Doomsday Engine - Bug #647

when environment pack is selected the music does not work

2009-03-22 21:52 - rbaliko

Status:	Closed		**Start date:**	2009-03-22
Priority:	Normal		**% Done:**	100%
Assignee:				
Category:				
Target version:	1.9.0-beta6			

Description

In the addons section of the doomsday engine, I clicked on the environment addon (with the fog, sky effect, etc). I noticed (at least for The Plutonia Experiment) that the music does not work when the addon is on. Whenever I turn off this addon, the music works fine.

Labels: jDoom

History

#1 - 2009-03-23 14:20 - danij

This is not a bug. These addons have changed the default MapInfo definitions are missing music track information. As such the addons themselves need to be updated.