

Doomsday Engine - Bug #226

Sector soundorg z level is always 0

2005-03-24 23:52 - jimigrey

Status: Closed	Start date: 2005-03-24
Priority: Low	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0	

Description

When an elevator moves up from height 0, the sound stays at the bottom. When an elevator goes down from height 0, the sound stays at the top. A door is opened at height 1024, the sound is very silent, because the sound is at height 0.

I found a way to fix this in a dll. This works for jDoom and jHeretic in the way it is.

```
Into the "void S_SectorSound(sect_t *sec, int id)" I
added this:"if(sec->soundorg.z != sec->floorheight +
((sec->ceilingheight - sec->floorheight) / 2))
sec->soundorg.z = sec->floorheight +
((sec->ceilingheight - sec->floorheight) / 2);" just
below this line:"mobj_t *origin = (mobj_t *)
&sec->soundorg;"
```

That way the soundorg z gets updated everytime a sound is played in a sector, if the soundorg z is not on the correct level.

Labels: Sound (DS8)

History

#1 - 2006-01-16 20:27 - danij

Logged In: YES
user_id=849456

I'm not too keen on moving the ONLY sound origin in a sector. Remember that it is used to play ALL sector based sounds so doing so would create somewhat strange results sometimes.

I think a better solution would be:

Engine-side:

Have three degenmobj_ts per sector, floor, ceiling and one that is ALWAYS at the mid height between the two.

The floor/ceiling degenmobj_ts would always be moved with their respective plane.

Game-side:

We simply select the appropriate origin for the sound when calling S_StartSound() via DMU.

#2 - 2006-01-17 16:29 - skyjake

Logged In: YES
user_id=717323

Sounds good to me (pun intended :-)).

#3 - 2006-02-09 01:42 - danij

Logged In: YES
user_id=849456

I've now implemented this in CVS for 1.9.0 as agreed.