

Doomsday Engine - Bug #1817

Premap infine and preplaying music oversight

2014-05-30 12:03 - vermil

Status:	Feedback	Start date:	2014-05-30
Priority:	Normal	% Done:	0%
Assignee:	vermil		
Category:			
Target version:	Modding		
Description			
In Dday 1.8.6, Dday would accidently start the level music twice if there was pre-map infine; when the pre-map infine starts and finishes.			
In modern Dday, this bug has been fixed, but now the currently playing music continues to play (be it the title music, the intermission music or music from another level if that was the last music track playing). This comes across as an oversight in itself.			
I would like to suggest that preamp infine silence all music when it starts? Maybe with an exception if the infine calls the exact same music track that was playing, right at the start of the script? But that might be silly.			
Related issues:			
Has duplicate Bug #1706: Default Mapinfo music glitch		Closed	2014-01-03

History

#1 - 2014-10-05 19:34 - danij

- Status changed from New to Feedback

- Assignee set to vermil

#2 - 2014-10-05 19:37 - danij

Is there a mod compatibility reason for the change you suggest?

The original games' logic for music queuing is based around the idea that music tracks are completely independent from the context in which they play. This means that a music track *should* continue to play until it is either changed or explicitly stopped.

#3 - 2014-10-05 19:57 - danij

- Has duplicate Bug #1706: Default Mapinfo music glitch added

#4 - 2015-04-16 14:17 - vermil

To toss something else into this, if one starts a new game while pre-map01 infine is playing, dday changes the music track playing during the infine, to the default mapinfo def set music track (which happens to be the first levels music in Dday's default defs).

The reason for making this report in the first place was because I didn't think either was intended behaviour.

However, Dday 1.8.6's behaviour was at least consistent and hence useable by modders.

In Dday 1.8.6, you would always get the level music, but in modern Dday you get whatever random music track happened to be playing before the infine started (and a different track again if you restart the infine in the case mentioned at the top of this post).

Hence, I would like to suggest that either 1.8.6's behaviour be restored as the new intended behaviour or preamp infine silence all currently playing music.

#5 - 2017-04-03 14:17 - skyjake

- Tags set to InFine, Animation, Music

- Target version set to Modding