

Doomsday Engine - Bug #1599

Double Quit sound

2013-10-18 12:48 - vermil

Status:	Closed	Start date:	2013-10-18
Priority:	Low	% Done:	100%
Assignee:	daniij		
Category:	Regression		
Target version:	1.13		

Description

A tiny little thing that affects all games in modern Dday.

Normally, if one selects quit game from the main menu, the menu close sound is played in DDay.

Firstly, this is actually the wrong sound versus Vanilla; Vanilla plays the message popup sound.

Secondly, if one fires any weapon in the game world, before selecting Quit Game, it instead plays both the menu close and message popup sounds on top of each other.

Associated revisions

Revision 200dc74c - 2013-12-18 10:20 - daniij

Fixed|All Games|Menu: Double quit sound

Menu buttons will automatically play the relevant sound effect when activated/triggered. The quit game menu action does not need to play a sound as well.

IssueID #1599

History

#1 - 2013-10-18 13:42 - skyjake

- Tags changed from Menu, sounds to Menu, Audio, SFX

#2 - 2013-11-25 15:00 - vermil

I didn't believe this was worth making a separate issue for, but it's still a mistake.

There is no prompt sound when one uses the shortcut key (f7 by default), to display the end game prompt. It opens silently.

#3 - 2013-11-25 16:27 - sonicdoommario

vermil wrote:

I didn't believe this was worth making a separate issue for, but it's still a mistake.

There is no prompt sound when one uses the shortcut key (f7 by default), to display the end game prompt. It opens silently.

Hm, that could be related to this issue:

<http://tracker.skyjake.fi/issues/1091>

#4 - 2013-12-18 10:22 - daniij

- Status changed from New to Closed

- % Done changed from 0 to 100

#5 - 2013-12-18 10:25 - skyjake

- Target version set to 1.13

#6 - 2013-12-23 13:48 - skyjake

- Category set to Regression

- Assignee set to danij