

Doomsday Engine - Feature #1451

[InFine] stopsound

2007-08-10 20:56 - vermil

Status: New	Start date: 2007-08-10
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Modding	
Description As the title suggests. Dday has the ability to stop a music track, that is playing, in an infine script. However there isn't an equivalent for sounds. This makes it impractical to have an infine script that has very long sounds (i.e characters talking etc) that the player can skip section's of (because any currently playing sounds can't be stopped when the player skips a section).	
Labels: InFine	
Related issues: Related to Feature #1632: InFine 2.0 (on top of Doomsday Script) New 2013-10-22	

History

#1 - 2013-10-22 09:03 - skyjake

- Tags set to InFine, Scripting
- Subject changed from lack of a stopsound command to [InFine] stopsound
- Category set to Enhancement

#2 - 2019-11-29 18:45 - skyjake

- Target version set to Modding

#3 - 2019-11-29 18:45 - skyjake

- Related to Feature #1632: InFine 2.0 (on top of Doomsday Script) added