

## Doomsday Engine - Bug #578

### line\_type act sound

2008-12-17 14:47 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2008-12-17
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> In Beta5, when line_type is called to change an xg line def to another, that has a player use activation requirement, you incorrectly here the new lines act sound, if it has one, when it changes.	
<b>Labels:</b> XG	

### History

#### #1 - 2009-02-15 22:51 - danij

Seems to work just fine for me.

Try this:

Create a new jDoom test map with a few sectors and a player start.

Pick a twosided linedef that will act as the trigger and set the type to #4000 and tag #1

Pick another twosided linedef that will be activated by the first line, give it tag #1

Create a new DED and add the following

```
Line Type {
ID = 4000;
Class = line_type;
Flags = player_cross;
Flags2 = when_act | any;
Count = 1;
Target Ref = "lref_line_tagged";
Target Num = 1;
Line Type = 4001;
}
```

```
Line Type {
ID = 4001;
Class = none;
Flags = player_cross;
Flags2 = when_act | any;
Count = -1;
Act sound = "swtchn";
}
```

Load both with Doomsday and test. The trigger line should not make any sound when crossed. The target line will only make a sound once activated by the trigger line.