

## Doomsday Engine - Bug #2303

### Plutonia 2: Incorrect music; "unknown" map author (with embedded DEHACKED lump)

2018-12-13 09:07 - sonicdoommario

<b>Status:</b>	Closed	<b>Start date:</b>	2018-12-13
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	2.2 (2019)		

#### Description

While playing through Plutonia 2 there are some parts of the game that play the incorrect music. For example, the title screen plays the music of Map03, when it normally plays "On the Hunt" (Doom E1M6). Also, the music for Map04 plays the music of Map01, when the song for that map is "The Imp's Song" (Doom E1M2). ☐☐

I found another error with the soundtrack in Plutonia 2, this time with Map23. The MAPINFO lump tells Map23 to use D\_ROMER2, which is the Map27 music filename. In Plutonia, Map27 is "I Sawed the Demons" (Doom E2M1), but it plays the Map27 music from Plutonia 2 instead. ☐☐

Also, when loading Plutonia 2 without the separate DEH file, the word "unknown" appears at the bottom of the map title when starting a map. ☐☐

#### Associated revisions

##### Revision 7cbb47f3 - 2018-12-15 09:07 - skyjake

importidtech1: Updated MAPINFO parser with "map.sucktime"

Ignore the "map.suckTime" directive gracefully.

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##### Revision bc0c34b1 - 2018-12-15 10:14 - skyjake

Audio|Log: Print to log which music lump/file/track is started

IssueID #2303

##### Revision da944864 - 2018-12-15 10:29 - skyjake

importidtech1: Updated MAPINFO parser with "map.sucktime"

Ignore the "map.suckTime" directive gracefully.

IssueID #2303

##### Revision ea9850d4 - 2018-12-15 10:29 - skyjake

Audio|Log: Print to log which music lump/file/track is started

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##### Revision fb58ec65 - 2019-11-30 08:30 - skyjake

All Games: Hide "Unknown" map author

Added cvar "hud-title-author-nounknown", default to 1.

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##### Revision 549c090e - 2019-12-06 07:59 - skyjake

Fixed|Definitions|Deh Reader: Conflicting MAPINFO and DeHackEd music

If there is both a DEH that overrides music lump names and a custom MAPINFO that sets map music, prefer to use only the latter.

IssueID #2303

## Revision da3a1cba - 2019-12-06 07:59 - skyjake

Fixed|Definitions|Deh Reader: Conflicting MAPINFO and DeHackEd music

If there is both a DEH that overrides music lump names and a custom MAPINFO that sets map music, prefer to use only the latter.

IssueID #2303

### History

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#### #1 - 2018-12-13 09:15 - skyjake

- *Category set to Regression*
- *Assignee set to skyjake*
- *Target version set to 2.1.1*

#### #2 - 2018-12-14 01:20 - sonicdoommario

I did a little digging into this issue, since I know Plutonia 2 (pl2.wad) has a built in Dehacked/MAPINFO lump and it changes the names of the music files (nearly all of which are built into pl2.wad, so the rest of the tracks in this game play fine in Doomsday).

For the Map04 music, the MAPINFO lump directs Map04 to use D\_RUNNIN for its track. D\_RUNNIN is the track name used for Map01 of Doom II-based games, but there is no D\_RUNNIN entry in pl2.wad. It looks like Vanilla Doom treats this case by using D\_RUNNIN from Plutonia.wad, which is in fact "The Imp's Song" (Doom E1M2).

For the title screen issue, the Dehacked lump (and the separate .deh file) renames DM2TTL (the filename for the title screen music) to COUNTD (the track name for Map03 of Doom II-based games). There is no D\_COUNTD entry in pl2.wad, so it looks like it would resort to D\_COUNTD in plutonia.wad, which the song there is "On the Hunt" (Doom E1M6).

#### #3 - 2018-12-15 09:04 - skyjake

Took a quick initial look. At least the MAPINFO is failing to parse. It stops reading the MAPINFO after it encounters the "sucktime" property. I'll fix that problem and then see how the music is being translated...

#### #4 - 2018-12-15 09:05 - skyjake

- *Status changed from New to In Progress*
- *% Done changed from 0 to 10*

#### #5 - 2018-12-15 17:18 - skyjake

Is this fixed in build 2904? If I understood you correctly:

- PL2 title music should be d\_countd, and
- PL2 map 4 music should be d\_runnin.

At least those are playing for me in 2904 (MUS music lumps, not external).

#### #6 - 2018-12-15 18:18 - xe\_sued

- *File MAPINFO.Imp added*

#### #7 - 2018-12-15 18:18 - xe\_sued

xe\_sued wrote:

[skyjake](#)

Confirmed, the music definition for the PL2 title and Map04 is correct. Find attached the mapinfo.lmp of PL2, which contains the music definitions for the individual maps. The title music is not defined in there, but the dehacked.lmp found on PL2.WAD contains an entry "Text 6 6 dm2ttlcountd".

#### #8 - 2018-12-15 18:19 - xe\_sued

- *File MAPINFO.Imp added*

#### #9 - 2018-12-16 05:26 - sonicdoommario

I tested in build 2904. Initially it wasn't working, but when I loaded in Plutonia 2 by itself, it then worked properly. It doesn't work if the separate Dehacked file for Plutonia 2 (pl2.deh) is also loaded in.

#### #10 - 2018-12-16 08:27 - skyjake

I think PL2.WAD contains a DEHACKED lump that gets loaded automatically. It seems likely that loading the DEH patch a second time may cause some unpredictable issues.

**#11 - 2018-12-16 08:28 - skyjake**

- Status changed from *In Progress* to *Closed*

- % Done changed from 10 to 100

**#12 - 2018-12-17 05:14 - sonicdoommario**

I'd like to reopen this, if possible. I found another error with the soundtrack in Plutonia 2, this time with Map23. The MAPINFO lump tells Map23 to use D\_ROMER2, which is the Map27 music filename. In Plutonia, Map27 is "I Sawed the Demons" (Doom E2M1), but it plays the Map27 music from Plutonia 2 instead.

Also, when loading Plutonia 2 without the separate DEH file, the word "unknown" appears at the bottom of the map title when starting a map.

**#13 - 2018-12-17 06:32 - skyjake**

- Status changed from *Closed* to *In Progress*

- % Done changed from 100 to 80

**#14 - 2018-12-17 08:59 - skyjake**

- Subject changed from *Incorrect music played in parts of Plutonia 2* to *Incorrect music played in parts of Plutonia 2; "unknown" map author displayed*

**#15 - 2018-12-17 08:59 - skyjake**

- Subject changed from *Incorrect music played in parts of Plutonia 2; "unknown" map author displayed* to *Plutonia 2: Incorrect music; "unknown" map author (with embedded DEHACKED lump)*

**#16 - 2019-02-16 11:30 - skyjake**

- Target version changed from 2.1.1 to 2.1.2

**#17 - 2019-10-14 10:19 - skyjake**

- Target version changed from 2.1.2 to 2.2 (2019)

**#18 - 2019-11-30 08:28 - skyjake**

- Description updated

**#19 - 2019-11-30 08:32 - skyjake**

- Description updated

**#20 - 2019-11-30 08:32 - skyjake**

- Description updated

**#21 - 2019-12-06 08:02 - skyjake**

- Description updated

- Status changed from *In Progress* to *Resolved*

- % Done changed from 80 to 100

The problem with the map 23 music was that it was correctly changed to D\_ROMER2 by the MAPINFO, but then the DEH patch replaced all D\_ROMER2's with another music lump. The solution was to not apply DEH patches to any songs specified in a custom MAPINFO.

**#22 - 2019-12-17 11:18 - skyjake**

- Status changed from *Resolved* to *Closed*

**Files**

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MAPINFO.lmp	4.92 KB	2018-12-15	xe_sued
MAPINFO.lmp	4.92 KB	2018-12-15	xe_sued