

Doomsday Engine - Bug #38

JHexen: Sector sounds not playing properly

2003-04-14 05:28 - quietust

Status: Closed	Start date: 2003-04-14
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.8	

Description

Just upgraded from jHexen 0.99.6 to Doomsday 1.7.8 (jHexen 1.2.4) and noticed some audio problems.

When sector sounds are played, the looped portion does not start playing at the appropriate time (sometimes not until the beginning portion is complete, sometimes immediately even if it's supposed to be played with a delay).

Some easy places to observe these:

1. "DoorNormal" - map01, the 4 pairs of sliding doors behind the stained glass windows and the standard door behind them - StoneMove does not start until DoorOpenLight finishes playing (it should only delay 13 frames).
2. "PlatformMetal" - map02, when either portal to Guardian of Steel rises, SteelMove starts playing immediately (should delay 35 frames)

Also, for some odd reason, the swinging doors on map01 play DoorCloseLight (instead of DoorCreak) when they start opening; however, the swinging doors on map31 (korax) play DoorCreak as expected.

Labels: jHexen Gameplay

History

#1 - 2003-04-15 22:18 - skyjake

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Should be now fixed. In snapshot 2003-04-16.