Doomsday Engine - Bug #2107

[Heretic] [Hexen] Line attacks produce no sound on impact

2015-08-03 12:02 - vermil

Status:	New	**Start date:**	2015-08-03
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Defect		
Target version:	Modding		

Description

Line attack weapons in Heretic and HeXen produce no impact sounds when they hit a wall/floor, only when they hit a mobj.

History

#1 - 2015-08-03 12:05 - vermil

I assume this issue would extend to Doom as well, but there are no line attacks in Doom that have impact sounds when they strike a wall, to confirm.

#2 - 2017-04-03 13:36 - skyjake

- Tags set to Heretic, Hexen, SFX

- Target version set to Modding

#3 - 2020-01-03 07:21 - skyjake

I attempted to triage this quickly but failed to understand the problem. Could you elaborate a little on which a) which weapon you used, and b) what sound you expected to play.

#4 - 2020-01-04 11:15 - vermil

I believe I meant that HeXen's line attack weapons aren't making their impact sounds when they hit a wall/floor (i.e the fighters gauntlets).

Unfortunately, Dday has just stopped working on my computer (it just closes on it's own without error, a second or two after starting the engine), so I am unable to double check.