

## Doomsday Engine - Feature #1520

### Realistic switch sound origin (compatibility option)

2010-06-23 21:11 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2010-06-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Enhancement	
<b>Target version:</b>	
<b>Description</b> The summary says all; the sound of a switch being pressed is playing at the wrong origin.	
<b>Labels:</b> Sound	
<b>Related issues:</b> Related to Bug #1029: Switch sound origin <span style="float: right;"><b>Closed</b>    <b>2012-04-19</b></span>	

#### History

##### #1 - 2010-06-24 19:05 - danij

What makes you think they are playing from the wrong origin?

##### #2 - 2010-07-18 15:18 - vermil

In Doom.exe and Dday 1.8.6, the switch sound's of original Doom line types, correctly, plays right in front of the linedef.

In 1.9 beta 6.9, the switch sounds of original Doom line types incorrectly plays in the centre of the sector the switch line is attached to.

For reference though, XG switches have always played switch sounds in the centre of the sector that the switch line is attached to.

##### #3 - 2010-08-16 17:50 - skyjake

See bug [#1029](#).

##### #4 - 2010-11-23 10:24 - skyjake

*(originally posted by anonymous SF.net user)*

The four switch sounds in Doom II map07 (Dead Simple) are definitely coming from somewhere a long way from the switch.

##### #5 - 2011-01-26 11:33 - danij

Are you sure about that vermil? I don't remember switch sounds ever playing from the location of the switch in Doomsday. See the following in 1.8.6's src/p\_switch.c

```
void P_StartButton(line_t *line, bwhere_e w, int texture, int time) {  
...  
buttonlist[j].soundorg = (mobj_t *) &line->frontsector->soundorg;  
...  
}
```

##### #6 - 2012-08-28 18:24 - danij

Turns out that the reason they appear to originate from the switch is due to a bug in vanilla DOOM which will play them relative to the player's current position.

We should fix the problem and then implement a compatibility option to replicate vanilla behaviour.

##### #7 - 2012-08-28 18:24 - skyjake

- **milestone:** Eventually --> Version 1.9

##### #8 - 2013-10-22 10:55 - skyjake

- *Tags set to SFX*

##### #9 - 2019-11-29 18:55 - skyjake

- Related to Bug #1029: Switch sound origin added

**#10 - 2019-11-29 18:55 - skyjake**

- Category set to *Enhancement*
- Status changed from *New* to *Closed*
- Assignee set to *skyjake*
- % Done changed from 0 to 100

**#11 - 2019-11-29 18:56 - skyjake**

See commit [0f5abef8](#).