Doomsday Engine - Bug #2056

Moving platforms sound origin incorrect

2015-05-16 10:47 - vermil

Status:	New	**Start date:**	2015-05-16
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Defect		
Target version:	Vanilla / Gameplay		

Description

In HeXen and Heretic (I haven't tested Doom), the sound origin for moving platforms appears to be incorrect, or it doesn't appear to move with the platform at least.

Related issues:

Related to Bug #1853: [Doom] Platform movement sound origin	**Closed**	**2014-08-14**

History

#1 - 2015-05-16 15:14 - skyjake

- Related to Bug #1853: [Doom] Platform movement sound origin added

#2 - 2015-05-16 18:21 - skyjake

- Tags set to MapData, Audio

#3 - 2017-04-03 13:46 - skyjake

- Target version set to Modding

#4 - 2019-11-29 23:01 - skyjake

- Category set to Defect

- Target version changed from Modding to Vanilla / Gameplay