

Doomsday Engine - Bug #1744

[Heretic] Waterfall sounds switch from left to right (centered in vanilla)

2014-04-08 22:00 - vermil

Status:	New	Start date:	2014-04-08
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Vanilla emulation		
Target version:	Vanilla / Gameplay		
Description			
In Dday, at the start of E3M8, the waterfall sounds switch from left to right, albeit consistently, rather than sounding centred like they do in Vanilla Heretic.			
This suggests a scheduling bug.			

History

#1 - 2017-04-03 14:29 - skyjake

- Tags changed from Heretic, Audio to Heretic, Audio, SFX
- Subject changed from [Heretic] Waterfall sound scheduling bug to [Heretic] Waterfall sounds switch from left to right (centered in vanilla)
- Category set to Vanilla emulation
- Target version set to Modding

#2 - 2017-04-03 18:33 - skyjake

- Target version changed from Modding to Vanilla / Gameplay