Doomsday Engine - Bug #109

Updating songs at zero volume

2003-07-17 08:50 - skyjake

Status:	Closed	**Start date:**	2003-07-17
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.11		

Description

When music volume is zero, song changes are being ignored. Music should be (re)started properly when volume is increased from zero.

Quote Stephen Howe:

1. Start JDoom for TNT in level 1
2. Bring up the menu, click on sound and turn the music down to zero
3. Play the level to completion and move onto level 2
4. Bring up the menu, click on sound and turn the music up
5. Hey presto you will find that music for level 1 is playing and not level 2.
6. Testing reveals that this is present in JDoom, JHeretic, JHexen

Labels: Music

History

#1 - 2003-09-05 21:09 - skyjake

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Fixed for 1.7.13.