Doomsday Engine - Feature #1356

MP3 Playlists

2004-08-03 00:00 - tdraconis

Status:	Rejected		**Start date:**	2004-08-03
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:				
Target version:				

Description

While the mp3 soundtracks made by members of the community (such as Sycraft) are excellent, I'm sure many people would be even more interested in being able to use their own music in Doomsday. I'm thinking of either the ability to play M3U-type files from within the game, or at least a custom format that could be produced by Kickstart, a la certain Half-life mods like Sven Co-op. Coupled with the ability to supress music changes caused by level changes, and maybe the ability to pause/fast-forward/rewind, this could become an rather well-used feature.

Labels: Sound

History

#1 - 2004-08-30 19:54 - skyjake

(originally posted by anonymous SF.net user)

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poip

#2 - 2013-10-21 17:12 - skyjake

- Status changed from New to Rejected