

## Doomsday Engine - Bug #1057

### [Heretic] Wrong door sound

2012-06-19 09:30 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2012-06-19
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.8 Unstable	

**Description**

Heretic's doors are once again playing a wrong sound during their movement; this time, they are incorrectly playing DORCLS when they beginning to close. They should play DOROPN.

A door in Heretic should play DOROPN when it's opened and again when it begin to close. It plays DORCLS when the doors ceiling hit's the floor.

Also, a perhaps interesting little quirk of Vanilla Heretic's doors, which Dday replicates, that seems like it may have been a mistake in the original game; the opening sound of a D1 door type (i.e any single use door) cuts when the door has fully opened, while the opening sound of a DR door type (i.e any repeatable) doesn't cut when the door has opened fully.

Of course, that might also be the behavior of the earlier version of Doom, that Heretic was built off.

For reference, In Doom, the opening sound of neither a D1 or DR door type cuts when the door is fully opened.

**Labels:** jHeretic

### History

#### #1 - 2012-06-18 13:06 - skyjake

I fixed this in commit 2511b70c. In the door movement sound effects, a distinction is now made between the beginning of the movement and the end of the movement.