correct', but 'incorrect' behaviour, if you get what I mean. From a gameplay perspective; you don't always have the time to look at a switch to see if you've hit it (i.e. to look for the change in graphic; i.e. the light on the switch changing). There are occasions where you rely on the sound to know you've hit it (such as when you are dodging bad guys). <b>Labels:</b> Sound Effects			
<b>Related issues:</b> Related to Feature #1520: Realistic switch sound origin (compatibility option) <span style="float: right;">Closed 2010-06-23</span>			

### Associated revisions

#### Revision d1256985 - 2016-11-20 16:21 - skyjake

Audio|API: Sound emitters are const in APIs; fixed line side emitters

All sound emitters are now passed as const pointers in API functions.

Line side emitters were not being initialized until the sector planes moved.

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#### Revision 0f5abef8 - 2016-11-20 16:24 - skyjake

Audio|All Games: Added setting for switch sound positioning

The cvar "sound-switch-origin" determines where sound effects for switches are positioned. The default is the intuitive position (the line/switch itself). The alternative behavior (cvar value 1) is to play switch sounds from the sector center, like in vanilla.

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#### Revision 7e11c099 - 2016-11-21 17:54 - skyjake

All Games|Menu: Added Gameplay menu option for switch sound positioning

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### History

#### #1 - 2012-04-17 15:01 - vermil

To throw a little more into this; one can see that even the lwad maps were clearly made expecting the 'bugged' behaviour.

#### #2 - 2012-04-19 09:11 - skyjake

- **milestone:** v1.9.7\_Unstable --> v1.9.7

**#3 - 2012-08-27 19:16 - skyjake**

I recall this was partially addressed recently by danij. What's the status?

**#4 - 2012-08-28 17:26 - danij**

All this now needs is for sound stopping to use the parameterised version of `S_StopSound()` and the addition of a couple of game-side cvars to make the default behavior optional.

**#5 - 2015-05-29 09:43 - vermil**

- Priority changed from Normal to Urgent

**#6 - 2015-05-29 10:15 - skyjake**

- Tags set to Audio, SFX, PlaySim, Gameplay

- Target version deleted (1.9.7)

**#7 - 2015-05-29 10:16 - skyjake**

- Category set to Vanilla emulation

**#8 - 2015-11-24 19:02 - skyjake**

- Priority changed from Urgent to Normal

**#9 - 2015-11-27 13:29 - skyjake**

- Target version set to 2.0 – Home UI & Packages

**#10 - 2016-07-05 23:46 - skyjake**

- Status changed from New to Progressed

**#11 - 2016-11-20 16:24 - skyjake**

- Status changed from Progressed to In Progress

- Assignee changed from danij to skyjake

- % Done changed from 0 to 100

**#12 - 2016-11-20 16:25 - skyjake**

- Status changed from In Progress to Resolved

**#13 - 2016-11-21 08:14 - sonicdoommario**

Quick question, could this be added to one of the options under compatibility settings to toggle on or off, so getting to it would be easier?

Thanks.

**#14 - 2016-11-21 09:02 - skyjake**

Yeah I can add it to the menu, should be easy.

**#15 - 2016-11-21 17:56 - skyjake**

- Status changed from Resolved to Closed

**#16 - 2018-10-26 20:33 - vermil**

"The cvar "sound-switch-origin" determines where sound effects for switches are positioned. The default is the intuitive position (the line/switch itself). The alternative behavior (cvar value 1) is to play switch sounds from the sector center, like in vanilla."

Does this mean there is no option for the sound to play at the players location when the switch is initially pressed (which was vanilla behaviour)?

In Vanilla, the switch on/off sounds are played at the spot the player was standing when they activated the switch (i.e if the player moves between the switch going on/off, the sound doesn't follow them).

**#17 - 2019-11-29 18:55 - skyjake**

- Related to Feature #1520: Realistic switch sound origin (compatibility option) added