

Doomsday Engine - Bug #1853

[Doom] Platform movement sound origin

2014-08-14 12:03 - vermil

Status: Closed	Start date: 2014-08-14
Priority: High	% Done: 100%
Assignee: skyjake	
Category: Regression	
Target version:	
Description Platform movement sounds in the latest unstable build (1318) are all playing at 0,0 instead of the centre of the sector moving.	
Related issues:	
Related to Bug #1855: [XG] Dummything not fully initialized	Closed 2014-08-15
Related to Bug #2056: Moving platforms sound origin incorrect	New 2015-05-16

Associated revisions

Revision 4c8eaa02 - 2014-08-16 13:15 - skyjake

Fixed|World|Plane: Accessing plane sound origins

The sound emitter property was being accessed as a pointer to ThinkerT rather than a pointer to ddmobj_base_t.

IssueID #1853

History

#1 - 2014-08-14 12:05 - vermil

vermil wrote:

Platform movement sounds in the latest unstable build (1318) are all playing at 0,0 instead of the centre of the sector moving.

To correct, Doom and Heretic (HeXen doesn't appear to be) are affected and all sector based sounds in those games other than switch sounds (which continue to incorrectly play in the centre of the sector the switch trigger is attached to, rather than the players location) appear to be affected (i.e doors opening and closing).

#2 - 2014-08-14 16:37 - skyjake

- Tags set to Audio, MapData
- Category set to Regression
- Assignee set to skyjake
- Priority changed from Normal to High

#3 - 2014-08-14 16:38 - skyjake

Could have something to do with sound origins now using the new Thinker class.

#4 - 2014-08-14 16:51 - skyjake

- Target version set to 49

#5 - 2014-08-15 22:23 - skyjake

- Related to Bug #1855: [XG] Dummything not fully initialized added

#6 - 2014-08-16 13:15 - skyjake

- Status changed from New to Resolved
- % Done changed from 0 to 100

#7 - 2014-08-16 13:16 - skyjake

- Status changed from Resolved to Feedback

- Assignee changed from skyjake to vermil

#8 - 2014-08-16 13:16 - skyjake

Please retest with the next unstable build.

#9 - 2014-08-21 10:17 - vermil

This issue seems fixed; well it appears to match 1.8.6 in all the places I tested.

#10 - 2014-08-21 10:18 - skyjake

- Status changed from Feedback to Closed

- Assignee changed from vermil to skyjake

#11 - 2015-05-16 15:14 - skyjake

- Related to Bug #2056: Moving platforms sound origin incorrect added

#12 - 2015-06-08 10:47 - skyjake

- Target version deleted (49)