

Doomsday Engine - Bug #229

4 sound channels used by game menu

2005-04-01 10:19 - jimigrey

Status: Rejected	Start date: 2005-04-01
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: 1.8.6	
Description Menu uses 4 sound channels all the time, even if the menu is not active. I think it would be better, if the menu and game had access to all channels. Or if there has to be some limit for menu channels which will be away from game channels, then menu should only use 1 sound channel. Definitely doesn't need 4.	
Labels: Sound (DS8)	

History

#1 - 2006-01-16 20:46 - danij

Logged In: YES
user_id=849456

This could be fixed by using `S_LocalSoundFrom()` instead of `S_LocalSound()`?

How would we determine the origin? Menu sounds need to work when we don't have a player to position the sound relative to.

With `S_LocalSoundFrom(..., float *fixedpos)`, how is `fixedpos` treated?

#2 - 2006-01-17 16:27 - skyjake

Logged In: YES
user_id=717323

I don't think this is very serious. The extra channels are needed when moving the cursor rapidly: each step produces a sound effect. It wouldn't sound too good to clip one of the previously playing ones.

If a fix is needed, I would suggest increasing the default total number of channels.

#3 - 2012-08-28 06:59 - skyjake

- **status:** pending --> wont-fix
- **milestone:** --> v1.8.6