

Doomsday Engine - Bug #2451

ringing sound

2021-02-17 23:00 - Magmarock64

Status:	New	Start date:	2021-02-17
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	3rd party compatibility		
Target version:			

Description

I've encountered a rather annoying sound bug that occurs with a specific track. Once 5 minutes have passed you hear a president ringing that won't go away.

It may occur with other tracks but this is the one I found. The track is called NAME HERE and is played on level 14.

I have included both the Doomsday recording as well as one from GZDoom. The GZD one still has a weird ringing, that occurs 5 minutes into it, but then it stops.

GZDoom

https://drive.google.com/file/d/1sNU6_v_Cu0oJmsexD58WjDXu7cxJ8Hz5/view?usp=sharing

Doomsday

<https://drive.google.com/file/d/1fcxmw1HUt7RYbcXb5ic39RI8j811Mxzr/view?usp=sharing>

I've also added screen shots of my audio setup; both source ports are using Coolsoft's virtualmidisynth with Patch93's soundfont. A common setup for those who like accurate SC55 emulation.

History

#1 - 2021-02-18 07:25 - Magmarock64

The name of the track is The Dave D. Taylor Blues. Forgot to add it.

Files

Coolsoft settings.PNG	67.5 KB	2021-02-17	Magmarock64
Doomsday sound settings.png	118 KB	2021-02-17	Magmarock64