Doomsday Engine - Bug #418

Music Volum Bug with DirectSound 8

2007-02-17 17:20 - reilsss

Status:	Closed	**Start date:**	2007-02-17
Priority:	Normal	**% Done:**	100%
Assignee:	danij		
Category:			
Target version:	1.9.0-beta5		

Description

Like Danij told me I report here a kind of bug I experinced.

The Music Volum in Heretic does not change by what ever volum I set in Control Panel. You hear always full volum, by using the DirectSound 8 driver. That kind of bug does only affect the Music volume sinces sound volum can get changed.

Using DirectSound 6 Compatible does this error not appear.

Using Aureal A3D does the volum for the music work correctly, but there is no sound anymore at all for my PC

I experinced this in the Windows version of Doomsday 1.9.5.1

I guess this bug will appear in Hexen and Doom as well, but I haven't check it there yet.

Labels: jHeretic

History

#1 - 2007-07-16 11:25 - briandamgaard

Logged In: YES
user_id=374376
Originator: NO

The bug also affects Doom on my (vanilla) computer with:

Windows XP,
DirectX 9
Doomsday 1.9.0.beta5.1
Soundblaster Audigy 2 ZS sound-card

Setting the sound effects volume works perfectly OK, and it's only the music volume that suffers from this bug. Regrettably, it makes the program completely unusable, so I hope this is bug has top-priority on the to-do list.