

Doomsday Engine - Feature #1175

Sound effect cutoff at monster's death

2003-06-02 22:05 - chrisdragon

Status: Closed	Start date: 2003-06-02
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description How about cutting off the "see player" sight for monsters that get killed before the whole sound finishes? (legacy has this feature) I use custom zombie see sounds while are like 2-3 seconds long and it seems weird to have them laughing/cracking up when their bodies are on the ground.	
Labels: Sound	

History

#1 - 2003-06-02 22:51 - skyjake

Logged In: YES
user_id=717323

An easy fix: Stop all sounds when a monster dies.

For the next release.

#2 - 2003-06-03 10:12 - skyjake

Logged In: YES
user_id=717323

Of course, I meant stop all sounds originating from the dying monster.