Doomsday Engine - Bug #159

Ogg/Mp3 in PK3 Virtual Folder Structure Not Playing

2004-01-09 16:41 - tolwyn

Status:	Closed	**Start date:**	2004-01-09
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.14		

Description

I've discovered a bug, confirmed by Dani, with MP3/Ogg
playback when MP3s/Oggs are in the PK3 file.

Placing song.mp3 into the real folder:
c:\doomsday\data\jdoom\music

And referencing that with, for example:

Music { ID = "runnin"; Lump = "D_RUNNIN"; ext = "Data/jDoom/Music/song.mp3"; }

(the DED can be in a PK3 or in the \defs\jdoom\auto)

Plays song.mp3, as it should.

However, placing song.mp3 in the PK3 file in the "virtual
folder structure" of:

data\jdoom\music

With the same DED file will NOT work.

Labels: Resources

History

#1 - 2004-01-09 17:12 - skyjake

Logged In: YES
user_id=717323

That's strange, I tested this not too long ago and it worked fine.

It's possible that it has broken down, though. I'll check it out.