

Doomsday Engine - Bug #1816

First sound played at map start up erroneously doesn't play

2014-05-30 11:58 - vermil

Status:	New	Start date:	2014-05-30
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:	Modding		
<div>Description</div> <div>The first sound Dday tries to play at map start up (i.e for instance a monster sees the player immediately on map start) isn't played.</div> <div>According to the log, Doomsday declares there are no sound channels available.</div> <div>If Dday has to play more than one sound at map start up, all beyond the first appear to play.</div>			

History

- #1 - 2017-04-03 14:17 - skyjake
- Target version set to Modding