

Doomsday Engine - Bug #459

Level music and "before" infine scripts

2007-07-02 13:22 - vermil

Status: Closed	Start date: 2007-07-02
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.8.6	
Description If a level has a "Before" infine script attached to it the level music is started twice, once at the start of the "Before" script and again when the script finishes. Labels: InFine	

History

#1 - 2008-06-26 03:25 - danij

Logged In: YES
user_id=849456
Originator: NO

Fixed in svn for 1.9.0-beta6

#2 - 2009-04-01 11:14 - vermil

I'm reopening this report because of a small issue that has arisen from it.

Because of the fix, if you don't specify a music track on your "before" infine def, the intermission music from the previous intermission will continue to play until the "before" infine def finishes.

#3 - 2009-04-01 13:56 - danij

Are you trying to achieve silence (i.e., you want no music at all unless you specify the track to play)?