

Doomsday Engine - Bug #1081

[Doom] Chainsaw sounds do not match original game

2012-08-28 17:39 - skyjake

Status:	New	Start date:	2012-08-28
Priority:	Low	% Done:	0%
Assignee:			
Category:			
Target version:	Vanilla / Gameplay		
Description			
The chainsaw "bring up" sound effect at map startup does not match the one in the original game.			
P_BringUpWeapon is called during busy mode which prevents the sound from being played; defer sounds from busy mode to be played after it ends?			
Labels: Sound Effects, Doom			

History

- #1 - 2012-12-10 07:43 - skyjake
- labels: Sound Effects --> Sound Effects, Doom
- #2 - 2016-08-09 10:25 - skyjake
- Target version deleted (1.9.7)
- #3 - 2017-04-03 15:05 - skyjake
- Target version set to Modding
- #4 - 2019-11-29 22:58 - skyjake
- Target version changed from Modding to Vanilla / Gameplay