Doomsday Engine - Bug #1071

Incorrect sound playback

2012-07-23 08:09 - vermil

Status:	Closed		**Start date:**	2012-07-23
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.9			

Description

http://www.doomworld.com/idgames/index.php?id=8774

This Vanilla Dehacked mod replaces several sound effects with blank ones; unfortunately Dday doesn't play them back correctly. Instead of silence, it plays another sound extremely slowly.

History

#1 - 2012-07-23 08:12 - skyjake

We have a practice of assigning items only to team members, but you are more than welcome to submit a patch in the Patches tracker, if you have a bug fix to contribute. Thanks!

#2 - 2012-07-23 12:02 - danij

- **labels**: Sound Effects --> Sound Effects, Add-ons
- **status**: open --> fixed
- **assigned_to**: Daniel Swanson

#3 - 2012-07-23 12:15 - danij

- **milestone**: v1.8.6 --> v1.9.9

#4 - 2012-08-28 08:05 - vermil

Might be worth noting, that 1.8.6 also exhibits this bug with these sounds.

#5 - 2012-08-28 10:46 - skyjake

(originally posted by anonymous SF.net user)

Hi I would like to look into these bugs. Please assign this to me.