

Doomsday Engine - Feature #1435

Old-style sound queing

2007-01-31 21:29 - phoenix9000

Status: Closed	Start date: 2007-01-31
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Vanilla emulation	
Target version:	
Description In Jdoom right now, multiple sounds created by a single entity all overlap when played. This can sound really bad when using the chainsaw on a demon or imp, or if a monster goes under a crushing ceiling. In the original Doom engine, entities would interrupt any existing sound they were playing in order to make a new sound. Right now in Jdoom I think the only entity that does this is the chainsaw's idle and attack loops. Could an option be put into place to use the old-style sound queing for all entities?	
Labels: Sound	

History

#1 - 2007-05-17 20:06 - danij

Logged In: YES
user_id=849456
Originator: NO

It is possible to make this optional if it is not already.

#2 - 2013-10-22 08:31 - skyjake

- *Tags set to SFX*
- *Category set to Vanilla emulation*
- *Status changed from New to Closed*
- *Assignee set to skyjake*
- *% Done changed from 0 to 100*

This can be done with "sound-overlap-stop 1".