

Doomsday Engine - Bug #1045

[Hexen] Moving platform sound loops while menu open

2012-05-17 11:24 - vermil

Status: New	Start date: 2012-05-17
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version: Vanilla / Gameplay	
Description In 1.9.8 stable, the moving platform sound in HeXen loops whilst the main menu is open, if a platform or polyobj is moving when you open the menu. The other games appear fine. Labels: Sound Effects	

History

#1 - 2016-08-09 10:25 - skyjake

- Target version deleted (1.9.8)

#2 - 2017-04-03 14:45 - skyjake

- Target version set to Modding

#3 - 2019-11-29 22:58 - skyjake

- Target version changed from Modding to Vanilla / Gameplay