

Doomsday Engine - Feature #1288

Monster sound on quit

2003-09-16 22:01 - sapiens81

Status: Closed	Start date: 2003-09-16
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description In the original Doom games (and Heretic/Hexen too I think, though I'm not sure), a monster sound would play when you hit "Y" to quit the game.	
Labels: Sound	