

## Doomsday Engine - Bug #2086

### Armorexp.wav is not played when knight statue is killed

2015-06-11 11:11 - theleo\_ua

<b>Status:</b> Closed	<b>Start date:</b> 2015-06-11
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b> Deng Team	
<b>Category:</b> Defect	
<b>Target version:</b>	
<b>Description</b> Armorexp.wav is not played when knight statue is killed  1) Go to map22 (start spot) 2) kill knight statue  Actual result: death sound is not played Expected result: Armorexp.wav should be played	

#### History

##### #1 - 2015-06-13 10:01 - skyjake

- Target version deleted (1.15.1)

##### #2 - 2017-04-03 13:42 - skyjake

- Tags set to SFX

- Category set to Defect

- Target version set to Modding

##### #3 - 2017-04-03 19:12 - theleo\_ua

Does it really reproduced in your 2.x build? Because I remember that it was fixed in 1.15.5: I created workaround for 1.15.1 (added sound generator for statue death state), but saw, that it was fixed in 1.15.5. so I removed my workaround in 1.15.5

Now I tried to reproduce this in 2.0 stable and still cannot reproduce

##### #4 - 2017-04-03 19:28 - skyjake

- Status changed from New to Closed

- % Done changed from 0 to 100

Ok, closing this then. :)

I was just cleaning up the tracker and assigning targets for issues that didn't have one...

##### #5 - 2017-04-03 19:29 - skyjake

- Target version deleted (Modding)